

INFINIVERSE™

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The Infiniverse is new, the result of a struggle older than the cosm of Core Earth, older than any cosm. Legends say that when Apeiros fled The Place to escape the frenzied destruction of the Nameless One, it created the first cosm. Then Apeiros created another, then a score of dozens more. Soon the entire cosmverse was filled with the cosms of its creation. Yet for all of these cosms there was only one cosmverse, the sum of all the cosms which had been created.

The Nameless One sent Darkness Devices, filled with shadows of its own destructive power, through the multi-dimensional seams bounding The Place. The Darkness Devices created the High Lords. When the High Lords invaded Earth's cosm, the Possibility Wars began.

As recounted in *The Nightmare Dream* (third novel of the *Possibility Wars* trilogy), Storm Knights confronted High Lords, and a would-be High Lord, in Dreamtime. While the Storm Knights had the advantage in Dreamtime (a place conducive to creation sprung from possibilities), the power of the High Lords and the circumstances of the confrontation marred their plan. The most disastrous consequence was a patterning of possibilities, dread possibilities, which acted as a beacon for the Nameless One. Attenuated, weakened by the convoluted dimensional path necessary to reach Dreamtime, the power of the Nameless One still threatened to overwhelm Dreamtime and the cosms connected to it.

The miracle which halted the growth of that power is documented in *The Nightmare Dream*. A contradiction was soon created, as the cosms began to reject the possibility of the Nameless One. The Everlaw of One immediately began to diminish the entity's power. In response the Nameless One destroyed the Everlaw, allowing contradictions to exist. Freed from the constraint of the Everlaw of

One, Apeiros and creation responded by replicating the cosmverse, creating an infinite number of copies, many differing only in small details from other cosmverses, some identical, some varying greatly from others. The Nameless One's power was stretched across all the cosmverses. In most the Everlaw of One was restored, and quickly eliminated the residue of the Nameless One's power from that cosmverse. In some the Everlaw of One was not restored, or not restored fully; the cosmverses were destroyed (or are being destroyed) by the Nameless One.

But again the Void and the Nameless One had failed to completely destroy Apeiros and Eternity. In fact creation was now far larger than it had ever been, for where there had been one Cosmverse, there are now as many as there are numbers. There is now the Infiniverse.

How Your Campaign Fits Into the Infiniverse

Each gamemaster is assumed to be running her campaign in a cosmverse which is exclusive to her campaign. Her Nile Empire is in a different cosmverse than the Nile Empire being run by her friend, also different from the Nile Empire being run by another gamemaster a thousand miles away. However, all three are still part of the Infiniverse. In each campaign the Possibility Wars are being fought, and the events, victories and defeats in each can cause perturbations which are felt in other cosmverses.

If you wish to have your cosmverse be part of the grand story of the Possibility Wars throughout the Infiniverse, this campaign game newsletter is your link to those other cosmverses which are also fighting the High Lords.



Dispatches and Rumors

Dispatches are bulletins describing events and discoveries (or possibly characters) in the realms. They are confirmed happenings in the Infiniverse. Dispatches may be anything from adventure hooks or leads, to specific encounters, scenes, items, events, anything which could be happening in the realms. They are numbered for use in the response form (see page 13). Examples:

1

Chicago has become the home to at least two new gospog fields — one in Grant Park, the other in a razed section of the Edgewater neighborhood on the north side. The gospog fields have just been planted, so it is possible the first crop may be stopped by quick acting Storm Knights. The tribes of edeinos in the area are reportedly restless with their garrison duty in an area still filled with so many “death piles” (large buildings), and occasionally stray several miles from the fields. However there are several dozen gospog of the first planting, veterans from the attack on Chicago, which patrol the fields. Worse is the confirmation that the three gotaks of the tribe have sown the perimeter of the fields with pain sacks (see page 24 of the World Book), and that the gospog are commanded by three to five ravagons, who are in turn commanded by Ujeratza, a ravagon veteran of three invasions, two in the service of the Gaunt Man, one with Baruk Kaah.

Ujeratza (Ravagon Veteran): DEX 9, STR 13, TOU 10, PER 10, MIN 8, CHA 9, SPI 12.

Skills: reality 15, flight 15, maneuver 15, stealth 13, unarmed combat 12, find 15, language 16, tracking 13, trick 12, test 9 (12), persuade 12, taunt 10

(12), faith 16 (Irishanti), focus 16, intimidation 13. The ravagon has access to Core Earth miracles *bless, communicate with animal spirit, cure disease, healing, ritual of hope, ritual of purification, refresh, ward danger, ward enemy*, which also exist in the Irishanti religion.

Possibilities: 22.

Natural Tools: armor (defense value 13), talons (damage value 15), wings (speed value 13).

Equipment: Holy symbol of Irishantism (a religion which claims the Gaunt Man as one of the seven prophets), Staff of Righteousness (as the ravagons see things) which in the hands of Ujeratza has a damage value of 20 (+3 for staff, +4 increased *Strength* due to blessing; see page 15 of the World Book), focus +4.

Goals: Serve the Gaunt Man, raise an army of first through third planting gospog and lead them south along with edeinos tribes to plant stelae in a path which would isolate the eastern United States from the rest of the country.

2

Pope Jean Malraux has given increased authority and resources to a Dr. Etienne Balczesak, previously research team leader with the French space program. Soviet, German and Japanese intelligence sources have all confirmed major construction projects about 50 kilometers northwest of Avignon, apparently building a launch site more sophisticated than any currently on Earth. All sources agree that the Cyberpope has suddenly taken an increased interest in space exploration. Given the tech axioms of the realm, this could prove devastating to Core Earth, and pose a problem for the other High Lords as well. Even given Cyberpapal blessing, money and miracles, the first mission should be a few

months away; jump starting a space program is a technically and organizationally imposing task. It is not known what Balczesak will launch for the first mission.

A German agent in place at the launch complex had her cover blown by the watchful informants of the Inquisition. Methodical and brutal searching of the area around the launch site has continued, suggesting the Inquisition has not yet found what they have been looking for. If a group of Storm Knights could find the agent, and get her or her information to Germany, then more would be known. If the agent cannot be found, it is doubtful that any intelligence agency, or the Delphi Council, would recommend entering the launch site on the Storm Knights' initiative. It is suspected that part of the site's purpose is to draw Storm Knights to it, in order to save the Inquisition the trouble of having to hunt them down. There is some supporting evidence for this theory, for despite all of the computing power installed at the site, it has yet to be connected to the GodNet— quite unusual for the Cyberpapacy. A Storm Knight or other agent would have to physically travel to the installation to gather much information about it, and it is heavily guarded by the Church Police, cygoyles, and members of the Inquisition.

Agent Mimieux/Suzi Helfer (Covert Operative): DEX 10, STR 8, TOU 9, PER 9, MIN 10, CHA 11, SPI 9.

Skills: reality 10, dodge 11, fire combat 11, energy weapons 11*, lock-picking 11, stealth 12, disguise 12**, find 10, first aid 10, land vehicles 10, language 11, test 12, charm 13, persuasion 15, taunt 13, intimidation 10.

The asterisk notes that energy weapons is not a template skill for covert operative; she learned it while in the

Cyberpapacy. The agent had earlier learned disguise while in the field.

Possibilities: 6.

Equipment: IriMesh armor (+3/armor value 12), Perforator II Rocket Pistol (Tech 24/damage value 17/range 3-10, 25, 60), 4 Magcoder ID security badges for the launch complex; only one of her covers has been blown.

Goals: Get back to Germany. Keep calm in the launch complex until the search cools down enough to brave the cordon the Inquisition has established.

Dr. Etienne Balczesak: DEX 7, STR 8, TOU 9, PER 11, MIN 12 (17), CHA 8, SPI 9.

Skills: reality 9 (0 adds), dodge 8 (+1 chip for value 9), unarmed combat 9 (+1 chip for value 10), air vehicles 12, evidence analysis 12, space vehicles 12, trick 12, medicine 18, science 20 (+2 chip for value 22), test 18, willpower 19, taunt (12), faith 14 (Cyberpapacy), intimidation 13.

Possibilities: 9.

Equipment: EpiphaNeur, slashers (STR+4, damage value 12), neuracal, chipholder 3 (with chips as mentioned above), interdermal plating (+6/armor value 15), manofique. Cyber value 11.

Etienne Balczesak became a stormal moments before he was confronted by a cyberpriest. Unfortunately for the doctor, the priest invoked a reality storm, which Balczesak lost, transforming to the Cyberpapacy. Captured and put through the GodNet, Etienne quickly and fervently converted to the faith of Jean Malraux. Recognizing his usefulness, a cardinal gave him a blessing vow which radically increased his mind as long as he loyally served Jean Malraux.

Goals: Establish a permanent space station, extend the reach of the GodNet to the whole world.

3

The Nile Empire is trying to establish diplomatic relations with the United States. While most of the country is opposed to this, including even some members of the Delphi Council, certain people believe that an Egyp-

tian Empire with largely obsolete technology may be a lesser evil than the other realms. There are desperate hopes for convincing Dr. Mobius to turn on the High Lord with whom friction has already become apparent: Pope Jean Malraux.

The ambassador is Ohan Marruk, urbane, charming, with an aristocratic bearing. His task is to establish good relations with the United States, a difficult if not impossible task given the fact that Mobius and Baruk Kaah have cooperated, at least loosely, on a number of projects.

Marruk's plan is straightforward—he plans to build faith with the public of the United States by fighting and destroying a tribe of edeinos. His methods are convoluted. His contacts with Baruk Kaah have provided him with totems and jewelry from the Furrek-Dah tribe, confirmed enemies of Core Earth United States. He plans to send a company of shocktroopers into the Living Land to destroy an encampment of edeinos who oppose Baruk Kaah and “skin them to the last scale”. The victory is to be costly; if the edeinos do not provide enough opposition, the captain in charge has orders to “arrange” for higher casualties among his men. The Furrek-Dah items will then be seeded in the edeinos camp for the benefit of the press (and US military inspectors). Destruction of the enemy, coupled with the high casualties taken, are the tool Ohan Marruk needs to build sympathy in the United States.

Ohan Marruk: DEX 9, STR 8, TOU 8, PER 11, MIN 10, CHA 11, SPI 9.

Skills: reality 10, beast riding 10, dodge 11, fire combat 10, stealth 12, find 12, first aid 12, land vehicles 12, langauge 12, trick 17, test 12, charm 13, persuasion 15, taunt 13, intimidation 10.

Possibilities: 11.

Equipment: Marruk is of *evil* inclination. Solid gold cigarette case and lighter, each inlaid with three half-carat diamonds, several specially tailored silk suits (each with a weird science lining (Tech 25) which acts as +4 armor/armor value 12, activates when Ohan fingers a button on his coat, and the ID device inside recognizes his fingerprint). He is usually

not armed, carrying a visible sidearm (usually a .45 colt automatic) when he is armed.

Goals: To rise in power within Mobius's organization, and to be popular and respected by the people he is presently victimizing.

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

Skills: reality 9, dodge 11, fire combat 13, heavy weapons 11, melee weapons 12, unarmed combat 12, land vehicles 11, persuasion 9, trick 11, taunt 11.

Possibilities: 7.

Equipment: Achmedi is of *evil* inclination. 9mm Luger (damage value 15, range 3-10, 25, 40).

Goals: To loyally serve Dr. Mobius, and to never again have to serve under that buffoon Wu-Han.

Rumors

Rumors are unconfirmed reports and discoveries. It is up to you and your players, and the other campaigns in the Infiniverse, to determine whether or not the rumors are true. They are the gossip, the whispered fears overheard by traveling Storm Knights. Rumors may be adventure hooks, locations, encounters, scenes, items, events ... just about anything possible, and probably a few which are not. When characters, items, or other information is given, it is the best information available to Storm Knights. Items may not be all they are cracked up to be, and characters may prove to be tougher, or simply non-existent.

The rumors are numbered for use in the response form (see page 13).

1

In Ohio, there is rumored to be a spring which has become a collector of possibility energy. It is not an eternity shard, and Possibilities cannot be drained from it, but reports suggest that it can help the miracles of *healing*, *refresh*, and the *ritual of purification*, granting a focus and faith bonus of perhaps as high as +7. It is almost as if

the spring were a community of faith, not just of the Living Land or of Core Earth, but a community of pure faith waiting to believe. Transformed humans living in the area have claimed that spirits now live in the spring, and more are gathering each sunset.

2

There are unconfirmed reports of heavy Nile shocktrooper activities in the Land of the Dead, under the command of Field Major Hopten-Ra, concentrating on the exploration of underground tunnels that may link the Nile Empire with the Living Land and possibly other realms as well. Witnesses report the movement of great numbers of men and vehicles, as well as the creation of an airfield capable of accommodating transport aircraft. It is suspected that Dr. Mobius is trying to ascertain just how far and in which direction the tunnels go, and hopes to put the information to use for military purpose.

In potentially related rumors, Takken Soth of the Theban Ur Guild has been reported in the Land of the Dead, and there are hints that "weird scientist" Dr. Nasca Belar and a convoy of trucks departed from a research center for that area at roughly the same time.

The coming together of a major exploratory expedition, an engineer, and a prominent weapons scientist in so mysterious an area would suggest a number of frightening possibilities. Worst among them is the theory that Mobius hopes to plant some sort of explosive beneath the surface of other realms in preparation for some future invasion. At the least, the presence of a major destructive weapon beneath neighboring areas would allow Mobius to blackmail other High Lords and sate his financial ambitions. This, in turn, would allow him to step up the activities of his research and development centers and his search for eternity shards.

It is also possible that the departures of Soth and Belar have nothing to do with the military operation, and may instead involve the construction of a new research and development center in the Land of the Dead. The

military activities could involve a search for gold in the area.

If the rumors of personnel movements and increased activities are correct, they could have disturbing ramifications for Core Earth, the other realms, and the planet as a whole.

Field Major Hopten-Ra: DEX 9, STR 9, TOU 9, PER 10, MIN 10, CHA 11, SPI 8.

Skills: reality 9, beast riding 10, find 12, fire combat 10, heavy weapons 10, intimidation 10, land vehicles 10, taunt 12, unarmed combat 10.

Inclination: Evil.

Possibilities: 10.

Equipment: Kevlar armor (Tech 22 +5/armor value 14), .357 Desert Eagle (Tech 22/ damage value 16, range 3-10, 15, 40).

Goals: To achieve military victories; to one day attain a promotion to the staff of an Overgovernor and begin accumulating political power.

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

Skills: engineering 14, evidence analysis 14, find 14, mathematics 13, persuasion 10, scholar 12, science 12.

Inclination: Evil.

Goals: To put his knowledge of mathematics and engineering to work to gain power for Mobius, and by extension, himself.

Dr. Nasca Belar: DEX 7, STR 7, TOU 7, PER 14, MIN 14, CHA 10, SPI 7.

Skills: reality 8, evidence analysis 16, find 16, persuasion 11, scholar 15, science 18, weird science 18, willpower 15.

Inclination: Evil.

Possibilities: 11.

Goals: To create and test bigger and better (i.e., more destructive) gizmos in the service of Dr. Mobius.

3

In the horror realm of Orrorsh, a new terror lurks. A 150-year-old vampire known as Maletretius has taken over a cult of demon-worshippers known as the Mordians. Using a ritual known as the Demonorum Majestrix, these cultists plan to increase

Maletretius' powers, hoping to make him immune to the effects of sunlight, garlic, running water, and all physical attacks. If the cultists are successful, Maletretius would be completely invulnerable, and could then go on to create a race of super-vampyres that could overrun the realm without fear of opposition. If true, it is believed that it will be some time before the rituals can be completed. The cultists would require a great deal of silver and the rare *intedores siana* plant, which is found only in still-untainted New Guinea. The rituals would also have to be done in secret, lest the other creatures of Orrorsh grow jealous and attempt to disrupt the ceremonies.

Maletretius: DEX 12, STR 16, TOU 18, PER 11, MIN 14, CHA 14, SPI 9.

Skills: reality 18, acrobatics 20, dodge 19, maneuver 17, running 17, stealth 20, unarmed combat 20, climbing 19, alteration magic 15, find 14, language 15, scholar 16, trick 16, test 23, willpower 23, charm 26, persuasion 21, faith 12, intimidation 17.

Possibilities: 9.

Natural Tools: fangs (damage value 18).

Goals: To attain complete invulnerability to physical and non-physical attacks; to father a race of vampyres possessed of ultimate power.

Typical Mordian Cultist: DEX 9, STR 9, TOU 9, PER 9, MIN 9, CHA 9, SPI 12.

Skills: faith 14, find 11, intimidation 13, language 11, melee weapons 11, scholar (occult lore) 11.

Equipment: dagger (Tech 7/ damage value STR+3).

Goals: To use arcane ritual to gain power and influence in the realm of Orrorsh.

4

This much is fact: dozens of years ago in the Terran cosm, a crucial battle was fought. On one side was the dreaded villain Blackpool, and his minions, and on the other The Whisper, mysterious avenger of injustice.

When the bloodshed was ended, Blackpool had been buried by a cave-in, and his mad schemes with him.

The Whisper had been seriously wounded, and his assistants killed. The evil one was never seen again, and the hero retired, apparently consumed with grief over the heavy toll the battle had taken.

Since that time, Mobius has dropped his maelstrom bridge and invaded Earth. And stories have floated out of Thebes that the High Lord has a new ally: Blackpool. Frightened servants of Mobius claim that the High Lord's supporters in Terra discovered Blackpool, still alive and in suspended animation at the site of the cave-in. (He had supposedly plunged into an underground river, the mysterious properties of which preserved him until he could be revived. Now, more maniacal than ever, Blackpool is determined to go through with the plan the Whisper foiled all those years ago: the detonation of a device, known as an Allorizer, which would send out an electromagnetic pulse and effectively shut down all machines in an entire nation).

The rumors state that Blackpool has been supervising construction of the weapon at a weird science research center outside of Cairo. With the financial backing of Mobius, Blackpool will set off the device within the Cyberpapacy realm, destroying the GodNet and all cybernetic devices and rendering the whole area ripe for conquest.

The stories may be just that—stories, intended to frighten Terran natives who still shudder at Blackpool's name, and possibly keep the Cyberpapacy authorities looking over their shoulders. But if it is true, only one man has ever been able to stop Blackpool, and he hasn't been seen in 20 years.

The Whisper has become a legend over the years, and the legend has an epilogue of sorts—in the back alleys of Cairo, they say, there is a derelict who has the same piercing eyes and thrilling voice that terrorized Terra's criminals for years. If the stories are accurate, lost in a fog of drink may be the one mind capable of ending Blackpool's threat.

The Whisper: DEX 9, STR 7, TOU 11, PER 13, MIN 15, CHA 11, SPI 6.

Skills: reality 10, charm 12, evidence analysis 17, fire combat 9, intimidation 9, persuasion 12, scholar 15, stealth 9, taunt 13, trick 14, willpower 17.

Inclination: Good.

Possibilities: 11.

Natural Tools: super attribute (adventure cost 3); see *The Nile Empire* sourcebook for details.

Equipment: twin .45 Colt automatics (Tech 20/damage value 16/range 3-10, 15, 40).

Goals: To redeem himself; to free himself of the guilt caused by the deaths of his friends 20 years ago.

Blackpool: DEX 11, STR 11, TOU 14, PER 14, MIN 15, CHA 17, SPI 15.

Skills: reality 10, dodge 13, melee weapons 15, unarmed combat 11, scholar 16 (politics), science 19, willpower 11, persuasion 18, taunt 20, intimidation 17.

Inclination: Evil.

Possibilities: 10.

Natural Tools: super attribute (adventure cost 6); see *The Nile Empire* sourcebook for details.

Equipment: rapier (Tech 15/damage value STR+5).

5

It is difficult to separate fact from fantasy in the realm of Aysle. The low tech axiom has made communication between countries difficult, and much is wild rumor and speculation.

Much of this speculation is centered on Ireland, which is divided between a mixed zone and Core Earth, and an uneasy resistance continues to battle in the north. Lately, Viking raids along the coast have increased in frequency. Yet while fierce, the Norsemen's attacks have been of shorter duration than normal. The Vikings have suffered heavy losses and taken little plunder, yet they continue to return.

At the same time, sightings of "monsters" have been on the rise in and around Belfast, and the creatures have reportedly cut swaths of destruction through the area. It is a new kind of terror that witnesses tell of, and the savagery has reportedly seriously shaken the morale of those still resisting in the area.

It is only lately that the Irish tale-tellers have begun to make the connection between the Viking raids and the stories of huge monsters. Although they cannot prove it, many now believe the Viking ships are acting as ferries for transformed Earthers, most often trolls, gathered from Norway and sailed to Ireland as part of a new offensive.

If this is true, it represents both a threat and an opportunity. The threat lies in the inability (so far) of the resistance to overcome its terror and successfully battle the huge creatures. The opportunity lies in the fact that the sinking of Viking longboats could prove devastating to the troll population (since it is rumored that transformed people-trolls, at least, are unable to swim.)

Whether or not there is any connection between the raids and the monster sightings or indeed any truth to the reports of trolls in Ireland remains to be seen.

Troll (transformed human): DEX 11, STR 18, TOU 18, PER 6, MIN 8, CHA 5, SPI 5.

Skills: taunt 9, dodge 13, fire combat 12, melee weapons 14, unarmed combat 14, lifting 20.

Possibility Potential: Some (55).

Equipment: The trolls supposedly spotted in Ireland were carrying large clubs (Tech 6/ damage value STR+3).





New Stuff

We will be premiering new source material, new rules, new characters, places, and evil plots in *Infiniverse*. Some will foreshadow events which will be published later in a more expanded version, some of the material will only appear in these pages. Sometimes which is which depends on how events go in your campaign; if the villains are foiled here, certain products will be altered (or simply not released). Alternately, if the bad guys get the upper hand here, some products will give Storm Knights a far more vicious time than we had originally planned. It's a truly collaborative campaign, between you, the other gamemasters of *Infiniverse*, and West End Games.

Templates: Villains and Heroes

From time to time we will be including new template types which you can choose to add to your campaign. These will be created by the staff at West End Games.

We will also occasionally ask for Storm Knights or villains to be submitted from subscribers' campaigns, along with background, picking one or two for publication in *Infiniverse*.

Now, on to the first of the new stuff.

Sherwood Forest, England

Overnight, springing up in land long since covered by suburbs, Sherwood Forest rose in Nottingham. Huge, dark trees burst full grown through the plain brick development houses, shattering walls and windows, flinging roof tiles to the suddenly forested ground.

The few residents who escaped,

scratched and bloody, gibbered of strangling roots, dark, clammy fingers of moss, a maze of hulking, malevolent trunks. Often, they wandered for days after leaving their shattered houses before they stumbled upon the forest's edge.

Though the new Sherwood Forest covers thousands of acres, those trapped inside feel it is far larger, endless. The trees are huge and densely packed, allowing only shallow lines of sight. Daylight is diffused through layers of leaves, making it almost impossible to determine the sun's location. Dusk comes early, and night lingers long. The few trails are narrow, low animal tracks, often ending abruptly in impenetrable brambles.

And then there are the denizens of the woods. Skeletons and fey creatures shriek in the shadows of night, and often the woods are not large enough for them. They come looking for prey and sport in Nottingham, at least until the half hour before dawn. No one with sense ventures near the wood after sundown.

The Bogs

There is a strenuous debate about whether there is more than one bog in the forest, or whether there is a single large bog with a sinister enchantment which fools wanderers into believing they are elsewhere in Sherwood until they come across the bog. The bog is known to be the home to goblins, ghouls and the occasional skeleton.

There are also the large goblinish creatures that seem to be made of the muck, christened bogoblins by the mayor of Nottingham. Bogoblins are large, but are almost impossible to detect when they wish to remain hidden. They can even disguise their distinctive odor through use of their *stealth*, an innate magical ability their smaller goblin cousins lack. Bogoblins

can see perfectly well at night, and have problems only in the brightest sunlight, an unusual condition in Sherwood Forest. Bogoblins rarely leave the confines of the forest, unlike ghouls and goblins which make almost nightly forays into human-held territories. Speculation is a bogoblin cannot wander too far from the bog which is his home. Bogoblins are surprisingly intelligent, and have a vicious cunning.

Bogoblin: DEX 10, STR 14, TOU 20, PER 8, MIN 10, CHA 4, SPI 4.

Skills: dodge 11, melee weapons 11, stealth 18, unarmed combat 15, find 12, tracking 12, trick 14, test 13, taunt (10), intimidate 10 (20).

Natural Tools: Claws +3/damage value 17, teeth +4/damage value 18.

Equipment: large stumps to club things with (+4/damage value 18), occasionally really big stumps to club things with (+5/damage value 19).

Cherylicid's Grimoire

One of the unusual features of Sherwood Forest is the Starry Birch found somewhere within the forest. The Starry Birch is notable for two reasons; the small luminescent flecks which adorn most of its leaves, and the fact that birch trees are not native to this Sherwood Forest. It was at the Starry Birch that the first entries of Cherylicid's grimoire were found.

The first entry was found by an Aylish woodcutter, whose unidentified body was found with scraps of parchment on which only the heading "Spells of Cherylicid" could be read. The second person known person to find the Starry Birch was Settleford-Dunne, who made it out of Sherwood carrying the mottled, grimy parchment with the spell of *iron wood* upon it, as well as a stylized seal containing the name "Cherylicid."

No one has heard of a mage named Cherylicid; many people suspect that the tree is from another cosm entirely, and that the parchment arrives through a *dimension gate* spell, or possibly the *herald* group power. Why (or whether) Cherylicid is sending these spells is not known.

Iron Wood

Axiom Level: 10
Skill: *alteration/plant* 19

Backlash: 18
Difficulty: 10
Effect Value: 20
Bonus Number to: duration

Range: touch
Duration: 18
Cast Time: 15
Manipulation: none needed

Iron wood allows the mage to strengthen saplings and twigs to withstand attack, sufficiently strong to prevent most melee weapons from doing any harm. The mage taps all of the wood he wishes to strengthen with the flat of an iron blade, muttering “cut not” in the old language, shaping them into a small domed hut 5 meters across. The hut has a *Toughness* of 20, and no attack can harm a character inside the hut until the hut has been destroyed (taken four or more wounds) or has been breached (a KO result or 20 or more shock points of damage taken). The mage can pass in and out of the hut, an action which requires an *alteration magic* total of 8 to succeed.

Characters Around Nottingham and Sherwood

Ydreffim: DEX 13, STR 10, TOU 12, PER 10, MIND 11, CHA 11, SPIR 9.

Skills: acrobatics 14, dodge 14, flight 16, lock picking 15, maneuver 15, melee weapons 14, prestidigitation 15, stealth 15, lifting 12, alteration magic 11, language 12, tracking 12, trick 11, apportation magic 12, conjuration magic 12, charm 13, taunt 12, faith 11, focus 11.

Arcane Knowledges: time, true knowledge, darkness, light, magic,

inanimate forces, air, fire, avian, enchanted, folk, range, speed.

Spells: bleeding blade, cleanse, conjured fireball, floater, lightning, iron wood, mage dark, multipleselves, stay voice, sunstore, water scry.

Miracles: cure disease, enhance food, ward danger, ward enemy.

Equipment: usually none.

Goals: Find the others of her people.

Ydreffim bears a vague physical resemblance to the winged, flower-loving fairies of children’s tales. It looks like a small girl with long hair, about a meter tall, swathed in swirling locks. The hair hides its wings, which fold up like a grasshopper’s when not in use.

It is not sure where the rest of its folk got to, and it is searching for them among shadows of Sherwood. In a playful mood, Ydreffim can be delightful, but it is not overly fond of humans. They are too big and coarse. It is nocturnal, and most often encountered at dusk, searching for its folk, or gathering supplies. It takes offense easily at curiosity and rudeness alike. It will talk to humans, dwarves and other large folk if they are polite, and knows enough about the woods to warn Storm Knights of times or places which are particularly dangerous.

Elspeth Fenella MacVaig: DEX 11, STR 7, TOU 10, PER 12, MIND 9, CHA 9, SPIR 8.

Skills: melee weapons 12, swimming 12, climbing 8, divination magic 15, find 13, land vehicles 13, water vehicles 13, artist (drawing) 13, artist (dance) 13, test of will 11, persuasion 10, reality 10.

Arcane Knowledges: living forces, earth, water, folk.

Spells: known to have detect magic, pathfinder, possibility shadows, water scry; based on Unwilling Seer template — see *Aysle Sourcebook*.

Possibilities: 11.

Equipment: herbal teas, scrying cups, mace (+4/damage value 11), leather armor (+2/armor value 12).

Goals: Be at peace with her visions, find her fiance, protect Nottingham from the creatures in her visions.

Elspeth is the MacVaig of clan MacVaig, the cheiftain of her family. Since the invasion, what used to be an

on-again, off-again ability to dream premonitions has blossomed into full-blown divination magic. She migrated from the center of the Aylish pure zone in Scotland to Sherwood Forest as a result of her visions. She had a repeated vision in which Errol Flynn’s Robin Hood is transformed into a gibbering, hulking bogoblin, which goes on a rampage through the forest until it reaches the Starry Birch. In some versions of the vision the bogoblin falls asleep in the glow of the birchlight, to awaken as Robin Hood again. In the other the bogoblin never awakens, but it transformed a second time into a grassy mound.

Since arriving in Nottingham, Elspeth has used her abilities to warn against the predations of Uthorion’s minions. While useful, Elspeth would rather not have these abilities, as her sleep is all-too-often shattered by horrible nightmares of destruction and injury. She is researching all of the old lore to find a way to tone down the visions, and focus them for her own use.

She is a small, sturdy woman of 28, with auburn hair and wide gray eyes. She is engaged to Hamish MacRae, currently missing.

Miles Brian Settleford-Dunne: DEX 9, STR 8, TOU 8, PER 11, MIN 10, CHA 11, SPI 9.

Skills: beast riding 10, dodge 11, fire combat 10, missile weapons 10, stealth 12, find 12, first aid 12, land vehicles 12, trick 12, faith 10.

Possibility Potential: Some (25).

Equipment: Longbow (+6/14), Lee Enfield MK1 (damage value 19), field glasses, mayoral costume, camouflage gear, camping equipment, ammunition, bullet proof vest (+6/armor value 14).

Goals: Keep Nottingham together.

Miles is the Sheriff of Nottingham, and has been in policework for nearly 35 years. He may not have seen it all, but he’s seen a lot, from quiet neighborhood beats to mobs and protest marches, even to invaders from *someplace else*, now.

The invaders are by far the strangest, most dangerous threat to peace and order that he’s ever faced. With

the dark new Sherwood Forest at his doorstep, Miles is stretched to the limit to keep his city from toppling into chaos. He has relied on the advice of Ramasingh Chamshad, who seems to have a good grasp of the weird which has struck Nottingham.

Gariad Corcairja: DEX 11, STR 8, TOU 10, PER 9, MIN 9, CHA 11, SPI 10.

Skills: beast riding 13, dodge 14, lock picking 13, maneuver 14, melee weapons 12, running 12, stealth 14, unarmed combat 14, alteration magic 12, divination magic 12, trick 12, charm 14, reality 12.

Arcane Knowledges: darkness, magic, living forces, earth, plant, water, aquatic, folk.

Spells: detect magic, fog, increase charisma, iron wood, pathfinder, turn to stone, water scry, water spray.

Possibilities: 13.

Equipment: Fine elven enchanted leather (+5/armor value 15) which she boasts she stole from a Elven mage (actually she paid two years service for the armor), longsword (STR+6/damage value 14), dagger (+3/damage value 11).

Goals: Gold and excitement to excess, companionship in moderation.

Gariad Corcairya (GAIR-ee-add cor-CARE-ya) came over the water bridge after Uthorion's vikings. She figured her trade was likely to be in higher demand in the invasion area, and she was tired of the brutes of her

hometown taverns. They didn't treat a girl gentle. And they didn't pay very well, either. She crossed the sea to London, but Core Earth was too crowded, too strange. But some of the transformed lands in the interior sounded exciting.

Here in the new towns, there are plenty of new marks, both for her physical charms, and her thieving wiles. She owes no loyalty to Uthorion, and would rather oppose his designs. Magic still intrigues her, and rumors of Cherylicid's grimire have reached her. She has lifted spells from whatever source comes to hand, mixing dwarven and elvish and what-not freely; a tree should prove no great challenge.

Ramasingh Chamshad: DEX 12, STR 7, TOU 14, PER 15, MIND 11, CHA 12, SPIR 12.

Skills: acrobatics 13, beast riding 13, dodge 14, maneuver 15, melee weapons 15, prestidigitation 14, running 14, stealth 15, alteration magic 12, divination magic 13, first aid 12, scholar (mythos) 12, trick 11, water vehicles 11, apportionment magic 11, artist 11, cojuration magic 11, test of will 11, persuasion 13, taunt 14, intimidation 11, reality 13.

Arcane Knowledges: true knowledge, darkness, light, inanimate forces, living forces, fire, metal, plant, water, folk, earthly, enchanted, entity, control, duration, state.

Spells: away sight, bleeding blade,

conjured fireball, disguise self, iron wood, lightning, mage dark, multiple selves, stay voice, open lock, water scry, weakness.

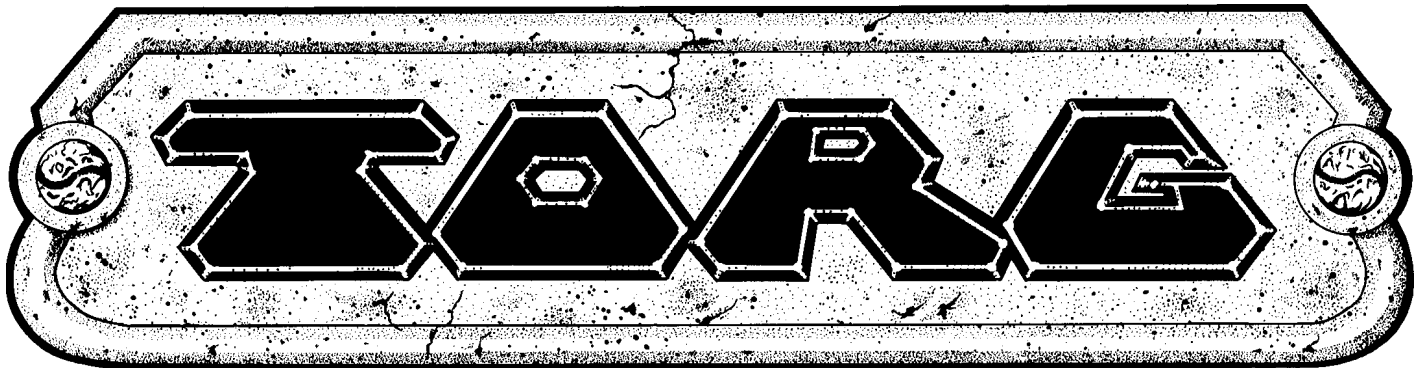
Possibilities: 15.

Equipment: Clothing enchanted to act as armor +5 (armor value 19), grimoire written in miniature on bones (writing must be magnified many times to be read; Chamshad uses a spell of his own devising).

Goals: recontact Uthorion.

Ramasingh Chamshad (RA-masing SHOM-shod) often passes for a Pakistani in the ethnically mixed city of Nottingham. He's pleased that his natural coloring fits in so well with the natives, for it makes his undercover work much simpler. Chamshad is not sure what happened to his High Lord, but he is confident Uthorion will contact him soon.

In the meantime, he travels up to Sherwood Forest, keeping in touch with the fell beasts that have made the brooding wood their base, and patronizingly sympathizes with Settleford-Dunne, the ineffectual human who likes to think he has stuck his finger in the dyke. He also is cultivating Settleford-Dunne for the time, almost inevitable now, when he shall become a stormer.





Creatures



Below are some additional creatures which are not listed in the World Book, nor are they listed in the sourcebooks. They are bonus beasts with which you may confront your players.



Living Land Creatures

Aviax

The aviax is the “missing link” between the reptile and the bird. Though still possessing the talons and razor-sharp beak of their lizard cousin they boast feathers instead of scales. This, and their slightly smaller size, grants them greater speed and maneuverability than flying reptiles like the lakten. The aviax has a wing-span of three meters and grows to a length of two meters. Aviax always attack in flocks of six to eight, which allows them to bring down large prey.

Aviax: DEX 13, STR 8, TOU 10, PER 8, MIN 7, CHA 5, SPI 5.

Skills: dodge 15, flight 15, unarmed combat 14, maneuver 15.

Possibility Potential: none.

Natural Tools: beak, damage STR+3/11, talons, damage STR+3/11, wings (speed value 13).

Slitha

Slitha are huge earthworms that make their homes in the volcanos that dot the Living Land. Their hides are especially tough and capable of withstanding the extreme temperatures in their natural habitat. Although practically blind, the slitha is essentially one

huge sense organ—nerves that run the length of its body can sense vibrations and guide the worm unerringly to its prey. Slitha are omnivores, eating anything they can find, and they kill their prey by crushing it beneath their bulk. Slitha grow to a length of 15 meters.

Slitha: DEX 8, STR 24, TOU 21, PER 8, MIN 4, CHA 3, SPI 3.

Skills: tracking 11, tunneling 12 (speed value 10), unarmed combat 11, trick (13), test (13), taunt (18), intimidate (25).

Possibility Potential: none.

Natural Tools: armor +3/24.

Beleterox

Beleterox are insects that inhabit the Eastern Land. They resemble huge hornets, and possess eight legs, wings, and a sharp stinger. The beleterox feed on small dinosaurs and have been known to prey on edeinos and humans. The beleterox attacks by stinging its prey with a venom that causes paralysis. It can then consume the catch at leisure or, during spawning season, wrap eggs and victim in a cocoon to give the hatching young something on which to feed. Beleterox stand upright, have a wing span of four meters and grow to a height of three meters.

Beleterox: DEX 9, STR 9, TOU 13, PER 6, MIN 6, CHA 3, SPI 3.

Skills: climbing, 11, dodge 11, flight 12, maneuver 11, running 10, unarmed combat 11, trick (10), test (15), taunt (7), intimidate (15).

Possibility Potential: none.

Natural Tools: armor +2/15, stinger, damage STR+3/12, venom (damage value 18), wings (speed value 11).

Note: if stinger causes damage,

venom does damage on the following round. The venom does no direct physical damage, instead it has a special effect; the shock points of damage done (it makes only one attack) act as a negative bonus modifier for all *Dexterity* related actions, until the poisoned character generates a *Toughness* total equal to or greater than the damage value of the venom.

Sashar

A sashar is a large mammal resembling a cougar which makes use of its phenomenal eyesight to hunt in the Deep Mist. It is a fierce predator known for killing more than it needs, almost as if it derived sheer pleasure from the bloody act itself. The sashar grows as large as eight meters, and has a gray coat that allows it to blend in with the mist. Its four claws are used to slash its prey, and its bite has been known to tear the leg off a bargon.

Sashar: DEX 15, STR 17, TOU 16, PER 9, MIN 8, CHA 5, SPI 5.

Skills: acrobatics 16, climbing 17, dodge 16, maneuver 16, running 17, stealth 17, tracking 11, trick (12), test (12), taunt (8), intimidation 7.

Possibility Potential: none.

Natural Tools: claws, damage STR+2/19, teeth, damage STR+3/20.

Skritteck

Skrittecks are small rodents that feed on carrion left behind by larger animals. Skrittecks travel in packs of up to 150, and grow to about a meter in length. Their primary offensive weapon is a set of needle-like teeth. Skrittecks live in tunnel networks under the surface, and will attack a living creature only if their tunnels are dis-

turbed. Then they swarm above ground with frightening speed, and have been known to devour the flesh of a full-grown edein in two minutes. Skrittecks have been rumored to carry diseases.

Skritteck: DEX 12, STR 7, TOU 8, PER 3, MIN 3, CHA 3, SPI 3.

Skills: climbing 13, dodge 13, maneuver 14, tunneling 15 (speed value 3), unarmed combat 13.

Possibility Potential: none.

Natural Tools: teeth, damage STR+4/11.



Orrorsh Creatures

Zuvenbie

A zuvenbie is one of the walking dead, a reanimated corpse slave to the bidding of the one who made him rise. Zuvenbies are created through the use of complicated magical rituals, and are often used as servants and laborers. They have tremendous strength and do not feel pain, continuing to pursue a goal until they achieve it or are utterly destroyed. It is impossible to taunt, charm, or persuade a zuvenbie, as they are virtually mindless. Their skin is usually chalk-white, their movements stiff, and their eyes blank. They are incapable of speech.

Zuvenbies can be destroyed by physical attack.

Zuvenbie: DEX 8, STR 20, TOU 20, PER 1, MIN 1, CHA 3, SPI 10.

Skills: climbing 22 (speed value 8), dodge 9, unarmed combat 10, lifting 23, trick (25), test (25), intimidation 11 (15).

The Faceless Ones

The Faceless Ones are creatures with humanoid appearance, reptilian wings which are ill-suited for flight, and perfectly smooth, featureless faces. Although they are incapable in their "normal" form of speech, sight or hear-

ing, they are able to sense the body heat of a living creature and thus know where to attack. Their strength is prodigious, and once they have a grip on a humanoid being (which is whenever the Faceless One scores a knockdown or a wound level), their victim's features are transferred on to them. The victim loses all facial features, becoming as smooth the Faceless One was before; as this prevents breathing, seeing, or hearing, the victim dies in six rounds after the transfer. A Faceless One can retain the features of their victim for one hour (or until they are killed; at which time the features are transferred back to their original owner), during which time they possess the knowledge and memories of their victims. They will often use this knowledge and a now trustworthy appearance to claim other victims. They gain all of their victim's skill adds, except where the skill adds are less than their own.

A Faceless One can be destroyed by exposing it to a mirror while it is in its natural state.

Faceless One: DEX 10, STR 15, TOU 14, PER 9, MIN 9, CHA 7, SPI 5.

Skills: unarmed combat 11, charm 8, persuasion 8, stealth 12, tracking 12, trick 11, test 12 (20), taunt (20), intimidation 15.

Note: A Faceless One can take on the Skills of his victim for one hour, although the creature's attribute values do not change. Example: a Faceless One with a DEX of 10 slays a Victorian with a DEX 11 and a *lock-picking* skill value of 13, the Faceless One would get the two *lock-picking* skill adds for a value of 12.

- The Faceless One is hit by an attack with a damage value of 25 whenever he catches his reflection in a mirror.

Natural Tools: wings (speed value 9).

Sentinel Ghosts

Sentinel ghosts are the spirits of the dead, which have remained on the physical plane to plague the living, or warn others of the presence of the living. In Orrorsh, all sentinel ghosts are malevolent spirits, bent on terror-

izing their victims.

A sentinel ghost is capable of passing through solid objects, and cannot be harmed by a physical attack, nor can it initiate one. A sentinel ghost may appear as a white blur or may resemble its physical incarnation. Since it is incapable of action on the physical level, the ghost's primary offensive weapon is the fear it sparks in its victim.

Sentinel Ghost: DEX 3, STR 1, TOU 11, PER 11, MIN 10, CHA 15, SPI 15.

Skills: stealth 22, find 20, tracking 13, persuasion 16, trick 12, taunt 16, intimidation 23.

Incubae/Succubae

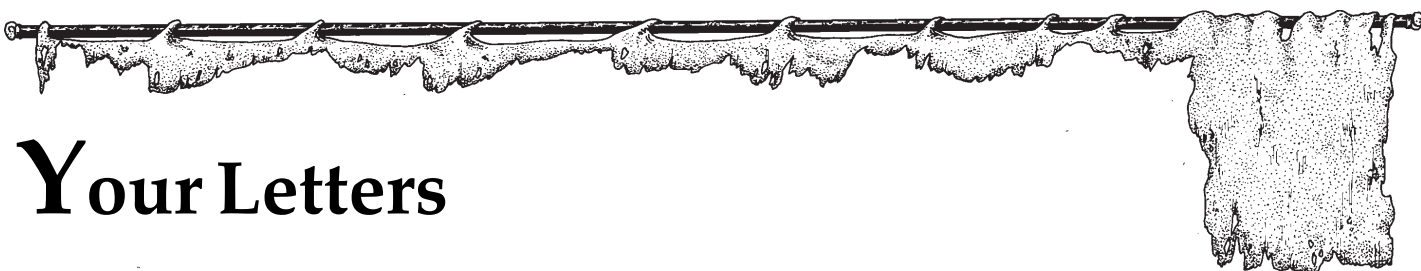
Incubae and succubae are "male" and "female" demons, respectively, that thrive by draining the life-force of living beings. They have great strength, but more often work by taking on the appearance of an attractive member of their victim's species and luring it to destruction. The shape-shifting abilities of these creatures are limited by their gender (i.e., an incubus cannot appear as a female, and a succubus cannot appear as a male). The demons communicate with each other through a keening wail which has often been mistaken for that of the banshee. Once an incubus/succubus is in contact with its victim, it takes little time for it to drain the living energy that resides in the body. This energy is commonly drawn through the eyes, and the victim of such a demon will have charred eye sockets in place of eyes.

These demons can be destroyed in physical attacks, but only if struck with weapons made of iron.

Incubae/ Succubae: DEX 11, STR 14, TOU 11, PER 12, MIN 11, CHA 14, SPI 5.

Skills: alteration magic 15, gaze 13, charm 16, dodge 12, trick 13, unarmed combat 12, intimidation 12.

Natural Tools: gaze attack (damage value 23), must catch the victims gaze. If the victim is avoiding the creature's gaze, the succubus must get a "setback" or "player's call" result on a trick in order to make the attack.



Your Letters

Infiniverse is the publication which links your campaign with West End's plans for the *Possibility Wars*. Your feedback is valuable to us, and part of that feedback is your letters. We will select and publish letters which raise questions about the rules or the mythos, speculate as to what might be happening in *Torg*, or comment on what we have done so far.

Here are some of the comments from the playtesters who had advance copies of *Torg* and our answers.

Q. Why are there three kinds of damage (wounds, KO-condition, and shock damage)? My players would really appreciate it if you could get rid of one category.

—M. Fortner

Nothing like starting with a tough one. The reason is we wanted the *Torg* scale and system to handle combat between characters regardless of attributes and skill levels. With character's (particularly ords) of damage values of 12 and *Toughness* of 9, say, the KO-condition seems to come into play at about the same time as falling over from shock damage. But as the attribute levels increase, this is no longer true. If we ever did a superhero variant of *Torg*, say where *Toughness* of 40 is not unreasonable, without the KO-condition we would either have to have a separate table for those characters, or concede that almost all combats would end in the death of one character. This is because the shock damage needed to take a character out increases while four wounds always kills them. Eventually you reach the point where receiving four wounds is far more likely than knocking a character out through shock damage. This could be avoided by saying all characters take the same amount of shock

damage before falling over (say 10 points), regardless of *Toughness*. We rather liked that idea, but playtesters pretty much universally disliked it; they wanted to feel that tougher characters could take more points of damage, and didn't at all buy our argument that tougher characters could take more damage, as the blow which gave 1 point to a troll could clobber the average human. So greater *Toughness* increased the amount of shock damage you could take, and KOs entered the picture.

Do Core Earth clerics get all of the Core Earth miracles?

— E. Aldrich

Technically the rules say that they do. This is because otherwise we would have had to list the miracles of every religion.

If you are familiar with the mythos of a particular religion, you can make a judgment prior to the start of the game. If a miracle is mentioned in the religious text, or other body of lore from that faith, then clerics of the faith can use that miracle. It's up to you.

Gee, this sucker is big.

— C. Kubasik

Yes. Part of what made this project so exciting was putting together a large mythos, linked from top to bottom with plenty of interconnections at different levels. The game system grew to accommodate, and the source material expanded to try to cover the whole of the *Infiniverse*. And we aren't even close to done yet.

Are you really going to let players decide the course of the *Possibility Wars*? We mean, what happens if they end it? What do we sell then?

—Nervous Guys in marketing

We're nervous about this part. Not so much because the players could end the war tomorrow; we do have a rough outline of the campaign through 1992 and beyond, with enough contingencies built in that we are confident that we can keep gamemasters and players everywhere on their toes.

But someday it will end. Eventually either the Storm Knights or the High Lords are going to get enough of an upper hand to effectively settle the issue on Earth, once and for all. It could take a while, but the *Possibility Wars* have been designed to be won by one side or the other.

What bothers us is what happens if the Storm Knights lose? It is possible that the High Lords could completely crush Core Earth and most of the Storm Knights in every realm—not probable, but possible. What a rotten way for the story to end. But that's not going to happen, right?

What if players just want to play a single genre, say pulp fiction or fantasy. Won't all of this *Possibility Wars* stuff just get in the way?

—R. Winninger.

If you and your players are intrigued by the *Infiniverse*, but would rather concentrate on one genre, there is nothing to stop you. The gamemaster could pick and choose what elements of the *Possibility Wars* she wishes to incorporate in her campaign, maybe some skills, a monster or character or two, maybe a plotline, and then leave the rest behind. Part of what is fun about the *Infiniverse* is that somewhere the world works just as the gamemaster wishes it to (technically, according to our game mythos the Earth in which we publish *Torg* fits into the *Infiniverse* as well); such a place may not be in the mainstream of the *Possibility Wars*, but it is still a legitimate part of *Torg*.

INFINIVERSE™

VOLUME 1

C A M P A I G N G A M E

NUMBER 2



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Welcome to *Infiniverse*! Or should we say, welcome back to *Infiniverse*. We're glad you're here. The databases are up and running, the imaginations are firing up, and the metaphors are mixing. We are pretty darned excited to be working with you on this interactive campaign game.

We are writing this issue of *Infiniverse* shortly after returning from the Origins convention in Atlanta. There we had sold-out tournaments, filled demo sessions, and well-attended seminars. There was plenty of die-rolling, card-flipping and roleplaying to be found. At the booth we also talked ourselves hoarse and listened ourselves silly. From the comments (and the letters others have written in), there are a number of projects which *Torg* players are interested in seeing which we have not yet put on our schedule. We would like you to let us know which, if any, of the following strongly appeal to you.

- **Core Earth Sourcebook.** Contains political information on Core Earth. It would also feature the sorts of animals found on Earth which might be found in other realms. Some additional equipment, locations, organizations and characters. 128 pages.

- **Character Handbook.** A more detailed character generation system, concentrating less on point-spending

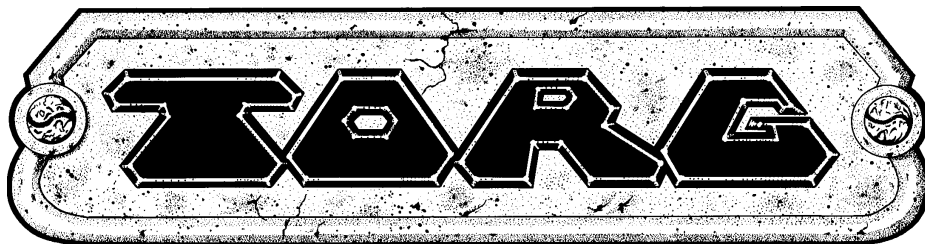
mechanics, and more on possible character backgrounds, connections, and personal quirks. 64 pages (128 pages?)

- **Map of the Near Now.** A 34" by 23" full-color map of Earth of the Near Now, showing invasion sites, bridges, stelae, cities, and locations important to the Possibility Wars.

Equally important to us is you letting us know what you do not want to see happen with *Torg*, the Possibility Wars and the *Infiniverse*. Obviously, with the number of people who play *Torg* we cannot accede to every request. But we read every letter we get, and we assimilate as many different points of view into a product as we can while building the release around a coherent set of ideas.

Many Thanks: We would like to thank Barbara Schlichting for her heroic efforts in programming the beast which forms the heart of *Infiniverse*. Game companies often have need for the kindness of volunteers such as playtesters. Barb's programming efforts were beyond the call of duty.

We would also like to thank Jacques Behar, Anne Vetillard and the rest of the gang at Jeux Descartes. They did a wonderful rush job commenting upon a draft of the Cyberpapacy sourcebook. Their insight (not to mention their maps) will make the book a much niftier product.





Clarifications and Corrections

Torg: Roleplaying the Possibility Wars covers a vast number of potential game situations in a (comparatively) compact number of pages. Below are important clarifications and corrections to the rules. We appreciate the players who brought them to our attention.

Rulebook

Ord Rolls: Ords roll again only on a roll of 10, a rule found under "Reality Skill" on page 19.

Attributes and Skills: The climbing example on page 52 should use *Strength* rather than *Dexterity*.

We implied that increasing an attribute increases a skill value; it does.

Link Difficulty Chart: The column and row titles were reversed. "Character is from" should be on the left, while "Character is in" should be on the right. The edeinis link example on page 100 is correct. See the revised chart below.

Principle of Definition: Page 112. A spell cast upon a target has a "strength" equal to the magic skill of its caster. When another magician casts a spell upon the target, the old spell generates a total to resist the new spell. The defensive total is generated as if the magician were recasting the spell, but he does not have to be present; his magic ability is assumed to be within the spell. It is the spell rather than the mage who cast it who

suffers any ill effects (such as disconnection). If the mage is possibility rated, then the spell gains a roll-again on a 20. If the target is a possibility rated character, she may use a Possibility to roll-again to increase the defensive spell total.

The spell with the higher total takes effect, and the other spell is immediately dissipated.

Chapter 12 Equipment: Cuir Bouilli on torso and limbs reduces the character's *Dexterity* by one, in the same manner as a bullet proof vest. Silk lining is effective with all armor of Tech 19 or less.

The M-1 Garand has a Tech level of 21. The 75 mm tank gun has a price value of 28. A grenade has a damage value of 19.

Hot air balloons vary in *Toughness* from 9 to 15, while the gondolas provide soft cover. Tech 19 Zeppelins have *Toughness* from 10 to 18, Tech 20 Zeppelins have *Toughness* from 10 to 21. Their gondolas provide medium cover.

Gliders provide soft cover (hang-gliders provide no cover), and have *Toughness* from 8 (hang-gliders) to 19 (WWII troop landing gliders).

War boomerang: Tech 7, damage value is STR+4, range 3-5/ 40/ 100.

World Book

Cyberpapacy: Three pieces of equipment were inadvertently left off

the table on page 42:

Low light eye
Surgery Difficulty: 8
Surgery Effect: wound
Cyber Rating: +2
Cost (Value): 5,000 (15)

Rove eye
Surgery Difficulty: 8
Surgery Effect: wound
Cyber Rating: +2
Cost (Value): 10,000 (16)

Le Dos skin
Surgery Difficulty: 13
Surgery Effect: heavy
Cyber Rating: +2
Cost (Value): 15,000 (17)

Nile: The standard mummy has an *intimidation* of 16.

Character Templates: The Gadget Hero has a *Spirit* of 10, not 11. The Tough Hero has 10 skill points; her extra three attribute points come from the *super attribute* power, which has an adventure cost of three. Two of the points went to TOU, the other to STR.

The Contract Ninja is supposed to have 69 points, due to his martial arts skill. The reasons and drawbacks will be explained in the *Nippon Tech* sourcebook.

Not all equipment (armor in particular) is given a tech level; fill them in from the equipment lists.

LINK DIFFICULTY CHART

Character is from	Character is in						
	Core Earth	Living Land	Aysle	Nippon Tech	Cyber.	Orrorsh	Nile Empire
Core Earth	0	18	11	8	6	8	6
Living Land	16	0	10	16	12	9	9
Aysle	14	20	0	17	11	6	8
Nippon Tech	5	19	11	0	7	8	7
Cyberpapacy	9	21	12	12	0	9	8
Orrorsh	11	17	8	15	8	0	6
Nile Empire	11	16	10	12	8	5	0



Dispatches and Rumors

Dispatches

1

A bomb has exploded in the Cairo Opera House, killing syndicate leader Enrico Grask and eight of his lieutenants, and wounding Grask's brother Vito and four other aides.

Cairo was plunged into chaos by this incident. Vito Grask took up the gauntlet, systematically hitting each of Cairo's crime bosses. The city became a battleground, with each syndicate leader retaliating in his own bloody fashion. No one was safe, and a number of innocent bystanders were killed in the fighting.

In the midst of this carnage, a new hero appeared. Calling himself "Deathhawk," and displaying remarkable physical prowess along with an arsenal of high-tech weapons, this mysterious figure began hunting down and eliminating crime lords — and any innocents foolish enough to get in the way.

The fear inspired by his ruthless methods put an end to the gang war. Now the path of the Storm Knights has crossed with that of Deathhawk, as both attempt to invade a gangland parley. Deathhawk offers them a choice: side with him, or be considered an enemy.

In truth, "Deathhawk" is Dr. Mobius in disguise. He planted the bomb in the opera house and is using this disguise as part of an insidious plan.

Deathhawk (Dr. Mobius): DEX 11, STR 16, TOU 17, PER 9 (16), MIN 9 (23), CHA 9 (24), SPI 8 (21).

Skills: reality 11, fire combat 13, maneuver 12, melee weapons 13,

stealth 18, unarmed combat 12, air vehicles 10, evidence analysis 11, Egyptian religion 11, hieroglyphics 10, language 11, scholar 10, trick 10, hypnotism 11, meditation 10, medicine 11, science 11, test 11 (24), weird science 12, willpower 24, charm 10, persuasion 11, taunt 10 (24), intimidation 10 (21).

Note: As part of his "Deathhawk" disguise, Dr. Mobius wears an exoskeleton to increase his physical attributes. But the mental strain it produces lowers his mental and spiritual attributes when used actively; defensively they remain the same, as noted in the parentheses. Mobius accepts the penalty, because it lessens the possibility that an opponent would guess he is the High Lord.

Possibilities: 40

Equipment: Four smoke grenades (TECH 22/damage value 10/range 0-5,10,19), magnesium flare (TECH 24/damage value 11/range 0-3,8,15), twin battle staves (TECH 10/damage value STR+4), gauntlet blasters (TECH 24/damage value 25/range 3-15, 40, 60.)

Inclination: Evil

Goals (immediate): To establish the cover identity of "Deathhawk" as a means to eventually eliminate his enemies.

Critical Event: Confronting Deathhawk and defeating him in public. If the battle goes against him, Deathhawk will flee, using an extremely powerful smoke grenade (and his stealth skill) to escape; only in this case can the Storm Knights end with an adventure result of 6 or better. If the Knights are able to battle Deathhawk to a stalemate, they will be able to make connections on the street for information. If the Knights are defeated, they gain little or no information; the best they can hope for in an adventure result of 2.

2

Singapore is under siege. Monsters rule the night, and the police have virtually ceded the poorer sections of the city to the creatures. No sane man or woman ventures out except in dire emergencies. But in this crowded city, there are many who must walk the streets after dark to survive.

Something is killing them. Three street people a week for the last three weeks, strangled and horribly mutilated by a killer dubbed "The Ripper."

The Storm Knights are informed of the murders by a street urchin. He tells them that the Ripper approaches young men and women on the street, takes them into an alley or back to their hovels, and then murders them. The killer then covers the walls, floor and ceiling of the apartments with pentagrams and arcane symbols scrawled in his victim's blood. And in an even more bizarre twist, microchips are embedded in the pentagrams.

"The Ripper" is actually two men. A Core Earth man, an ally of Thratchen, serves as the bait, luring the unsuspecting. He then strangles the victims, but it is the second man, Kibos, a wizard in Thratchen's employ, who performs the mutilations. The killings are part of a complex ritual designed to "gate" in another Techno-demon from Thratchen's native realm. The magician has two more murders to go — if the Knights don't stop him by then, everyone will be in peril.

Kibos: DEX 7, STR 8, TOU 8, PER 13, MIN 13, CHA 7, SPI 10.

Skills: reality 11, maneuver 8, alteration magic 15, scholar (occult lore) 15, trick 14, conjuration magic 16, test 14, taunt 8, intimidation 11.

Possibilities: 15

Equipment: Dagger (TECH 7/damage value STR+3/11).

Spells: Kibos' primary spell of defense is "mage dark" (see *Rulebook*, page 119). This would be in effect when the Storm Knights approach the site of the final murder. Offensively, he relies on the lightning spell (*Rulebook*, page 119).

Goals: To successfully "gate" in a Techno-demon and please Thratchen, thus paving the way to more power and influence in Orrorsh.

Critical Event: The Storm Knights must race against time to save the final victim. They confront the mage in a climactic battle (his accomplice is not on the scene). If they are able to save the victim's life (thus stopping the ritual, they can have an adventure result of 6 or above. If they are unable to save the girl, but do stop the ritual, they have an adventure result of at least 3. If they are unable to prevent the ritual's completion, the best they can hope for is an adventure result of 2.

3

Kanawa Corp. learns that the inhabitants of a large Shinto temple just outside of Hong Kong are members of the Sons of the Wind. A Kanawan agent approaches the firm which owns the land adjacent to the temple, the Do-Lung Real Estate Conglomerate, and, using falsified documents, convinces them that the temple residents do not have legal claim to their land.

Spurred by the information, Do-Lung purchases the land the temple rests on from a Kanawa front company. They then inform the Sons of the Wind that they have 30 days to vacate the premises.

The martial arts masters refuse to leave. The Storm Knights are made aware of the situation by an old ally, Kenji Yosujiro, who fears that the confrontation will lead to bloodshed. Aided by Yosujiro, the Storm Knights attempt to intercede in the conflict.

The Knights' investigation turns up evidence that the documents which support Do-Lung's claim are worthless. Meanwhile, the Chinese police, under the command of Captain Liu Guang, prepare to strike.

Kenji Yosujiro: DEX 12, STR 8, TOU 9, PER 9, MIN 9, CHA 9, SPI 10.

Skills: reality 11, maneuver 13, martial arts 15, missile weapons 13, stealth 13, unarmed combat 13, evidence analysis 10, trick 10, test 10, taunt 10, intimidation 11.

Possibilities: 10

Equipment: Throwing stars (TECH 9/damage value STR+3/range 3-5, 10, 15).

Goals: To prevent the destruction of his brother Sons of the Wind.

Liu Guang: DEX 9, STR 9, TOU 9, PER 10, MIN 10, CHA 11, SPI 8.

Skills: reality 9, fire combat 12, maneuver 10, evidence analysis 12, find 11, trick 11, test 11, persuasion 12, taunt 12 intimidation 10.

Possibilities: 10

Equipment: .357 Desert Eagle (TECH 22/damage value 16/ammo 6/ range 3-10, 25, 50).

Goals: To obey orders and thus rise to power in the police department.

Critical Event: The Storm Knights must prove to the police that Do-Lung's claim is a false one and defuse the situation before it gets out of control. If the Storm Knights are able to convince the authorities of the truth before any blood has been shed, they can obtain an adventure result of 6 or better. If they are unable to prevent the police from launching a full-scale assault on the temple, they have failed the adventure.

4

The forces still loyal to Uthorion in Aysle have won several impressive victories in recent weeks. Their forces strike in the dead of night, led by an advance guard that fights with a berserker fury. Pella Ardinay has asked the Storm Knights to learn the identity of these new, highly effective troops and destroy them.

The answer is not long in coming, and it is a horrifying one: an Ayslish wizard, Germaigne, has designed a spell which allows him to reanimate dead Storm Knights and use them as "shock troops" in battle. Like animated skeletons, these undead Stormers feel no pain and must be utterly destroyed to be stopped. But they have the advantage of being possibility-rated, something Aysle's skeleton horde is not.

The Storm Knights realize that the only way to stop the carnage is to defeat Germaigne and destroy any records of the ritual. They learn from a centaur that the sorcerer lives in a great fortress on the Scottish coast known as Ebonhill. It is there that the Knights must go to combat this evil.

But the centaur is an agent of the wizard, his job to lure the Storm Knights into a trap and give Germaigne more dead heroes to reanimate. Ebonhill is protected by ghouls, trolls, and a squad of undead Storm Knights.

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

Skills: reality 11, dodge 9, maneuver 9, alteration magic 14, trick 13, appotation magic 14, conjuration magic 15, test 13, taunt 9, intimidation 12.

Possibilities: 13

Spells: Germaigne relies on the altered fireball spell (*Rulebook*, page 116) for offense, and normally casts a spell of weakness (*Rulebook*, page 122) on his chamber which affects any intruder who enters. The statistics for his reanimation spell are as follows:

Reanimation:

Axiom Level: 9

Skill: *appotation/inanimate forces*, 18

Backlash: 19

Difficulty: 13

Effect Value: 14

Bonus number to: effect

Range: 8 (40 meters)

Duration: 38 (one year)

Cast time: 18 (one hour)

Manipulation: control

Goals: To become the most powerful sorcerer in Aysle, and succeed where Uthorion failed by conquering the realm.

Ghouls, Trolls: (*Worldbook*, page 31.)

Undead Storm Knight: DEX 9, STR 15, TOU 15, PER 2, MIN 2, CHA 3, SPI 11.

Skills: reality 12, dodge 10, maneuver 10, unarmed combat 10, lifting 18, trick (25), test (25), taunt (25), intimidation 13.

Possibilities: 10

Note: The strength of the Storm Knights is greatly increased by the reanimation ritual, but they are left mindless and totally under the control of the sorcerer who brought them back from the dead. It is impossible to taunt, charm, or persuade an undead Storm Knight. They do not feel pain, and must be completely destroyed to be halted.

Critical Event: The Storm Knights must defeat Germaigne and destroy the parchment on which the ritual of reanimation is written (this will immediately release any undead Storm Knights from the effects of the ritual.) If they can accomplish this, they get win with at least an adventure result of 5. If they can defeat Germaigne and the undead Knights, but not before Germaigne is able to magically transport the parchment away, they have an adventure result of 4.

Rumors

1

There are reports that a number of people in the city of Reims have been seized by a severe form of cyberpsychosis, causing widespread rioting and destruction. The French Underground is convinced this is the work of an Alsatian cyberneticist, Dr. Auguste Watteau, and a Core Earth psychiatrist, Dr. Martha Teller.

The experiment is frighteningly simple: Watteau has altered the wiring in a vast amount of cyberware to attempt to determine exactly what

causes the onset of cyberpsychosis, while Teller studies the effects of the mental illness. Their purpose is to eventually construct a weapon which will induce cyberpsychosis in anyone with even a single item of cyberware added to their body.

Watteau and Teller are reportedly in hiding somewhere in Reims, under the protection of four Cyberpriests.

This weapon, if constructed, could prove a serious threat to the Underground and any Storm Knights with cybernetic attachments.

Dr. Auguste Watteau: DEX 8, STR 8, TOU 8, PER 12, MIN 13, CHA 7, SPI 10.

Skills: reality 11, dodge 9, maneuver 9, evidence analysis 13 (+2 chip for 15), trick 13, science (cybernetics) 15 (+2 chip for value 17), test 14, persuasion 9, taunt 9, intimidation 11.

Possibilities: 11

Equipment: chipholder 3

Cyber Value: 2

Goals: To remain in the Cyberpopé's favor by making this research project a success.

Dr. Martha Teller: DEX 7, STR 7, TOU 7, PER 12, MIN 12, CHA 12, SPI 9.

Skills: reality 10, maneuver 8, evidence analysis 14, scholar (psychiatry) 15, trick 13, test 13, charm 14, persuasion 14, taunt 13, intimidation 10.

Possibilities: 10

Goals: To prove that cyberpsychosis is all "in the mind" and has no connection whatever to how much or what type of cyberware is attached.

2

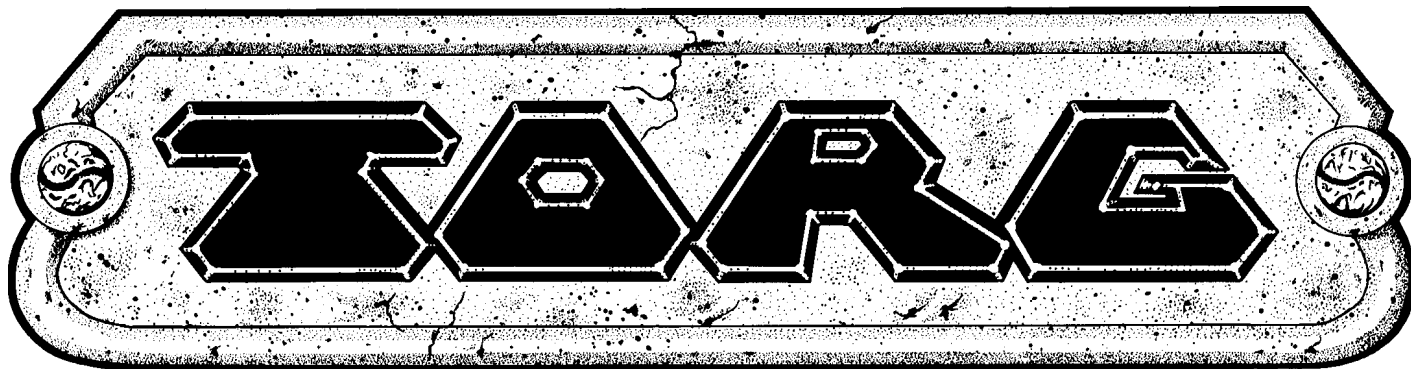
Realm runners emerging from the Eastern Land have claimed to have seen human corpses hanging from trees, brutally butchered and then left at crossroads, apparently as a warning.

These bodies are evidence of a new and brutal tactic in Baruk Kaah's campaign to conquer North America. An elite group of edeinos warriors has been sent into the jungle, charged with the mission of killing storytellers. The relating of tales regarding heroic deeds by Core Earth forces and Storm Knights helps refill realm residents with possibility energy, paving the way for a change in axiom sets (i.e., from the Living Land back to Core Earth.) This could pose a problem for the High Lord, one he plans to stamp out.

So far, five storytellers have been found dead, and Kaah will leave the jungle floor awash in blood if that is what it takes to quiet the bothersome voices forever.

3

Those few travelers who have survived the treacherous reality storms that rage in the English Channel have reported sightings of seal-like creatures darting among the waves. The mariners were unsure whether the beings were fish, mammal or machine (parts of them seemed metallic), but they did agree that the creatures saved ships by acting as guides through the waters.



Osaka, Japan has recently witnessed the birth of a new mega-corporation, Hantu Limited. Its actual ownership is buried under front firms and dummy properties, but it seems to be an independent company, under the influence of neither the Rauru Block or Kanawa Corporation.

Although meeting the major standard of success in the Nippon Realm (financial health), the firm has endeared itself to no one because of its practice of selling technology to other High Lords. The Rauru Block sees this as disloyalty to those who oppose the High Lords, Kanawa sees it as a threat, because the technology might someday be used against Nippon. Both sides have agents investigating the firm.

But there are other questions regarding Hantu — such as, was a shipment of defective cyberware sold to Cyberpope Malraux an isolated incident, or are all Hantu's goods designed to break down at crucial moments? Are they betraying Core Earth out of greed, or is this all a subtle plot to undermine the various realms?

Millennia ago, in the cosm of Orrorsh, a sorcerer seduced by the dark penned a tome called the *Nocturna*. Within its blood-red covers are collected spells, curses, and arcane knowledge, the possession of which would drive most men mad.

For centuries, the book, unable to be destroyed by any known force, passed through some of the most infamous hands in Orrorsh: seers, magicians, demon-worshippers, those who lusted for power and those who lusted for blood, and their names were cursed by its evil.

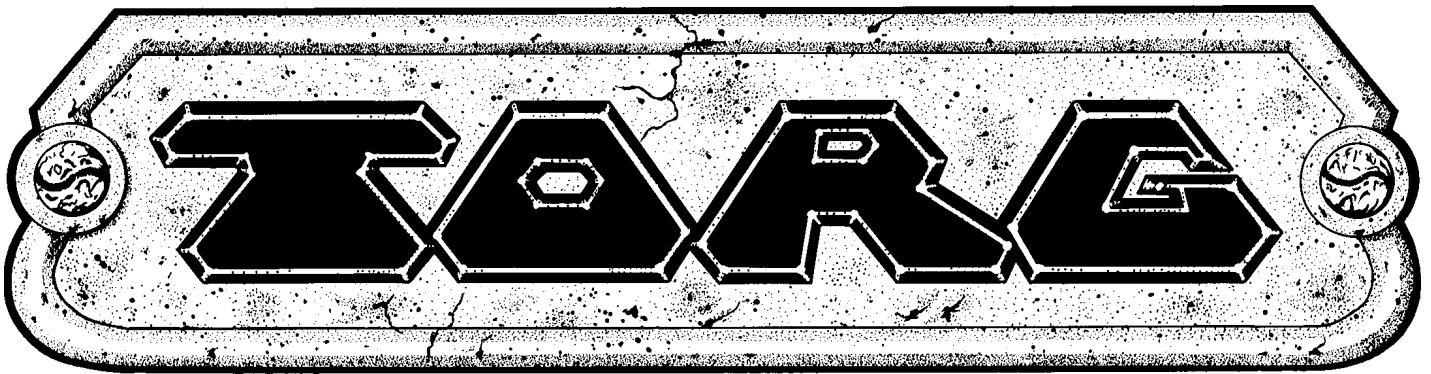
Now, it is said that the *Nocturna* was somehow smuggled across the maelstrom bridge during the invasion of Earth, and is hidden somewhere in Indonesia. Thratchen's forces are searching frantically for the book, focusing their attentions on Jakarta, believing the sorcerous knowledge therein to be the key to power in the realm. A number of Storm Knights have also been searching for it, but none have found it (though there is one whispered story that a Knight did find it, but her mind was twisted by the book and she had to be slain by her

comrades before she destroyed them all).

The *Nocturna* could be a powerful tool in evil hands, which means the Knights have a vested interest in keeping it out of such hands. But the volume contains passages phrased to ensnare the unwary, and any Knight who gains possession of it could be in deadly danger.

Shortly before the invasion of Earth, the cosm of Terra was invaded by its Martians (the same invasion which was a widely-believed hoax on Earth actually happened in Terra). The Terran Martians are spider-like creatures who are able, through the use of a chameleon belt, to assume the shape of humans.

There are reports that some Terran Martians may have slipped across the maelstrom bridge at the tail end of the invasion, and are currently operating within the Nile Empire. They hope to provide minor obstacles to to Mobius' invasion of Earth, thus keeping him too occupied to notice their conquest of Terra.





New Stuff

Heresy in Albi, France

“Kill them all and let God sort them out.”

— *Attributed to Simon De Monfort, as he embarked on the Albigensian Crusade in 1229.*

History: The First Time Around

In 12th century France arose a religious doctrine which posed a direct challenge (and threat) to the hierarchy of Rome. The religion was known to its practitioners as Cathari, derived from the Greek word for pure. However the rest of Europe referred to them as Albigensians, as the Cathari had a stronghold in the French town of Albi.

The Cathari beliefs were strongly dualistic, declaring the world to be sharply divided between good and evil. They believed that the material world was created by an evil god, and that the savior was sent down by the good god to free the divine spark of man from its fleshly prison. The physical world was evil, the world of good was a world filled with spiritual light. While these thoughts were heretical enough for the medieval Church of Rome, the death struggle was initiated over another belief; the Albigensians believed that the Church and its clergy were designed by Satan to trick Christians into thinking that they could be saved through the offices of the church. This sparked a series of crusades which led to the destruction of the final Cathari communities in 1229.

The Cathari established their own hierarchy, ritual and doctrine. Within the hierarchy two basic levels existed, the believers and the perfect. The believers led ascetic lives. They practiced and were taught Cathari doctrine until they were ready to move up the ranks of the perfect. To become perfect, a believer had to undergo the sacrament of consolation, a ritual which removed all sin from a believer. The sacrament of consolation could be taken only once during the believer's lifetime. If one of the perfect sinned after taking the sacrament, upon death he would be reborn into the body of another, to begin the long spiritual journey once again.

History: Scan Ahead, Play Back

The Possibility Wars have led to a new heresy in Albi. Perhaps the heresy is a reaction to the the grip of Jean Malraux and the fears of his intentions. Perhaps the possibility energy of Core Earth has struck back, attempting to reactivate a old pattern of beliefs to reconnect with those living around Albi. The events surrounding the growth of resistance in Albi are filled with exaggeration and wonder, but there is no doubt that they all begin with Victor Berigard.

Victor grew up in the town of Realmont, near Albi. A strong religious upbringing (and a large dose of clumsiness) separated him from most of his peers; he later attended seminary for one year, before deciding the priesthood was not for him. He drifted for two years, until he discovered his aptitude for computers. Working for a small design firm in Albi, Victor immersed himself in the world of computers, a world which Victor thought of as pure. When the axiom wash rolled over France, Victor fell quickly to the

promise of new technology.

Jacking into the GodNet for the first time was a spiritual experience. Here was Victor's ideal world, a world of thought and light, a world shaped by belief, hardware, and the speed of the mind. But Victor could not help but notice some of the evils which came with it; the invasive loss of privacy as the Cyberpriests could monitor every computer in France, the rigid hierarchy being established which would limit citizens access to information and regions of the GodNet. Worst was the miracle of Net Damnation, which routed believers to Purgatory within the GodNet. Victor strongly believed in the good of the GodNet; therefore Jean Malraux and his church must be the source of evil.

Victor began the conspiracy of the Cathari Circuit, a group comprised of old-fashioned hackers and engineers, disgruntled clergy and a few deckers. In secret meetings held almost nightly, theological reasoning and technical evidence merged to form the Cathari doctrine. If God had created the GodNet, then its spiritual power is not derived from its physical housing. The physical housing (the optic cables, CompLexes and telephone exchanges) are merely ways of accessing the GodNet. If true, one should be able to sever the connections with the exchanges controlled by the Cyberpapacy, reroute the signals to maintain telephone and cable connections within the region (but isolated from the rest of France), and still access the GodNet. This conclusion was literally a leap of faith on the part of Victor Berigard, but he managed to convince enough of the others to begin his plan.

On the night of July 14, engineers bolstered by teams of Jaz fighters sabotaged the trunk lines connecting the Albi exchange to the exchanges in Montauban, Toulouse, Carcassonne,

and Rodez, cutting Albi off from the rest of France. Software engineers slipped their version 1.0 chipware into deckers, chipware that theoretically would help a decker navigate ill-defined, possibly even random, cyberspace. Victor Berigard and others prayed for the deckers. Six deckers jacked in.

The two who did not die were not capable of speaking for several days. In that time Cyberpapal technicians had reconnected Albi to Toulouse and Rodez. Church police and the Inquisition went house to house, trying to find the heretics. Some of the software engineers were discovered, and burned as witches. Cardinal Fourier declared order to be restored.

But jackpriests and babel monitors knew better. Athwart the VX lines into Albi were entities which did not come from Avignon. These watchdogs appeared as huge, shadowy behemoths, with loose, folded shapes. As they moved, the folds shifted revealing glimpses of neon-bright bones and dimmer connective tissues. Called "Bright Bones" by the jackpriests, these entities searched for and caught the signals of Malraux's agents as they tried to enter the data vaults at Albi.

Bright Bones: DEX 15, STR 19, TOU 20, PER 16, MIN 24, CHA 15, SPI 20.

Skills: stealth 20 (appear as background noise until discovered), find 28, unarmed combat 19, trick 18, test 25, taunt 18 (20), intimidation 22.

Possibility Potential: Some (12)

Natural Tools: Scramble touch 26 (MIN+2); causes mental damage by jumbling signals sent through cyber interface while boosting them a thousand-fold. Armor +4 (armor value 24).

Bright Bones seek out any jackpriests or other deckers not aligned with the neoCathari. Bright bones will accept the password miracle (see below). They communicate through loud noises accompanied by jumbled messages flashing along their bones. If a decker makes a successful charm action (Bright Bones are hostile to all they meet, except for agents of the Cyberpapacy, who are enemies) a Bright Bones will communicate with her. It is possible for a decker to persuade a Bright Bones to allow her to pass, but not very likely given its *Mind* and disposition.

The Bright Bones were a hot topic in the open vaults and data huts which dot the GodNet. Soon it became apparent that Cyberpapal agents were not welcome in the net in the region of Albi. Albi became a magnet for cyberleggers, freelance technicians and deckers; quite a few were destroyed by the Bright Bones when they tried to enter the net. This slowed the immigration and the enthusiasm.

Vision and New Hope

Victor Berigard and a few remaining heretics were hiding in the basement of a church in the outlying town of Gaillac. Days of meditation, prayer and fasting preceded a miracle; Victor Berigard had a vision in which he received three seeds from an angel. In the vision, he planted the seeds. Two beautiful broad-leafed plants grew from the ground. The third was small, slender, and streaks of sickly yellow shot through its leaves. Prostrating himself before the angel, Victor asked what was wrong with the third plant.

"The third needs the tending of the faithful. Without their hope and willful belief, it shall wither. Yet it is the greatest of the three; the other two are the power within you and your belief in the power of another. Use those two to start your garden of faith. Invite others to join you. Then shall the third seed grow and flourish."

As the vision faded, Victor caught an image of the third plant as a withered husk. The skeletal collection of vines and leaves formed a startlingly familiar pattern to Victor; it was nearly identical to the data structure schematic of an area of the net around Albi.

The vision left Victor Berigard with the *focus* skill and the Core Earth miracles of *bless*, *healing*, *ritual of hope*, and *ritual of purification*, as well as two new miracles, *Cathari consolation* and *password*. Victor healed the two deckers who had jacked into the datanet at Albi. They told him of a changing wasteland, dull deserts, and gray blasted wilderness, landforms which were indistinct and metamorphosing as they travelled through them. Then they each arrived a different gate leading to a radiant garden, a garden of thriving iridescent-fractal plants, with

paths, bridges, and streams. One of them spotted VX wildlife, sparrows, finches and cardinals. There was a soft presence calling them to the center of the garden. But as they entered they each experienced a searing pain, and then a white-blindness. They remember nothing more.

Victor decided to re-enter Albi and explore this heretical portion of the net. He felt the power of God by his side; how could he lose?

Victor Berigard: DEX 7, STR 8, TOU 7, PER 10, MIN 9, CHA 12, SPI 13.

Skills: reality 16, dodge 8, maneuver 8, cyberdeck operation 11, find 11, land vehicles 11, scholar (computer science) 11, trick 12, artist (computer graphics) 12, science 10, test 11, charm 13, persuasion 14, taunt 13, focus 14, faith (neoCathari) 15, intimidation 14.

Possibilities: 18

Equipment: J-jack, Marseilles Hermes (response +3, stealth +1, power 4, storage 3), throat mike wired in by NeuraCal (cyber rating +2), IriMesh-lined frock (+3/ armor value 10), usually carries a bank card with a 250,000 franc limit. Cyber Value 4.

Goals: Free the spirit of France from the earthly grasp of the anti-pope, Jean Malraux.

Cathari Consolation

Spiritual Rating: 13

Community Rating: 6

Difficulty: 10

Range: Touch

Duration: Lifetime

Effects: Removes sin from faithful

Consolation can only be performed on those of neoCathari faith, and it may only be performed once in their lives. A successful miracle removes all the blemishes and effects of sin from the believer. While the primary use of the miracle is to prepare a believer for the afterlife, there are several effects in the here-and-now.

The miracle of Cathari consolation removes all curses placed upon the believer. The miracle increases the believers resistance to *charm*, *persuasion*, and *trick* by an amount equal to the quality the result (i.e. a *good* result grants a believer a +3 against *charm*,

persuasion and trick.) The believer may jack in to the net near Albi unhindered by Bright Bones or other neoCathari entities.

If the believer ever sins (accepts work from the Cyberpapacy or its agents, indulges in pleasures of the flesh or the gain of material things, or ever denies his faith), then miraculous effects cease.

Password

Spiritual Rating: 10

Community Rating: 18

Difficulty: 10

Range: touch

Duration: variable

Effects: safe passage in neoCathari net

The password miracle grants the believer safe passage into neoCathari net around Albi. The duration is a number of hours equal to the result points of the miracle.

Now

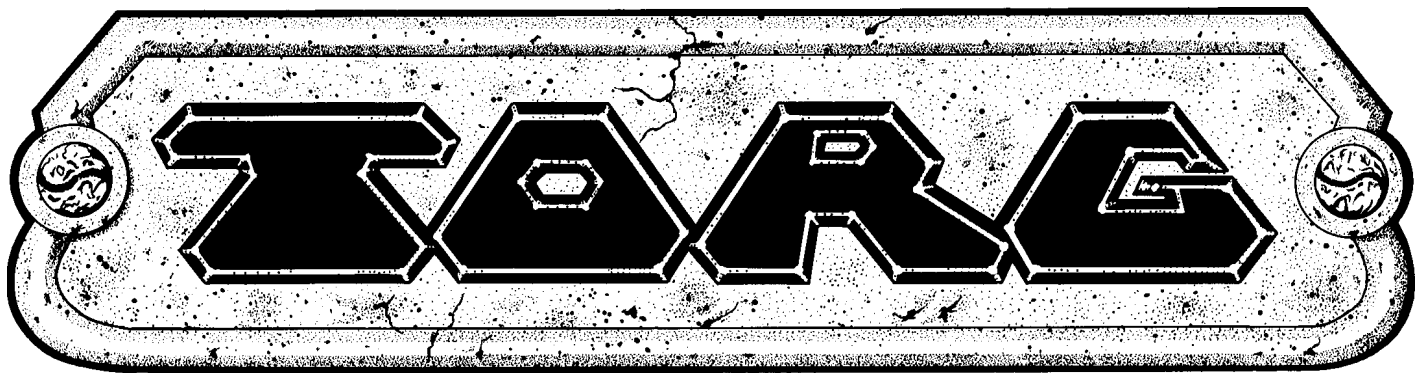
The neoCathari claim (only to the faithful, of course) that they have access to the true spiritual core of the

GodNet. The data structures at Albi have undergone a change, and Cyberpapal agents have been consumed with frequency which has finally caught the attention of Pope Jean Malraux.

The password miracle has proven a bonanza for the heresy. Its sale has given deckers and technicians something they have ached for since the axiom wash first flowed down the maelstrom bridge: a portion of the GodNet in which they have the advantage. Research may be pursued, data exchanged, communications kept confidential from the Cyberpope and his agents.

Cyberware shops are being set up in the vicinity of Albi, and much of the black market in cyber technology is relocating to the area. Unlike the initial rush to Albi just scant weeks ago, this influx is quieter, more orderly. Many techs and the deckers sense that Albi could be the key to a free France. They do not want to alarm the officers of Avignon any more than is absolutely necessary. They know it is only a matter of time before Pope Jean Malraux declares a crusade against the heresy within his borders. Albi is no nearly strong enough to withstand a full military action against them.

To keep the Cyberpope off of them, the black marketers have adopted an extremely cynical strategy. They know the Cyberpapacy monitors all media, eavesdrops on thousands of homes, and has monasteries dedicated to ferreting out useful facts and trends from this social data. They wish to make Albi match Avignon's preconceptions of a recently heretical area which has been cleansed. This means senseless violence as a residue of rebellion, decreasing attacks on the Avignon clergy, an increasing number of "heretics" turned in to the Inquisition (often "heretics" whose only crime is being a stranger to the area), and violence directed against suspected believers of other faiths. The black marketers are eagerly instigating or providing all of the above, while strengthening their hold in Albi. In buying time, they hope to become strong enough to withstand Malraux's eventual military campaign.





Hot Spots

Beppu

Deep beneath the volcanic islands that make up Japan, water is heated by internal fires. These waters come to the surface as hot springs, and the city of Beppu on the island of Honshu is the site of many such pools.

Beppu, a city of roughly 140,000 sits on top of 4,000 geothermal sources, and clouds of steam fill the air and mix with the hazy mist produced by the Nippon axiom wash to make it difficult to find one's way. Still, the spas continue to be popular, and a number of mega-corporate executives have taken advantage of its proximity to Tokyo and built summer palaces in this area, believing the waters will keep them young. The hot baths often serve as informal meeting places for corporation heads, and have been known to be rich sources of information for Kanawan spies. Agents also frequent the volcanic sand banks, where executives and their wives allow themselves to be buried up to their necks in the heated sand.

Bathing in the springs follows a prescribed ritual. The sexes use segregated pools, and the bather rinses off carefully before entering the water. He remains immersed for as long as possible before emerging and drying off with a towel.

Every 24 hours, more than 10 million gallons of scalding water gushes from below the surface, much of it close to boiling. And in some cases, the springs hide dark secrets, often used as dumping grounds for the bodies of Yakuza victims. One body of water in particular has gained this reputation—called "Bloody Pond" in English, its water has been stained red by iron

oxide and the average temperature of the water 212° F.

Many of the spas are now owned by private firms and are reserved for the use of their high-level employees. The Japanese government has also purchased a spring, and uses it to entertain foreign dignitaries during summits (the Japanese version of "a walk in the woods").

Taklimakan Desert

Located in northwestern China, the Taklimakan Desert surely ranks as one of the most barren and desolate sites on Earth. Stretching for 900 miles through the province of Xinjiang, the Taklimakan (whose name is Uygur for "Once you get in, you cannot get out") has been a terror to travelers since the days of Marco Polo.

The winters are bitterly cold, the summers brutally hot, with dust storms blotting out the sky much of the time. For centuries, the Chinese government has been content to leave this land to the Kazaks and Uygurs, the descendants of nomadic herdsman. But in the wake of the Possibility Wars, the desert, close to the borders of the Soviet Union and Afghanistan, has taken on strategic importance.

China originally intended to send troops into the area, but found the climatic conditions too harsh for standard units. The government then mobilized the natives of the region and turned them into a fighting force.

With Orrorsh and the Nile Empire to their south, and the ever-present fear of Soviet invasion at almost a fever pitch, the Taklimakan is expected to be the site of a major battle at some point in the future, either as the first line of defense or as the site of a last stand.

The Kazaks are outfitted with a combination of old and new weapons. Many of the natives prefer clubs, scimitars, or spears to automatic weaponry, which is often rendered useless in a short time by the corrosive effects of the sand. Discipline is tight within the tribes, but the units often bridle when Chinese officials attempt to exert authority over them.

One of the primary responsibilities of these troops is the guarding of the Silk Road, which skirts the Tian Mountains just to the north and would be a probable invasion route for Soviet troops. Temperatures in that area climb as high as 167° F, but the area is also an oasis with grape arbors and underground canals.

Kazak tribesmen would probably be willing to provide food and shelter to a traveling Storm Knight, providing the Knight had something to trade in exchange for it. Soviet Storm Knights might find it more difficult (and more dangerous) to make a deal with the Kazaks, however.

Kazak Warrior: DEX 10, STR 9, TOU 9, PER 10, MIN 10, CHA 9, SPI 9.

Skills: beast riding 11, maneuver 11, melee weapons 12, unarmed combat 12, tracking 11, trick 11, survival 13, test 11, taunt 10.

Equipment: Scimitar (TECH 9, damage value STR+6), short spear (TECH 5, damage +4, max 18, range 3-5, 25, 40) AK-47 (TECH 21, damage value 21, ammo 10, range 3-40, 150, 400.)

Goals: To protect his people from any invaders.





Your Letters

Tkay, here we go with a new round of clever questions and comments followed by confusing answers and quips. Some of the letters were edited for length and / or abbreviations, but otherwise taken verbatim. First up:

The artwork in the rulesbook is quite reasonable, but the drawings in The Living Land are terrible. Please keep future releases at your usual high standards.

The healing rules on page 19 look strange. If I have read this right you might as well generate a bonus number of 0/ +3/ +6 respectively, not bothering with Toughness at all.

On the Bonus Chart the number 10 and 20 appear. It is not possible to generate these numbers through die rolling due to the Roll Again Rule. Have I missed a modifier to the roll?

—Tore Hoyem
Forus, Norway

Okay, some of the art in *The Living Land* sourcebook might have been a little suspect. The artist was on a very tight deadline; we think our product flow is more realistic now. Future products should be up to our “usual high standards.” Your comment does bring up a point about which we would like to know more. What do you want to see for the artwork in a *Torg* product? A few large illustrations, more numerous small illustrations? Maps? Props such as those found in *The Destiny Map*? Let us know; we do listen.

Yes, Tore, you are correct about the healing rules. They were stated that way because of a call we made; we were trying to shoehorn all of the mechanics into a “generate a total versus a difficulty number.” We were loathe to add even a simple “generate a bonus” mechanic if we could avoid it,

hence the awkward phrasing. Rather silly on our part. The logic of the healing rules is that wounds are relative to your *Toughness*; a wound to an elephant and a wound to a mouse represent the same amount of dysfunction to each animal. Of course, what would wound an elephant would splatter a mouse; but a mouse who is wounded should (in the logic of fiction) have roughly the same difficulty recovering as an elephant who is wounded. So the wound severity determines the healing difficulty, regardless of *Toughness*.

You can have a final die roll of 10 or 20. For example, a character who is stymied and rolls a “10” is not entitled to roll again.

In an invoked reality storm the result gained from the general result table (page 40) is the number of Possibilities permanently lost, right? In the Transformation outcome are the five Possibilities transferred permanently to the winning person? Can Possibilities be spent in reality storms to gain a roll again?

Can you give descriptions of some weapons, like the two types of SC Kyogo weapons (like size, etc.)

In the world book and the Living Land sourcebook, the rules say that when certain things are used (i.e. magic in the Living Land), it creates a contradiction. Does this mean the Everlaw of One eliminates the contradiction without having the character make a contradiction check, and he must now try to relink?

—Robert A. Maxwell,
Athens, GA



Whew! Yes, the number on the Storm column of the General Results Table is the number of Possibilities a stormer or Storm Knight loses when she is the target of a storm. In a transform result, the winner gets to keep five Possibilities (less if the loser had less than five to lose) until she decides to spend them. A character may spend Possibilities to roll again in a reality storm.

Both SC Kyogo weapons fire small .177 caliber ammunition with an extremely dense core to give it some kick. The back half of the round is a reactive metal which reacts with the oxygen in air to give it a rocket assist, plus aid tumbling upon impact. The submachine gun, the SC Kyogo 144 has a collapsible rear stock, and is about two feet (60 cm) long with the stock, and about 15 inches (38 cm) folded down. The SC Kyogo T-11 is about 40 inches long (100 cm), fires a longer version of the same ammunition (the T-11), with a longer barrel for better accuracy.

A contradiction check is always necessary to disconnect. Causing a contradiction is the first step; the second crucial step is being suppressed by the Everlaw of One, which only happens when a character fails a contradiction check.

It's extraordinarily nice to read a product that makes such good use of inclusive language. In my mind this shows a concern for the feelings and sensitivities of female gamers that has heretofore lacking within this industry.

Can I order stuff directly from West End if no hobby store is available? Do you have a listing of when more Torg stuff is due out, and can I get a catalogue?

—Scott Shafer
Delaware, OH.

Thanks for the compliment. Inclusive language strikes us as logical, if initially disconcerting.

You probably have noticed the checklist and order form that comes wrapped around this copy of *Infiniverse*. If you are not near a local retailer or a Waldenbooks who carries our products, use the form. Our crack marketing staff will process it right away. If you ask, they might even send you a catalogue.

1) *The rules are unclear as to how the faith/focus powers work. Could we have some more detailed explanations and/or examples?*

2) *How long should we expect to wait for the other sourcebooks. It is difficult to find clarifications and expansions on rules when we are so often referred to material that isn't on the market yet. HELP!*

3) *Will there be any more equipment lists? For example, how much should we charge from different ammunitions?*

—Jeri Haley & Brian Mudd
Twin Peaks, CA

Faith is used to provide the power for a miracle by tapping into the spiritual belief of the faithful character. *Focus* is used to gather this energy to a single purpose, which is the miracle at hand. Both are necessary for a miracle; the *focus* skill is the more closely associated with the knowledge, rituals and skills of the clergy. Strong belief is sufficient for faith.

The character who benefits from the miracle must provide the *faith* for the miracle. Another character may provide the *focus*; if a character with *focus* is the beneficiary of the miracle's effect, then he uses his own *faith* to generate the miracle.

All of the miracles listed in the "Miracles of Core Earth" section (which are not specifically called rituals) may be invoked as prayers, which means the miracle may be effected in a single round.

Your question was rather general. If you have questions on specific portions of the *faith*, *focus* and miracles rules which we have not covered above, please write *Infiniverse* again.

Herald Messages

The magic axiom of the Aysle realm has released Merlin the magician from his legendary prison. He, in turn, awoke King Arthur Pendragon to banish the entire Aysle realm from the British Isles. The High King is now forming a new Round Table comprised of Storm Knights.

— Richard Ambrose
Stanton, CA

"The world has gone topsy-turvy: New York is overrun by dinosaurs, a bizarre madman is changing reality to conquer the world, and that's not the half of it. My next guest, Dr. Minerva Brand claims to have conclusive proof of vampires and bloodletting Down Under. Next: on Eduardo."

—Jeri Haley & Brian Mudd
Twin Peaks, CA

"Intelligence reports show evidence of a new group in Japan called the Council for Swift and Terrible Retribution. They are allegedly backing survivalist groups in the Living Land, urging them to find nuclear stockpiles in the United States which are currently under the domain of the Living Land. The Council's reasons are murky, at best."

— Martin Wixted
Boston, MA

New Invasion. South America. "Zone Dubbed Dol" has Axioms of 0 for EVERYTHING, but is only 10 miles in area. People have disappeared in this zone focused on Peru. HELP.

—John R. Troy
Oxford, MA

The Still World has been respun in my knights' universe, Dr. Mobius has failed in his attempt to become Torg. However, Dr. Mobius has not been harmed, nor has his empire been seriously damaged. On a brighter note, Baruk Kaah attacked Philly with sabotaged rifles and lost a large gosgop force.

—Daniel Pagoda
Brooklyn, NY

We went to the Cyberpapacy to locate some missing friends of ours. We found them all right, or rather, they found us ...

—Robert B. Baker
Woodbine, IA

All Storm Knights in Detroit — be on the look out for Mike Liverpool, a human Jakatt in Baruk Kaah's service. He is wanted for murder and accused of attempting to destroy Detroit City Hall.

—J. Higginbotham
Lichfield Park, AZ

We will catch it on the rebound.

Believe us, if we could get the sourcebooks out any faster, we would. *Nile Empire* will be out by the time you read this, and *Aysle* is being worked on furiously. *Nippon* and the *Cyberpapacy* are both in house in draft form; they should go out for playtesting in August. In the meantime we hope to give you new material through *Infiniverse*. If you have specific needs, send them to us. We will see what we can do with the space available.

Yes, there will be more equipment lists. There will be lists in each of the supplements (*The Living Land* being the exception) and we hope to slot an equipment book into the 1991 schedule. We will keep you posted.



INFINIVERSE™

VOLUME 1

C A M P A I G N G A M E

NUMBER 3



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Infiniverse revs up to high gear with this issue. We have compiled the responses from *Infiniverse #1* (the boxed set issue). If you responded to the dispatches in that issue, then this issue's response sheet will tell you some of the consequences of the dispatch. If you have sent in adventure outcomes, you will probably hear of events in the realms in which your group has adventured.

If you have sent in responses to the rumors, then you know whether or not they are true for your campaign. If you haven't, we have the results below. The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the *infiniverse*. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

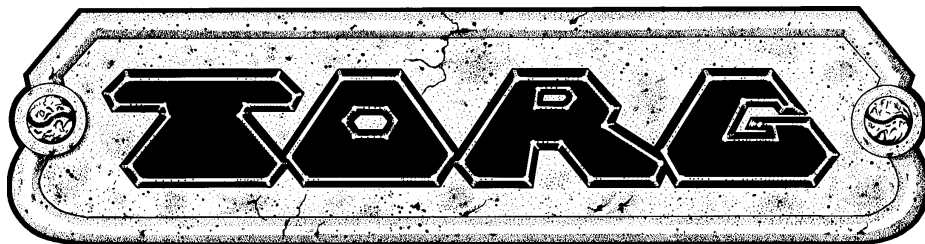
1. The healing spring/possibility collector in Ohio. False (14).
2. Major Hopten-Ra's expedition in the Land of the Dead. True (19)
3. Maletritus has taken over a cult of demon worshippers. True (21)
4. Blackpool and the Whisper in the Nile Empire. True (18)
5. Vikings ferrying transformed-human trolls into Ireland. True (19)

In general, the Stillworld has been avoided. True (46).

For the realms and the Possibility Wars overall, it is too early to tell. The High Lords began with a huge advantage which Storm Knight action is beginning to erode; the good guys have a long way to go. We will have a more detailed report next issue, once the dust has settled. We will be reporting on the progress of the Possibility Wars every third issue or so, depending on how things shape up in the responses. While in flux, the current situation is this:

Nippon Tech is having the easiest time of it. Their plans for expansion look almost unhindered, perhaps even aided by the misfortunes of another High Lord.

The other High Lords are just beginning to take notice of the actions of the Storm Knights. Most continue to press ahead with their plans for expansion, believing their gains can outpace any deeds the Storm Knights can perform; in the short term they are probably right. Only Mobius has taken a personal interest in stepping up activity against the Storm Knights within his borders. The High Lords are beginning to exchange information on Storm Knights, the better to gauge their threat potential.





Dispatches and Rumors

Dispatches

1

The wizard Amethyst is dead. Magical wards he had established in anticipation of his possible demise have brought him back to life, but only temporarily. He must accomplish a complex sorcerous ritual to ensure his survival.

First, he needs a secure, defensible stronghold where he can work the ritual uninterrupted. This fortress must be within six miles of a connected stela.

Amethyst begins building this fortress high in the mountains of Sweden. To make the structure sound, he employs trolls and giants to quarry rock and supervise the physical construction. He also builds wards and magical traps into the foundations.

Amethyst sends the dwarf mage Kebben and a band of cutthroats to the Tower of London to steal the Star of India, a jewel which can act as a focus for his ritual. Things go smoothly for the thieves, until they attempt to make their escape with the help of a powerful air elemental. While evading Core Earth automatic fire, the elemental disconnects and promptly disappears, spilling the thieves on to the ground from high altitude. Some are killed, and the others go into hiding to heal.

All of London is aroused. The Storm Knights are contacted a short time after the theft by emissaries of Pella Ardinay who ask them to help recover the Star, preferably before the thieves escape from Core Earth.

Kebben: DEX 7, STR 8, TOU 8, PER 10, MIN 10, CHA 6, SPI 7

Skills: reality 7, lockpicking 8, maneuver 8, stealth 8, alteration magic 12, apportation magic 13, conjuration magic 11, trick 12, test 11.

Possibilities: 15

Arcane Knowledges: air 4, metal 4, folk 4.

Spells: *floaters*, *open lock*, *stealth walk*.

Goals: To amass enough wealth (by taking a cut from each job) to eventually set himself up in his own kingdom, and not have to take orders from anyone ever again.

Vikings: DEX 10, STR 10, TOU 10, PER 6, MIN 6, CHA 7, SPI 7.

Skills: reality 8, maneuver 11, melee weapons 13, unarmed combat 12, lifting 11, climbing 11, water vehicles 8, survival 8.

Possibilities: 10

Equipment: Armor (fur) (TECH 3, value TOU+1), mace (TECH 8, damage value STR+4).

Goals: To plunder successfully, and thus have money for drink and women.

Critical Event: Recovering the Star of India and capturing Kebben is a *Good* result (6 or above. Kebben can inform them that he was working for Amethyst, but knows nothing more of that wizard's plan.) Recapturing the Star but letting Kebben escape is an *Average* result (3-5). Letting Kebben escape with the Star is a *Bad* result (1-2).

2

The Storm Knights have heard some strange and frightening rumors — rumors of secret research going on in the Cyberpapacy, stories regarding shipments of plutonium, kidnapped Core Earth physicists, and a doubling of the Home Guard abound.

At the same time, spies report a tightening of security at a research/

rocket testing base northwest of Avignon, almost to the point of martial law being declared. Could there be a connection?

Further investigation reveals that a number of high-ranking Cyberpapacy Air Force officers have vanished. The officers are rumored to be part of some bizarre experiment which requires special training.

The Storm Knights decide to investigate further — but first they must get past the increased security at the rocket base.

The Storm Knights infiltrate the rocket center (either by breaking in or by posing as scientists.) Once inside, they must avoid the Cyberpriests who act as base security to discover that the base is preparing to launch a space shuttle which will carry some sort of satellite as payload. The Knights also learn that the missing pilots are undergoing training as shuttle pilots. The training is broad and includes covert observation techniques (spy satellite technology) and space combat tactics.

Cyberpriests (base security): See page 36 of the *Torg World Book*.

Critical Event: The Storm Knights are fighting the clock to stop the launch (and if they are being pursued by Cyberpapal security.) The Knights must attempt to get close to the payload and plant an explosive that will detonate and destroy the shuttle at launch. If they succeed in getting to the payload to plant the explosive, they get a *Good* result (6 or above). If the shuttle is destroyed, or the launch site damaged, without seeing the payload, then the Storm Knights get an *Average* result (3-5). If the Knights are unable to sabotage the shuttle, and it launches on schedule, they get a *Bad* result (1-2). The payload is the prototype for a sophisticated communications satellite.

The Storm Knights are called to a special meeting of the Delphi Council, held in a border town near the Western Land. The Council members tell them there are reports of trouble within the Living Land: herds of bargons have gone on the rampage, destroying the villages of edeinos tribes sympathetic to Core Earth. A team of Spartans that had been sent in to investigate were torn to pieces by a flock of lakten. Rather than casual mayhem, these almost seem to be organized attacks. The Storm Knights are asked to go in and defuse the threat.

The Storm Knights travel to a friendly edeinos village to get information. While there, the settlement is attacked by a crazed herd of kylots. The Knights notice that there are benthe attached to the beasts, and manage to fell a kylot to examine the amoeba-like creatures. An edeinos gotak informs them that the benthe has been driven insane.

The Knights retrace the steps of the kylots and discover a jungle fortress, guarded by edeinos and Jakatts. Within, gotaks are performing rituals on benthe to plunge them into madness. The benthe are then attached to beasts, who are driven wild by the dark emotions surging through the benthe.

Bargons, kylots, lakten, gotaks: See pages 22-24 of the *Torg World Book*.

Critical Event: The Storm Knights must mount an assault on the fortress and stop the rituals from being completed. If the assault succeeds, and they are able to capture a gotak, they get a *Good* result (6 or above). If the assault succeeds, but the gotaks performing the ritual escape, they get an *Average* result (3-5), and if the assault is repulsed, they get a *Bad* result (1-2).

The Storm Knights see a potential disaster in the making: respectable Victorian leaders in Jakarta have begun charging that native Javans are aiding and abetting the monsters which have invaded Earth. They have gone so far as to order a purge of all

natives, and a frightened populace is supporting this insanity.

The Knights are told that a native village outside of Semarang has been targeted for destruction. Arriving barely in time, the Knights are able to convince the Victorian commanding officer, Colonel Hadley Jones, to call off the attack and try to convince his superiors that they are pursuing the wrong course. But an hour later, Jones reverses himself, leads a massacre of the village and orders the Knights arrested on charges of treason!

His men pursue the Knights into the jungle, where they are hard pressed to find sanctuary. As the Victorians close in, the Knights stumble upon a ghastly discovery: a corpse dressed in a Victorian colonel's uniform, but with a smooth, featureless face.

The Knights manage to escape the soldiers, and are able to take the dead body with them as proof that something unnatural is going on. But Victorian officials refuse to discuss the situation, saying it is a military matter, and recommend they speak to the High Command.

The Knights are invited to a meeting with the top brass, but upon arriving, discover it is all a trap. The Victorian military has been infiltrated by Faceless Ones, who have used their abilities to ignite a war between the soldiers and the Javans. Now they wish to take on the likenesses of the Storm Knights and discredit them with the native populations of Orrorsh, thus making it infinitely harder for them to battle against Thratchen.

Critical Event: The Knights must defeat the Faceless Ones, and expose their plot to Victorian government officials, who can call off the crusade against the Javans and see to it that the Storm Knights can continue to operate in Orrorsh. If the Knights wipe out all the Faceless Ones, they will easily be able to convince the government of the truth of the situation, and get a *Good* result (6 or above). If some of the creatures escape, the Knights get an *Average* result (3-5). If the Knights are defeated by the Faceless Ones, they get a *Bad* result (1-2).

Faceless Ones: See page 11 of *Infiniverse #1*.

Rumors

Reports are filtering in from the French coast near Carnac of an increasing number of cyberpriests discreetly searching the area. According to Underground sources, there is a resistance group operating in that area which has been throwing up obstacles to the spread of Malraux's church. The cyberpriests have had their difficulties, since Carnac is a Core Earth hardpoint and its profusion of stone megaliths speak of religions that predate Christianity.

Other sources reveal information even more shocking — the group acting against Malraux is the modern-day incarnation of the Knights Templar, the Crusaders of legend who fought for the Church in the Holy Land. Later, they were accused of heresy and many were killed or forced to flee France. Now, their descendants have returned, supposedly guarding a personage whose knowledge could destroy Malraux's church.

The return of the glories of ancient Egypt under the rule of Mobius has brought about the revival of Egyptian mysticism. Despite attempts by Ahkemeses, Mobius' High Priest, to keep a grip on the situation, individual shamans have sprung up in several small villages and have begun employing their magic in defiance of government orders.

Up to now, this has provoked only minor concern in the High Lord. But now there are reports that Rama Gatrun, a mathematician who lives in the vicinity of Luxor, has gained possession of the only complete copy extant of the *Book of the Dead*. This tome contains thousands of spells, incantations and prayers, the power of which can only be guessed.

Mobius has decreed that, should the ancient volume actually have been unearthed, it must be confiscated or

destroyed, before its power can be used against him. He has ordered Ahkemeses and a battalion of shocktroopers to search the area and find the book.

Ahkemeses: See page 15 of *The Nile Empire Sourcebook*.

Imperial Shocktrooper: See page 48 of the *Torg World Book*.

Rama Gatrun: DEX 8, STR 8, TOU 9, PER 10, MIN 10, CHA 10, SPI 9.

Skills: reality 10, dodge 9, alteration magic 12, divination magic 13, mathematics 12, survival 11, willpower 11, persuasion 11.

Possibilities: 4

Inclination: Good

Spells: commune with crickets, oasis.

Goals: To gain knowledge, to be used for the betterment of his people.

3

Residents of Shizuoka, Japan are reportedly in a panic. There are wild rumors that stone lions are running loose in the streets, mauling pedestrians and shrugging off the small-arms fire of Nippon security forces.

Where these stone creatures may have come from is still a mystery, although some resemblance has been noted between them and the karashishi, the stone lions that are often found in front of Buddhist temples. A number of these have been reported missing in recent weeks, with no clues as to the perpetrator.

It is possible that the karashishi were stolen and animated by a wizard as a means of disrupting Nippon. Orrorsh and Aysle would be the most likely realms for such sabotage to have originated in, and with Kanawa Co. supplying both sides in the Ayslish civil war, both Uthorion and Ardinay would have a motive for such action.

Karashishi: DEX 9, STR 18, TOU 18, PER 4, MIN 4, CHA 3, SPI 3.

Skills: dodge 10, maneuver 10, unarmed combat 12, trick (14), test (15), taunt (20), intimidation (19).

Possibility Potential: None



4

Core Earth vulcanologists have reported a number of sudden, devastating volcanic eruptions in southern California. At first it was feared that this might be the prelude to the transformation of that area, but now it is believed it may be the result of a Keta Kalles miracle.

The eruptions seem to be following a pattern, tracing an almost straight line from the southern border of the Living Land to the region known as "Silicon Valley." This Core Earth hardpoint, which was instrumental in Baruk Kaah's first major defeat, may be the target of these systematic disasters.

5

Members of the Rauru Block claim that Kanawa Co. now has a computer file on the Potala, the famed "golden palace" in Lhasa, Tibet that once housed the Dalai Lamas. Now a museum, the Potala has a labyrinth of rooms, and is filled with over 200,000 works of art.

Kanawa believes that the Potala may house an eternity shard, possibly more than one. Whether the High Lord wants these shards for himself or plans to sell them to other realms is not known. Four agents, led by one Koriochi, have reportedly been dispatched to discover the secrets of the fortress.

Little is known of Koriochi, but he is believed to be an expert on the Dalai Lamas and Buddhism. The Nippon agents will have to disguise themselves as pilgrims to successfully make the journey, as the area is under the control of China, which has had decidedly cool relations with Japan in recent months. Expecting an attempt to raid the Potala, either by operatives of a High Lord or Storm Knights, the Chinese military has moved in force into Lhasa.

If the Nippon agents do succeed in plundering the Potala, they must be stopped before they can reach Japan and turn any artifacts over to Kanawa. But any Storm Knights who investigate this rumor must be circumspect, so as not to worsen relations the Chi-

nese government and the rest of Core Earth.

Koriochi: DEX 9, STR 9, TOU 10, PER 10, MIN 10, CHA 9, SPI 9.

Skills: reality 10, dodge 10, fire combat 11, stealth 11, climbing 10, find 11, language (Chinese) 11, scholar (Buddhist lore) 13, trick 11, survival 11, persuasion 11.

Possibilities: 5

Equipment: 13mm Chunyokai, Tech 24, damage value 18, ammo 9, range 3-10/40/50.

Goals: To unlock the secrets of the Potala, and reap the financial rewards Kanawa bestows for success.

Ninjas: DEX 13, STR 8, TOU 10, PER 9, MIN 10, CHA 9, SPI 9.

Skills: reality 10, martial arts 16, melee weapons 15, stealth 14, tracking 10, trick 11, survival 10, willpower 10, intimidation 10.

Possibilities: 3

Equipment: shimsi sword, Tech 15, damage value 13.

6

Confusing messages have been coming from Denmark in recent days. Despite having the advantage of operating under Core Earth axioms and the aid of the German military, Viking landings in the vicinity of Arhus have met with success. The better-equipped Danish and German soldiers have been forced into retreat by Viking warriors who are seemingly impervious to pain.

The Viking troops have penetrated five kilometers inland, and are holding their position, mysteriously not taking advantage of their opportunity to crush the peninsula's defenders.

It is rumored that the true source of the Viking victories may lie further to the north, in the area of Denmark dominated by Aysle axioms. Many Danish military leaders have speculated that Uthorion may have discovered a way to invoke the dreaded "berserker fury" in his Viking forces, sending them into battle virtually blind to danger and numb to pain. If this is true, it represents a highly dangerous tactical advantage for the Dark High Lord, one which, given time, could allow him to sweep over Denmark and launch a successful invasion of the areas of Aysle under Ardinay's rule.

Viking (berserker): See page 30 of the *Torg World Book*.

Note: When in a berserker fury, Vikings will continue to fight until unconscious or killed, and though they suffer shock damage, do not feel pain. They cannot be affected by "Villain Fatigue" cards. A berserker fury has a duration of 12 rounds, at which point the Viking automatically becomes fatigued.

7

A new weapon has apparently been added to the arsenal of Orrorsh, and it is being tested on the people of Celebes. Witnesses report hearing the beating of leathern wings and then the screams of innocents as an army of bizarre creatures swooped down from the sky and began rending the residents of a small fishing village. The creatures were identified by one survivor as "rakshasas," the demon guardians of Hell in Hindu mythology. They departed as suddenly as they appeared, leaving a scene of devastation behind them.

The rakshasas are reputed to have sharp claws, vicious fangs, and the ability to shoot fiery beams from their eyes. But whether the things that attacked Celebes are genuine rakshasas, or simply demons in the service of Thratchen who are somehow simulating their powers for unknown reasons has not been determined.

Genuine or not, they must be stopped before they can do more damage to an already weakened Indonesia.

8

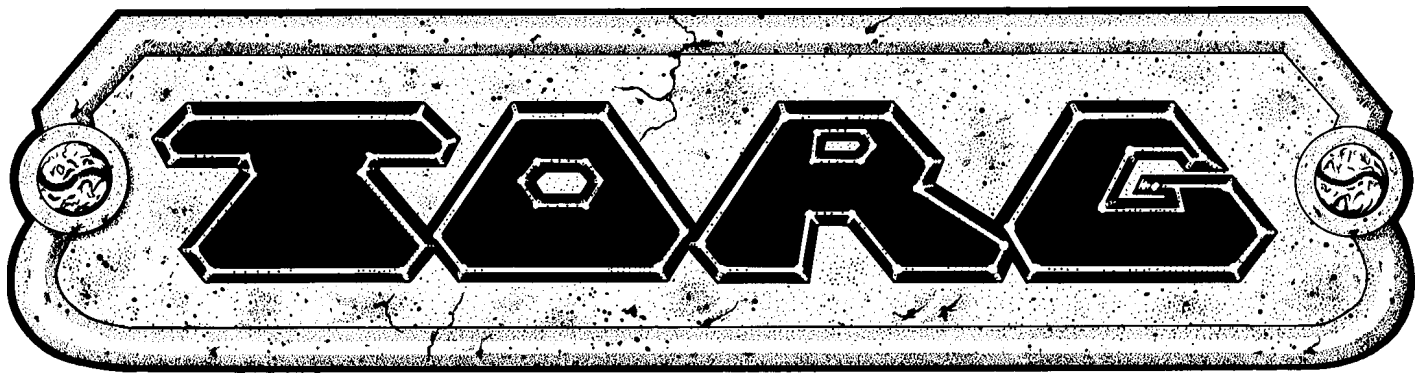
Realm runners have reported a strange sighting in the Living Land pure zone that encompasses Manhattan. Along with the edeinos and Jakatts that have overrun the city, agents of the Nile Empire have been spotted combing through the blocks surrounding the Metropolitan Museum of Art.

It seems as though the agents are not there with the blessing of Baruk Kaah. A number of edeinos detailed to guard the museum against looters have

been found stabbed to death, and an Egyptian weapon was found near one of the corpses. The Jakatts in the area have been roused, making it much harder for the runners to get supplies in and out of Manhattan.

Exactly what the Nile agents are looking for is unknown, but there is speculation it may be connected with an Egyptian temple which was disassembled and rebuilt as an exhibit for the museum some years ago. Many of the artifacts in the temple were looted in the early days of the invasion, but some still remain and could be the targets of the squad.

It is also possible that Mobius' people are after one or more of the items stolen from the temple, and are attempting to track down their whereabouts. Any one of the missing artifacts could be an eternity shard, or possess an Egyptian spell that Mobius would covet. It is imperative that the intentions of the agents be discovered, and their mission stopped.





Cyberpapal Axioms and Laws

The axioms of the Cyberpapacy define the levels of its magic, social structures, spiritual beliefs, and technical achievements. These natural laws set the limits of what is possible within the Cyberpapacy and the accompanying cosm of Magna Verita.

When the Possibility Raiders invaded Earth, they brought about dramatic changes. From the city of Avignon in southern France, the axioms of a medieval world swept across France, into southern Spain and western Belgium. Then upon reaching the limits of the stelae, planted by the Possibility Raiders, they swept back over France.

In the process, France suffered a technological collapse of huge proportions. The Collapse, as it was called, was followed a month later by an equally dramatic technological surge. After the Surge settled down, France had changed dramatically. It had been transformed into a bizarre mix of medieval beliefs and hi-tech. The Cyberpapacy had arrived.

Axioms of the Cyberpapacy

People in the Cyberpapacy live under a strange mix of axioms. Magic has increased allowing highly magical entities to exist side by side with technology. Social systems have collapsed; democracy has been almost entirely eradicated to be replaced with the theocratic technocracy unlike the world has ever known. Spiritual faith has risen to an extent to where miracles are common events. But it is technology which has had the most dramatic impact. The tech axiom had been suppressed and then boosted decades into the future. Cyberware and the direct

neural interfacing of humans to machines are not only possible, but part of everyday reality.

The Magic Axiom

Magic has increased by 3 points making the alteration of living beings possible, and minor conjurations feasible. Sustained by the magical energy that imbues the realm, entities in the forms of demons and gargoyles now exist freely, The GodNet, a matrix of telecommunications and computers, is more than just a collection of circuitry and wires: it is also affected by magic. Demons exist within it, as do Angels, self-aware beings who were once human, but who now serve the Cyberpoppe inside the GodNet.

But magic in the Cyberpapacy is considered to be the work of the Devil. Any one suspected of practicing any form of magic is branded as a witch or sorcerer. They are ruthlessly hunted down by the Inquisition and burnt. Only spiritual power is considered to be holy and good.

The Social Axiom

This is the only axiom to have been permanently decreased by the advent of the Cyberpapacy. The democracy of France has been swept away by a bureaucratic government that views all life as subservient to the needs of the Papacy. Freedom of thought and expression are in the process of being eradicated. The Social axiom allows the state to dominate all walks of life. The reach of the Church is long, and unforgiving of those who seek to weaken its power. If the doctrine of the church were ever to catch up to the technology, the Cyberpapacy would become a totalitarian state so complete, so intrusive and pervasive that individual freedom would be extinct

and the capacity for individual thought threatened.

But the doctrine has remained the same for years, and within the bureaucracy administering Magna Veritas, a breed of cynical and often corrupt official has evolved. The power of the church is abused for private gain; Malraux has usually overlooked (and occasionally encouraged) these transgressions. These officials are used to thinking of themselves as above the teachings of the Church, which they view as means to keep the peasant and laborer working faithfully and fearfully for the servants of God, who are, of course, themselves. These officials believe in God, but as firmly believe that Jean Malraux is the Vicar of Christ; whatever Pope Malraux condones must be right with God as well. Any sins they are committing must be permissible because they are permitted. Fortunately for France, a corrupt bureaucrat with a medieval mind set is not the most efficient overseer for a technocracy such as the Cyberpapacy. There are cracks in the system which can be exploited by the brave, the clever, and one willing to match the fervent beliefs of the Cyberpapacy with a faith of her own.

The Spiritual Axiom

France is experiencing an increase in spiritual beliefs and powers. The Cyberpapacy is founded upon its power to perform miracles. Its religious items are filled with spiritual power that allow the clergy to work miracles more easily.

Across the nation, people have witnessed the cyberpriests' and the Cyberpoppe's spiritual power. They can feel the increased Spiritual axiom in the air. With so much widespread evidence that the powers of the Cyberpapacy are real, many have ac-

cepted its teachings totally. They conform to the new reality around them and look to the Church to save them from the powers of darkness.

The Cyberpope and his followers are also affected by the Spiritual axiom. They believe that God is actually guiding their work and they see His hand in everything. According to the Papacy's beliefs, the Tech Surge was not an accident, but proof of the will of God.

The Tech Axiom

The Tech axiom has dramatically affected France. First came the Collapse, followed by the Surge. Possibility energy seared through the area bounded by the stela, killing many of those who had been previously transformed in the Collapse.

The Tech Surge was not a premeditated move by Pope Jean-Malraux. When Jean-Malraux made his crossing into Earth, the cyber reality he had drawn into his Darkness Device was released. Using on the Cyber Axiom contained within it, the Darkness Device created a perverted reality where medieval dogma coexists with futuristic technology. It molded people to its will, expending large amounts of Possibilities in the progress. Deckers, cyberleggers, hardware punks and others were created from people who had previously led comparable lifestyles. Cyberpriests came into existence as France was transformed a second time.

The Tech axiom is not uniform. Technological development has so far been restricted to the GodNet, with cyberware and weapons production lagging behind them. The Cyberpope's newly transformed TechPriests work to develop more powerful programs, while expanding the reach and power of the GodNet.

In backstreet workshops and laboratories, people experiment with the new technology. Cyberware and designer drugs are produced in hidden factories and sold on the streets to those looking for thrills, or a way to fight back at the Cyberpapacy. Developments are uneven, and not always safe. But anyone with the money can find a cyberlegger who'll do them a quick chop and fit.

Weapons production remains, after the GodNet and cyberware, the Cyberpope's main interest. The new technology has made weaponry available that the Cyberpope thought only belonged to God. The names of the new weapons strongly reflect this belief: GodMeeter, GodLight and GodsFire, are just some of them.

Gunsmiths working from small workshops have been turning out these weapons using computer controlled lathes. Corrupt officials fatten bank account by letting plans and prototypes slip from the Cyberpope's own factories. Equipment is often available for sale on the streets a few weeks after it has been issued to the Pope's own forces. Almost everyone not under the control of the Church now carries a gun and knows how to use it.

Other areas of technology remain unaffected. Teleportation remains no more advanced than it did under the axiom of Core Earth. Robotics is confined to controlling peripheral devices rather than the creation of self-aware robots. Cyberware has not yet reached the stage where it can be used to boost mental functions, so psionic powers remain a mystery.

In the Cosm of Magna Verita, the Tech axiom did not cause a Tech Surge. The increase in the Tech axiom made the existence of tech level 26 items possible. People in Magna Verita continue to live as they have always done. Oppressed peasants labor for their rich masters in the Church using tools that have remained unchanged since the Sixteenth Century.

The Cyberpope is not one to turn his nose up at what he believes are the gifts of God. He has begun to transfer cyberware into Magna Verita, and construction of a cyberware factory has already begun near Avignon. The Cyberpope sees cyberware as a means of control; its benefits are (officially at least) restricted to the Church.

Dominated Tasks

The realm of the Cyberpapacy is a dominant reality. The axioms of Core Earth still exist suppressed beneath those of the Cyberpapacy, but few tasks in the realm are really dominated, as only the Social axiom has

decreased. Magical and spiritual powers are now easier to use. A situation that many view as an improvement.

Technology is also never dominated. The Tech Surge was such a dramatic event that no one was left unaffected by it. Over 20% of the population were transformed to conform to the new distorted reality. Even Possibility rated characters did not escape entirely; they too were dragged into the future world of the Cyberpope. The Tech Surge partially transformed some of them into characters from a Cyber Tech reality. This freak occurrence drained them of Possibilities, but not for long. The changes in realities was too fast. The Darkness Device, already pulsating with the energy it had gathered during the Collapse, could not absorb all the Possibilities released when the Tech Surge transformed so many people at once. Instead, the stela literally radiated possibility energy; some of it transformed the land, some of it poured into empty reality-rated characters, refilling the Storm Knights.

The ordinary people of France were not so lucky. Thousands died as the Surge ripped across the land, transforming them a second time. Millions of others have been transformed into loyal subjects of the Cyberpapacy.

Outside of the Cyberpapacy, characters who experienced the Tech Surge can still operate their hi-tech items. They will be subject to contradiction checks if the Tech axiom of the land is too low, but this will always be a One-Case contradiction, never a Four-Case. They are part of the Tech axiom of the Cyberpapacy.

World Laws

The Cyberpapacy is subject to four lesser laws that define reality within the boundaries of the stela. These laws are in addition to the axioms of the Cyberpapacy.

The Law of the One True God

The Cyberpapacy worships the one true god. As a result only members of the Cyberpapacy are able to perform

miracles normally. Members of other religions have their difficulty levels increased when attempting to perform miracles. The following table shows the amount that the difficulty number is increased by:

Character's Faith Modifier

Catholic or Greek Orthodox	+1
Protestant	+2
Muslim or Jew	+3
Rasta	+4
Hindu	+5
Shintoist/Buddhist/Taoist	+6
Haitian/Shaman/Animist	+7

For example, a Catholic priest attempting to perform a bless has his difficulty number increased from 10 to 11.

The Law of Heretical Magic

The study or practice of magic is condemned by the Cyberpapacy. This makes magic more difficult to cast, but also increases its power when used successfully. Specific game effects include:

1. Any character attempting to perform magic suffers a +3 increase in the spell's difficulty number, and a +3 increase in the backlash number.

2. Any character who suffers a wound from a backlash, may have a demon appear and attempt to possess him. To determine whether a demon appears, the mage uses his Spirit to beat a difficulty number of 3. The difficulty number is increased by the result points of backlash. Therefore a mage who suffers a backlash of 10 result points, must overcome a difficulty number of 13 (3+10) with his Spirit.

Whether a demon appears or not, the success, or otherwise, of the spell is not affected.

3. Any spell which is cast successfully has a bonus modifier of +5 when determining effect. It's harder to cast spells within the Cyberpapacy, but they are more powerful than normal once cast.



The Law of Ordeal

The "judgement of God" in the form of trial by ordeal is open to all members of the Cyberpapacy accused of performing criminal acts, with the exception of heresy. Trial by ordeal is a common way of determining guilt in the Cyberpapacy for all crimes except heresy, which is judged by Inquisitors using whatever methods they deem appropriate.

There are four types of trial by ordeal practiced in the Cyberpapacy (although Infiniverse space restrictions limit us to printing two; the other two are ordeal by boiling water and ordeal by fire). Prior to the actual ordeal, the accused is ordered to spend three days fasting and in prayer. The ordeal is then carried out under the watchful eyes of the cyberpriests.

Ordeal by Cold Water: The pure element of water, being divinely influenced, must necessarily reject the body of anyone guilty of a crime or a sin. This ordeal is used primarily for those accused of witchcraft. The accused is bound hand and foot and lowered into the water on the end of a rope, in which a knot has been made at a distance of a long hair's breath to half a yard long. If the accused sinks, and pulls the knot down with him so that it breaks the surface of the water, he is cleared; but if the accused and the knot float, he is found guilty. Game rules are described below:

1. A practitioner of magic must generate a *Spirit* or *faith* total of . There is no way that this can be avoided.

2. Other characters float only if they generate a *Spirit* or *faith* total of less than 8. This total is modified by -5 if the character is actually guilty, and +5 if innocent.

Trial by Combat: This form of ordeal involves single combat between the accused and a champion of justice chosen by the Cyberpapacy. It is to the death. Non-powered melee weapons are always used. During the trial by combat, the following rules apply:

1. Guilty characters suffer a -5 penalty to *dodge* and all weapons skills.

2. Innocent characters gain a +5 bonus to *dodge* and all weapons skills.

3. The skills of the church's champion are unaltered.

The Law of Suspicion

This law states that individuals within the Cyberpapacy are suspicious of anyone they do not know. In game terms this includes:

1. A character's *willpower* or *Mind* is increased by three when resisting a *charm* or *persuasion* attempt.

2. Proof of identity (real or otherwise) of the character attempting the *charm* or the *persuasion* reduces the above increase to +1.

3. Attempts to taunt or intimidate have their bonus increased by +3. Characters may be suspicious, but they have a healthy fear for anyone who stands up to them.

Attitudes in the Cyberpapacy

The change in the Social axiom has made the rigid theocracy acceptable to most of the transformed population. They look to the Cyberpope as their saviour. The apocalyptic events which heralded his coming have been accepted totally. The transformed Ords fear the power of the Antichrist, witches and sorcerers. The reality which has invaded western Europe has shocked many people into accepting that the Cyberpope is their protector and only hope against the forces of darkness.

Viewed from an outside perspective, the Cyberpope and his followers are evil. But from their own medieval viewpoint, they are merely upholding the values of their society. If anyone opposes the Church, they threaten the well-being of society. Eradicating heretics and others who threaten to destroy the Church are therefore justifiable acts. As most of the population sees things this way, life in the Cyberpapacy is hard for those who don't conform. But the reality of the Cyberpapacy has been distorted.

The cyber reality, that formed the basis of the Tech Surge, was home to some very tough-minded and callous individuals. Cyberpunks who would cheerfully slice and dice any who got in their way. Cyberleggers who made their living from selling and fitting cyberware ripped out of unsuspecting donors. Fixers who could lay their

hands on anything you required, providing you asked no questions and had the ready to pay for it. And console cowboys who ran the data matrix looking for a score. These characters all exist, and most of their morales are very suspect. They live in the cracks of the Cyberpapacy, coming out at night to ply their trade. Most live in urban areas, in cities such as Paris, Marseilles, Lyons, or Bordeaux. They live in fear of the Inquisition, but they are also skilled at avoiding it.

The people who have suffered the most are those Ords who were not transformed. They have watched in shock as apocalyptic events rocked first the world and then France. They have experienced the hardship of the Collapse, and watched in stunned amazement the effects of the Tech Surge. Fearing for their lives many have turned to the Cyberpope, but there are those who refuse to accept the fate that lies in store for them. They have begun to resist. The flag of Free France flies above Paris, Marseilles, the Massif Central and the Les Vosges hills. The Resistance has risen again. Only this time the enemy is the Cyberpope, not the Nazis.

Entering and Leaving the Cyberpapacy

Crossing the Maelstrom Bridge from Magna Verita or passing through the Reality Storms are currently the only ways to enter or leave the Cyberpapacy.

The Maelstrom Bridge links Core Earth Avignon with Avignon in Ma-

gna Verita. Any beings who cross the Bridge to Core Earth for the first time, are prepared for the realm that awaits them. Unless the Darkness Device is otherwise engaged, it invokes a reality storm against a Storm Knight or stormer when she crosses the bridge. When it wins, the stormers are physically transformed to the reality of the Cyberpapacy. They all receive a neural jack in their necks or temples, and another one to three items of cyberware (roll the action die: 1-12 = 1 item; 13-19 = 2 items; 20+ = 3 items). The gamemaster chooses the items of cyberware as he deems appropriate.

The Reality Storms

The Cyberpapacy is surrounded by howling winds that rush at over a two hundred miles per hour. Great bolts and flashes of lightning rage through the storms, blasting the tops from mountains and setting fire to large tracts of forest. According to the Cyberpope, the storms are the work of the Antichrist who is punishing the Earth for falling from the path of righteousness. Many believe this to be so, but the Cyberpope is the one responsible for the storms. Fed by Possibilities from the Cyberpope's Darkness Device, the Reality Storms show no signs of dying down.

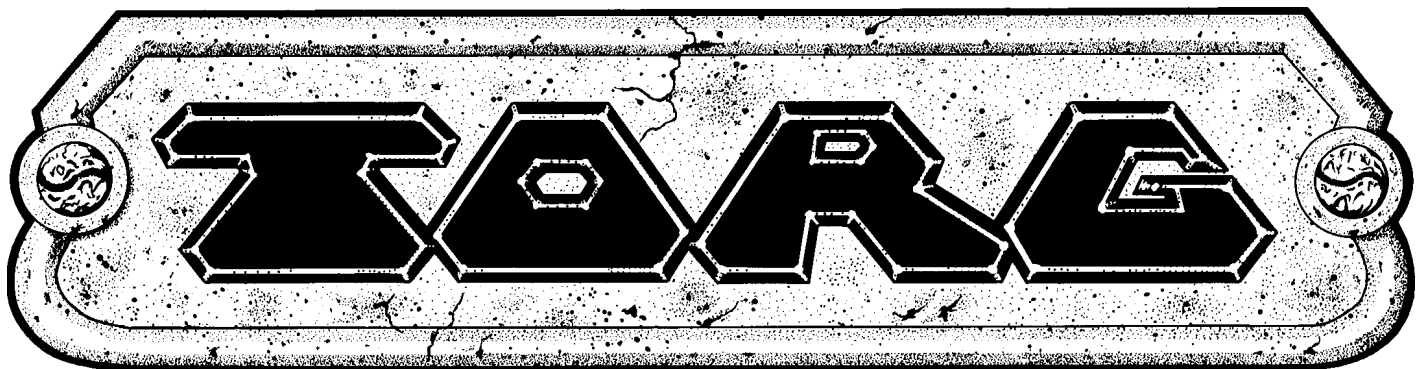
The Reality Storms effectively isolate the Cyberpapacy from the rest of Earth. The storm has a value of 20 against individual characters; Ords are attacked with a damage value of 20, while stormers and Storm Knights must use their reality skill (see below). The most fierce storms are over the English Channel. There the realities of Core Earth, Aysle and the

Cyberpapacy clash together. Bolts of lightning sear the cloud filled skies as plumes of water soar up from the boiling waters of the Channel. Over the English Channel the reality storm has a value of 23.

Elsewhere the reality storms occasionally blow away, leaving clear blue skies behind. It is during these times that a safe entry into the Cyberpapacy is possible. But people making the crossing run the risk of being caught in a storm as it rolls back in. Depending on the gamemaster's wishes and sense of drama, the gap in storm can last long enough for characters to get though or merely be a brief lull.

Passing through the storms is taxing, but not impossible. The character attempts to beat the storm's value with her reality skill. If the character is successful, she passes through the storm with no ill effects. In the more likely event that she fails, the amount she failed by is read from the Storm Results table. Storm multipliers and maelstrom results are ignored, only the loss of Possibilities and transform results are important. A character who is transformed loses all her Possibilities, but gains a neural jack and cyberware on a roll of the die as mentioned above: 1-12 = 1 item; 13-19 = 2 items; 20+ = 3 items

For example, Marie Clare enters the reality storm on the German border. She pits her reality against the storm's value of 20, and fails by 5 points. Checking the table, "-3 Storm X2" is the result; Marie loses 3 Possibilities. When passing back through the storm to Core Earth, a similar procedure is followed.





Creatures

Llawereint

Llawereint is a powerful entity who resides in the depths of St. George's Channel, which separates Wales and Ireland. In ancient times, he was revered as a sea god by the Celts under the name "Ludd," and Ludgate Hill in London was named for him.

When the old religions fell, Llawereint retreated to a cavern in the channel and went into a centuries-long sleep. He was roused by the axiom wash, and now enjoys the worship of many Welsh fishermen, who respect his power and invoke his name to survive storms and bring in greater catches.

Llawereint's name means "silver-handed," for in his youth he lost his left hand in a battle with an aquatic dragon, and now has a silver one in its place. His powerful *weather control* spell is focused into his artificial hand.

Llawereint stands 10 meters tall. He is humanoid in shape, with webbed hands and feet, and though amphibious, far prefers the water to the land. He can be both benevolent and merciless to mariners, depending on his mood and whether or not they have shown their regard for him through prayers or sacrifices prior to beginning their journey.

Llawereint is worshipped by the Uvwe, who hold a yearly festival in his honor at which his battle with the dragon is symbolically reenacted.

Llawereint: DEX 7, STR 25, TOU 20, PER 10, MIN 9, CHA 8, SPI 9.

Skills: reality 10, swimming 12, unarmed combat 10, alteration magic 12, scholar (sea lore) 11, test 10, taunt 9, intimidation 11.

Possibilities: 3

Arcane Knowledges: *air* 8, *water* 6.

Spells: weather control, waterspray.

Equipment: silver hand, damage value STR+2/27.

Goals: To promote the interests of those who worship him, and obliterate those who do not.

Mimir

Mimir is a giant who resides at the top of Mount Kebnekaise in Sweden. He is renowned in Norse mythology as the uncle of Odin, king of the gods, but he will neither confirm nor deny the truth of that story.

Mimir is the guardian of Odhrerir, a cauldron which is believed to have divinatory abilities. In truth, it is Mimir who has the power, but he has found it useful to let his enemies believe the legend, thus decoying them into trying to destroy the cauldron rather than himself.

Despite his vast age, Mimir is still a fierce warrior, and is most famous for battling three Frost Giants to a standstill, using his battle-axe, Rahlung. He prefers to avoid violence whenever possible, and will use his magic for anyone who climbs the mount and asks, provided they are willing to grant him a boon in return. Mimir's requests have ranged from the gathering of an herb from the mountainside to the sacrifice of an eye.

Mimir: DEX 9, STR 12, TOU 12, PER 14, MIN 9, CHA 9, SPI 7.

Skills: reality 8, melee weapons 11, divination magic 17, evidence analysis 15, test 10, persuasion 10, taunt 11, intimidation 9.

Possibilities: 5

Arcane Knowledges: *folk* 6, *mixed forces* 5.

Spells: possibility shadows, water scry.

Equipment: battle-axe (Rahlung), damage value STR+3.

Goals: To provide the curious with the information they ask for, and see just how great a sacrifice they are willing to make in exchange.

Leanhaun Shee

Leanhaun Shee is a beautiful, but malevolent faerie who seeks the love of mortal men. She lives in a solitary glen on the Isle of Man in the Irish Sea, and there she tempts visitors with her wiles.

Her power is such that, if a man is able to refuse her, she will become his slave. But if he should love, he will be in thrall until he can find another to take his place. It is believed that the kidnappings of a number of young, strong men from Irish coastal villages are the work of Leanhaun Shee's slaves, seeking replacements so they can regain their freedom.

Leanhaun Shee leeches the strength from her victims, and they eventually wither and die.

Leanhaun Shee: DEX 13, STR 4, TOU 5, PER 11, MIN 11, CHA 10, SPI 6.

Skills: reality 7, dodge 14, flight 15, stealth 14, alteration magic 13, trick 12, conjuration magic 14, willpower 13, charm 12, persuasion 12, intimidation 9.

Possibilities: 4

Arcane Knowledges: *living forces* 6, *folk* 3, *fire* 3.

Spells: charm person, increase charisma, conjured fireball.

Note: Leanhaun Shee will attempt to charm a male into kissing her. Her first kiss alters the target character's attitude to *loyal*; each succeeding kiss reduces the target character's *Dexterity* and *Strength*-based skills by one. The target can break free of her influence by making a successful *Mind* or *willpower* roll, with Leanhaun Shee's *willpower* acting as the difficulty number, or by procuring another victim for her. If the target frees himself by mentally overcoming her influence, his skills will return to normal as soon as he is off the island. If he provides her with a victim, his skills will remain at their reduced level.



Your Letters



ere again, your questions and comments, and our marginalia in response. Letters are edited for abbreviations, length, and the occasional typo.

On the response form, I did not know whether to use the number (of Possibilities) before or after they spent them on skills. I used the "before" number.

—Dax Sapien,
Aurora, CO

We want you to fill in the number of Possibilities earned prior to your players spending them on skills. So you done right, Dax.

Do I have to respond every month, and what happens if I don't?

—Alexis Diaz
APO Miami, FL

Sending us a response form each month is optional. If you do not send us a form, your personalized response page will be pretty generic, but other than that there is no effect. Send it in when you have the chance. This is a game, not a homework assignment.

1. How can you use a machine-gun to shoot at multiple targets?

2. Will you ever give us more information on the Horror Tech cosm? I believe that one would particularly appeal to my players.

—Jeff Cambell
Corvallis, OR

Machine-guns fire at full automatic (page 77 of the *Torg Rulebook*), giving them a +3 bonus number. If you are firing at, say, 10 people you use the One on many chart, (page 45 of the *Torg Rulebook*). Assume a firer has a fire combat skill of 13 using a

Maremont M60 (damage value 23). If she rolls a 15, she has a bonus of +5 (including the +3) for a skill total of 18. If firing at 10 shocktroopers (DEX 9), the gunner needs a total of 19 to hit them all, a total of 15 to hit 5-6 of them. So six are hit; the One on Many table gives 6 targets +4 TOU; the shocktroopers effective Toughness is 13. The damage total of the Maremont is 28. The six shocktroopers keel over dead. Four shocktroopers are still standing, having been missed.

We have a few possible plans for Tharkold, the horror-tech realm. We must first firmly establish the six realms discussed in the boxed set, so it will be a while.

How can a character convert over to a new reality and still remain a possibility-rated character?

—Stephen G. Dycus
Evansville, IN

A character who has been drained of Possibilities, but still retains reality skill adds (mentioned on page 106 of the *Torg Rulebook*), can later absorb possibilities from his new cosm. In effect he has switched cosms at the cost of all his Possibilities at the time of transformation. Even if stripped to 0 adds, a character who was reality-rated stays reality-rated (page 105 of the rulebook). One such character is Dr. Etienne Balczesak on page four of *Infiniverse #1*. Character templates which have "switched cosms" are assumed to have been reality-rated prior to their transformation to their new cosm, and have had time to regain their starting Possibilities.



What is the correct form to use in submitting a new template? How do you destroy a stela? How or in what form do you define a new cosm?

—Chris Volcheck
Westchester, PA

Submit templates in typewritten form, giving us their attributes, possible skills, and tag skill. Include their cosm, background, personality, equipment, a quote and any skill notes; just as in the published game.

Destroying a stela is just a matter of bashing them a bit once they have been removed from the boundary through the *reality* skill (page 104 of the *Torg Rulebook*). Until they are removed, stela may only be attacked through an invoked reality storm (with a reality skill equal to the difficulty of removing the stela). If the stela loses, it cracks and crumbles, becoming useless. In the *Nile Empire* and *Living Land sourcebooks* we did not give the *Toughness* of stela. *Living Land* stela have a TOU 9, while *Nile Empire* stela generally have a TOU of 18. The TOU of the stela of other realms will be mentioned in the relevant sourcebooks (or in *Infiniverse* if space continues to be tight in the books).

At its most basic level, a cosm is defined by its axiom levels and its world laws. These define and constrain a cosm, and highlight how one cosm differs from another.

Where are the pure and dominant zones of Core Earth? How can they be determined?

—Daniel Pagoda
Brooklyn, NY

Unless otherwise specified, all of Core Earth is dominant. This stems from page 85 of the *Torg Rulebook*. We still have an area or two open for definition, but we plan to have Core Earth

pure zones only around hardpoints. This can change, pending the results of the Possibility Wars.

What happens if a rival cosm puts a stela in another cosm's boundaries? For example, if the Cyberpapacy placed a new stela in the middle of England?

—Brian Reeves
Spokane, WA

If stela-bounded areas overlap, the area of overlap is a mixed reality. The mixed reality yields very little Possibility energy for either High Lord. Such a move would only be made by an aggressive High Lord more interested in undermining a rival...or perhaps an ambitious group of Storm Knights trying to cause serious discord between the High Lords.

In combat, do you do 1 fatigue if you hit but do not overcome Toughness? What does the "S" mean on the combat chart?

—Brett Hackett
Oakland, CA

An "S" stands for a minimal success, when your damage total exactly equals your opponent's armor value (or Toughness if no armor). So no, you do not do any shock damage to a target unless you overcome, or at least equal, its Toughness.

Are characters tied to their home cosm's World Laws while in another cosm? If not, can Nile Empire characters shift away from their strict good or evil tendencies? Can Nippon Tech use their stealth and deception bonuses outside of Nippon Tech?

—Tim Martin
Altamante Springs, FL

World Laws, like axioms, are part of a character's realities. To use a World Law in another reality requires a contradiction check; a Nippon Tech character who is using the deception bonus make a contradiction check when using persuasion, even though persuasion is allowed in every realm. If a Nile Empire character is using any ability or power from the Nile cosm, she must also use the World Laws. If

Herald Messages

Keep a calm hand on your gun, Storm Knight. Look for edeinos with tech goodies. The could prove to be allies.

—Matt Johnson
Fullerton, CA

Having consolidated their hold on the Japanese Islands, the Kanawa Corporation is looking to expand into the territory of its competitors. The target is unknown look for more friction between the High Lords as Kanawa makes its move.

—Scott Shafer
Delaware, OH

The Storm Knights of the Renwick Agency have made a terrifying discovery—the Gaunt Man lives!

—Paul B. Hyson
Alloway, NJ

The "Stillworld" is no more! It turns on its axis once again due to the valiant efforts of a group of Storm Knights.

—Scott R. Mitchell
Chicago, IL

We have sparked Giza with two Stories and Tokyo with one. There is an eternity shard sunk in Tokyo Bay from Nile Empire. Nippon Tech is stealing eternity shards to sell to highest bidder.

—Seth Rutledge
Charlotte, NC

Lord Cheltenham, Orrorsh, seems to be working for agents other than his ostensible master, Lord Salisbury. Storm Knights yet to return from the hideous Oguthan city of lost knowledge. Remains of James-Whitehead expedition not yet found.

—Greg Gorden
Carbondale, PA

she chooses to forego all of the abilities (including the other World Laws) then she may ignore the Law of Morality. Players who enjoy roleplaying their characters should know that their character see their World Laws as part of the way the world works. Operating under different World Laws would seem quite alien to them.

How about a system for axiom levels of technology similar to that for impressed spells, i.e. a certain axiom level needed to make an item, and a lower one for it to function. I mean, how does plate mail stop working? Awesome game though.

—Bradley Heinrichs
Surrey, B.C., Canada

Gosh, looks like we are all out of room for letters in this issue of *Infiniverse*...seriously, answering your

question would require more space than we have in a letter column. In brief, according to the logic which forms the basis of Torg, plate mail can indeed stop working in areas which have a low enough tech axiom. This is a counter-intuitive answer for many people, part of the weird metaphysics of Torg. So, we were wondering, how many others of you also have questions about Torg metaphysics? Enough of you to devote a few pages to *Inter-mediate Torg Metaphysics* in future issues? *Infiniverse* only has so many pages, so let us know what you want to see.



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Infiniverse is back. This issue has the first realms update, as reported by you, compiled by our trusty Macintosh Ilcx, and written up by us.

Those of you who were at *GenCon* saw some of the excitement which Torg generated. We had 25 tournament sessions, with over 130 players. We enjoyed meeting the players, fielding their questions, and eating those wonderful concession stand hot dogs (okay, would you believe two out of three?)

Product Update

The Aysle Sourcebook is moving through the art department, and by the time you read this should be at press. There are enough wrinkles and twists to Aysle to make it a unique adventure setting...and of course there is the magic system.

The biggest change in the schedule has been the *Cyberpapacy*. After playtesting the large, intriguing manuscript Jim Bambra wrote, we have decided to do a 128 page *Cyberpapacy Sourcebook*, and a separate book, probably 96 pages, detailing the GodNet.

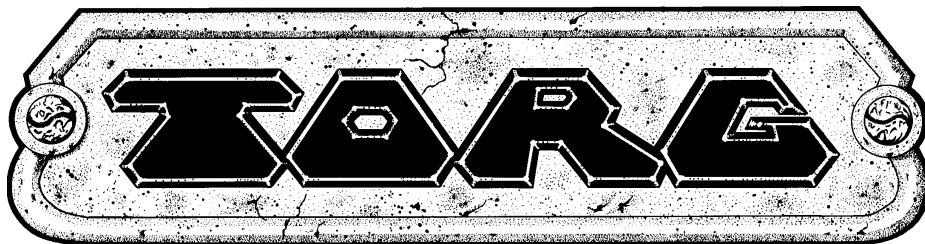
We would like to hear comments from those of you who purchased *The Cassandra Files*, which should be in stores by the time you read this. *The Cassandra Files* is a collection of adventures hooks which offers a wide range of adventure possibilities, but does

not offer all the details of a single-story adventure. Do you like the Cassandra format more than standard adventures? Less? Nice as a change of pace? Which do you find more useful to your gaming style? Hey, if you don't tell us, we are just going to keep guessing.

Rumor Report

Here are the results of the rumors from issue #2. The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

1. Dr. Watteau and Teller are attempting to create a cyberpsychosis inducing weapon. True (16).
2. Baruk Kaah has sent an elite team of edeinos to kill storytellers. True (19).
3. Sightings of seal-like creatures with metallic parts. True (14).
4. The formation of Hantu Limited. True (12).
5. The Nocturna, a fabled book of dark magic, had been smuggled into Indonesia. False (14).
6. Martians have invaded Terra. True (15).





Realms Update

The Possibility Wars are escalating. The High Lords' huge advantage is still large. While each week adds more Storm Knights to the fray, there are currently about eight stormers transcending transformation for every Storm Knight who does so. This disparity is actually smaller than usual for the Possibility Raiders. The biggest difference is the sheer numbers of those transcending. For example, within the Living Land at this point in the invasion, the Possibility Raiders would normally expect something like 12 Storm Knights and about 160 stormers to have been created. Well, it is more like 250 Storm Knights and 2,000 stormers have been created. While stormers often work for the benefit of the High Lords, those that are not under the direct control of the Possibility Raiders remain a threat to the High Lords as well as the Storm Knights, as many stormers are unwilling to docilely serve a raider as lord and master. While the High Lords, excepting Uthorion, still have everything moving more or less according to plan, a few threads are becoming unravelled here and there.

Aysle

The chaos which ensued after Uthorion's dispossession of Pella Ardinay is beginning to dissipate. The stelae area including London and Oxford has been almost totally reclaimed by the forces of Pella Ardinay; incursions within this area are less frequent than they were. Commerce is beginning once again, and the British who have transformed are integrating quite nicely, acting as contacts between Ardinay's Aysle and Core Earth Britain.

Pella Ardinay is forming the Army of Light. So far, recruits have come

from the transformed as often as the native Ayslish. Ardinay is actively prosecuting the war against Uthorion, but until her army is better trained, direct military action is useless. Instead, she and her advisors sift information gathered from all over the realm. They then select likely targets and command, request, or otherwise encourage Storm Knights to act as her good right arm in defeating evil. Pella is the only High Lord who has profited from the unexpectedly high number of Storm Knights.

The other houses of Aysle are beginning to talk to Tolwyn Tancred as a legitimate representative of a ruling house (House Tancred), if highly suspicious of the circumstances.

Uthorion and his agents continue fierce resistance. In Norway they have actually regained some of what they lost during the initial confusion when Pella Ardinay became High Lord. The greatest problem has been a lack of coordination; other evils are beginning to sense their chance for gain at Uthorion's expense, weakening their efforts against Ardinay. This problem is compounded by Drakacanus, Aysle's darkness device. Drakacanus is trying to seduce Ardinay, and is being coy about whether or not Uthorion or some other agent of darkness might also be a suitable High Lord. The resulting contest is sure to be bloody, an agreeable result for Drakacanus.

Aysle has planted no new stelae during this period.

Cyberpapacy

Jean Malraux is busy trying to get his house in order. He has resistance from five sources: Storm Knights, untransformed French who resent his rule, Core Earth military and intelligence organizations (particularly Ger-

man and Italian), agents from Magna Veritas who see cybertechnology as blasphemous, and Nippon Tech. Jean Malraux has only very slim evidence that Nippon Tech is working actively against him, and at the moment he has his hands full trying to deal with the other sources of opposition. His current efforts are directed as follows.

1. He has launched a massive propaganda campaign, seizing control or heavily influencing virtually every information media in France. The Cyberpope is playing upon French patriotism and chauvinism. The media regularly declares that the the fate of France and her people lies in their faith in Jean Malraux I. The outside world is painted as threatening to France. All of this is done to increase the receptivity of the French people to Malraux's world.

The only exception to this media control is in Paris Liberte. The Paris Liberte stations are routinely jammed, and Paris newspapers are not allowed to circulate outside the city. A few media pirates dare to break into Cyberpapal broadcasts, but the Church Police make the hunting down of these pirates a high priority.

2. The frequency and the ferocity of the reality storms around the Cyberpapacy act as a shield against any major military action by the Core Earth military, a buffer the Cyberpapacy needs until they rebuild much of the army: many units of the French army have gone to defend Paris Liberte in direct defiance of the Cyberpope.

Core Earth intelligence services do get a number of agents into the Cyberpapacy. These agents have been instrumental in developing resistance groups outside of Paris. In the area of espionage, Core Earth enjoys a slim advantage; their methods of organization, recruitment, and passing along

information are socially advanced past what the bureaucratic church ever had to squelch on Magna Veritas.

3. Malraux, and his cardinals and bishops, are setting up the at-large agents of Magna Veritas as bogeymen. They are carefully editing or destroying any existing articles, video or audio which portray the clerical agents from Magna Veritas in a positive way. They now are shading the facts to show the Magna Veritas agents as cunning deceivers, disciples of Satan sent to confuse France and get them to reject the Cyberpope. They are being classed with witches and other supernatural threats.

4. Jean Malraux originally saw Storm Knights as a scourge which must be eliminated at all costs, a view which the Darkness Device encouraged. But as Malraux has pondered the question, he is beginning to see Storm Knights as a challenge from his God. Were not Storm Knights instrumental in his new way of seeing God through the miracle of the GodNet? Surely there was a divine reason for using Storm Knights in such a way. While acknowledging they are dangerous, Malraux is working on molding the dogma of the church to viewing Storm Knights as heathens, as beings who have not yet seen the true light. He is hinting to his cardinals and bishops that cyberpapal favors may hinge upon the number of Storm Knights they successfully convert, and then transform, to the Cyberpapacy.

Cyberpapal agents have dropped two more stelae, one in Germany and one in Spain. The one in Germany was discovered and dismantled by Storm Knights within hours of its planting. The one in Spain has not been found, and new Cyberpapal dominant area was created, and reality storms now thunder within a couple hours drive of Madrid.

Living Land

Baruk Kaah has experienced several defeats in his war on North America. His personal setbacks caused severe problems for six critical weeks, during which Storm Knights managed to rip out two stelae from the Eastern Land, (one in Canada, the other in the

United States), three to four weeks after story seeds were successfully planted. If your Storm Knights have not yet removed any stelae from the Living Land, remove only the one Stelae planted near the southern border of Virginia.

The High Lord is preparing to retake areas lost, and Ravagon advisors have managed to convince Baruk Kaah of the need for backup stelae to prevent future loss of such a huge area with one stroke. Key interior stelae are now guarded, often by flame warriors and gospog of the third and fourth plantings, as well as any Gotaks or Ravagons necessary for command.

In the areas Core Earth has reclaimed, hundreds of edeinos have transformed. Many are giving the Common Ground Association and the Delphi Council new information on the workings of the Living Land, a boon to the Core Earth agencies. The flip side is that several of the transformed edeinos are still loyal to Baruk Kaah; they are gathering intelligence through their new understanding of Core Earth. Even though returning to the Living Land means eventual death for many of the transforms, they are providing Baruk Kaah with crucial information.

Baruk Kaah has taken the offensive with two actions. The first is the hunting down of storytellers, which has become a key component to Baruk Kaah's strategy. As storytelling and an oral tradition are strong in the edeinos, Baruk Kaah has a keen understanding of their importance in the Possibility Wars. By denying Core Earth their storytellers, Baruk Kaah will gain a strategic edge in the battle for reality. He currently has 50 or 60 teams of edeinos, often accompanied by Orrorshan "advisors", exclusively devoted to hunting down storytellers, now including authors, cartoonists, and others who might communicate a story.

As the gospog fields yield thousands of new troops, Baruk Kaah now has the luxury of sending second planting gospog in raiding parties, containing 10 to 100 gospog each. These gospog are equipped with weapons from American armories under the control of the Living Land. While the

forces are not large enough to defeat the US and Canadian armed forces, that is not their purpose. They wish to bog down the North American military into protecting the civilian areas raided, diverting them from operations against the Living Land, buying the time Baruk Kaah needs before he can make another large push.

Another interesting development has been the systematic rooting out of Nipponese cells in areas which the edeinos hold. This is most probably the result of the tentative alliance between Thratchen and Baruk Kaah. See Orrorsh below.

We neglected to include Baruk Kaah's statistics in the *Living Land Sourcebook*. Here they are.

Baruk Kaah

DEXTERITY 16

Beast riding 19, dodge 18, long jumping 18, maneuver 20, melee weapons 21, missile weapons 20, running 17, stealth 20, swimming 17, unarmed combat 21.

STRENGTH 19

Climbing 21, lifting 22

TOUGHNESS 18

PERCEPTION 13

Evidence analysis 14, find 19, language 17, scholar (Keta Kaless) 19, tracking 18, trick 16.

MIND 12

Artist (ritual dancing) 15, survival 18, test of will 19, willpower 18.

CHARISMA 14

Persuasion 17, taunt 16

SPIRIT 20

Faith (Keta Kaless) 28, focus 25, intimidation 23, reality 24.

Nile Empire

Mobius's plans for expansion have been run into fierce resistance from surrounding Core Earth nations. Heroes have come over from Terra to join the fight, and hundreds more Core Earthers have been converted into Nile Empire heroes at every turn. Important events which have gone against Mobius include:

1. A nearly successful assassination plot against Ramses. While Egyptian priests quickly restored the Overgovernor to health, they did not restore him quickly enough to prevent rumors of his death from touching off

a premature power struggle between Lord Avery, Natatiri, Neteru, and the Red Hand over who should get the land, wealth and military resources allocated to Ramses. Sesestek, Al-Hepsa, and Paterski intervened to restrain the overly ambitious. Ramses now has good reason to believe he has treacherous neighbors; perhaps one of them is responsible for the attempt on his life.

It is more likely that the attempt came from a group of Saudi or Nippon backed Storm Knights.

2. Storm Knights have stolen at least one reality bomb from Nile weird science laboratories. The bombs are hard to manufacture, and the loss of even one derails the High Lords plans for a least a couple of weeks per bomb. In addition, Storm Knights have prevented at least three artifacts from falling into the hands of Mobius. Chief among them is the Book of Isis, a tome of Egyptian magic which would have allowed Mobius to find his patron deity Sebek, and bring him into the Nile Empire.

However, Mobius has a personality which shrugs off defeats as annoying flaws in his otherwise perfect master scheme. He is making progress in two areas—

1. His weird science laboratories are becoming more numerous, although they are usually smaller affairs than the full-blown installations which Mobius first built. Their job is to provide the increasing number of stormers with gizmos, the better to prepare them for battle with Storm Knights. As the stormers are automatically evil under the Nile Empire's Law of Morality, the larger number of stormers created aids Mobius as it does no other High Lord. Even those stormers who have no love for Mobius find it had to resist an opportunity to eliminate a pesky Storm Knight or two.

2. Mineral finds in the Sahara are encouraging mining activities which add money and important raw materials to Mobius's war machine. More important, as thousands of opportunists head for the desert boom towns, more and more of the Sahara is becoming dominant Nile reality. The dominant area are both easier to defend and

easier to launch strikes from than the mixed areas they replace.

The Nile Empire has placed no new stelae, being kept busy replacing those the ever-active Storm Knights have destroyed or disrupted.

Nippon Tech

As treachery and deception are key to Nippon operations, no one has yet discovered whether or not Nippon is on, behind, or ahead of their plans. However a few Storm Knights have noted a sense of desperation in some of the Nippon Agents; whether this reflects problems higher up in the Kanawa organization is not known.

Nippon Tech has expanded their holdings, through Korea and across the Yellow and East China seas to the Chinese mainland. Coastal cities as far north as Nantong, as far south as Fuzhou, and including Shanghai, are not dominant Nippon reality. The pattern of crime and controlling corporations which has taken hold in Japan is repeating the cycle in China, only this time their is more violence.

Nippon Tech is now producing under license, or producing their own versions of, nearly 30 percent of the armaments supplied to the North American military. This percentage is expected to grow. The Soviet Union has resisted Nippon aid, while Europe accepts it cautiously. African and Arab nations opposing Mobius are requesting, and receiving, large amounts of goods from Nippon. While many of the transactions are for cash, there are many cases where the payment is in real estate, upon which Nippon Tech promptly builds. Their are rumors of other, more shadowy forms of payment being arranged between Nippon and desperate buyers.

Orrorsh

Twice Orrorsh has tried to expand its boundaries north into Indochina, and twice the stelae have been found and destroyed...by agents of the Kanawa Corporation. Thratchen finds himself in a precarious situation. He has to build a base of loyal lieutenants to control and expand Orrorsh, trying

to figure out who he can trust with the knowledge of the Gaunt Man's incapacity. At the same time it is apparent that Kanawa's hostility toward Orrorsh is going to increase with the Gaunt Man's absence. The other High Lords have their hands full, enough so that the opportunity to strike Orrorsh when it is down is not worth the effort, or dealing with the consequences should this all be a machination of the Gaunt Man.

Thratchen is operating against Nippon chiefly by cooperating with the High Lords in their efforts to guard against Kanawa deception. His most notable success has been in the Living Land, where Orrorshan advisors have been able to put several Nippon operations in the red, forcing them to be shut down.

In Orrorsh Thratchen is encouraging the immigrations of Victorians, by having agents duplicate the feat of Dr. Well's "gate" — there are now many such "gates," guarded by the Victorian military and located in railway stations. The aristocracy and the press on the cosm of Orrorsh have been trumpeting on about the Great Crusade, and how on Earth the battle against evil may yet be won. The propaganda, and the promised economic opportunity have stimulated emigration from Victoria. Each day over 4,500 Victorians leave the cosm of Orrorsh and arrive in the hell on Indonesia. This figure does not include the military expeditions, just those who have come to colonize Indonesia, bring civilization to the poor, blighted natives, and fight evil as is their proper duty.

As the Victorians flood in, the cities to resemble those left on Victoria, with Victorian tech replacing that of Core Earth. The political, racial and religious attitudes of the Victorians are prompting violent resistance from the Indonesians, but Transformation, disconnection, and the horrors of Orrorsh are taking their toll.





Rules

First we would like to issue a caveat. The rules which appear in *Infiniverse* are in development, which means they might change before they are published in a game supplement. Some of the rules may take considerable time before they see print, so if you are playing with a gamemaster who does not subscribe to *Infiniverse*, you are just going to have to show him or her your copy.

Increasing Skills Over Time

The skill rules cover the spending of Possibilities to increase skills, and this is the quickest way for a Storm Knight to advance. But a Storm Knight may also train to gain skills; training is the only way an ord may improve his skills.

To train, a character must devote himself exclusively to training in that skill, spending eight hours a day, at least 25 days a month to count as one month of training. The number of months needed to improve a skill is equal to the **value** of the number of Possibilities which would be required

to raise the skill to the next level.

Example: A character wishes to improve his running from +3 to +4 in *running*. It would require four Possibilities to raise the skill. The value of four is six, so the athlete would have to train six months to raise his *running* skill to +4.

The same rule applies for learning the first add in a skill, so training for +1 in *alteration magic*, without a teacher, would require 10 Possibilities, or 100 months to train.

A Storm Knight may either train for a skill add, or spend Possibilities for the add. He may not mix-and-match. The only skill increases possible for an ord are through training.

Card Play and Group Size

Group size does affect the probabilities of card combinations being played from player's hands. We balanced the card deck for what we considered to be the most likely sizes of groups, which are three to six players. From the *Infiniverse* responses, it is apparent that a good number of you are playing with groups which do not fit in this range. The following op-

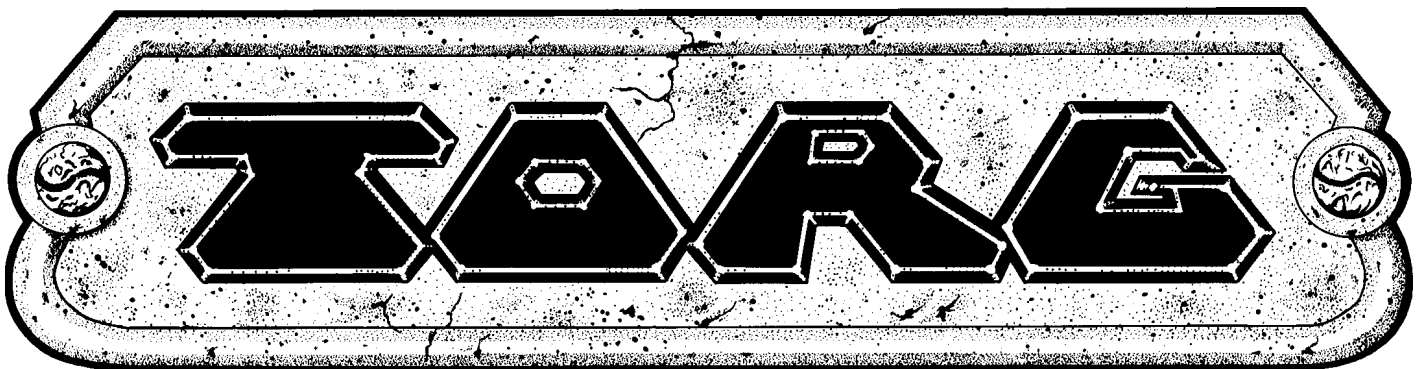
tional rules help keep game balance when you have fewer or more than three to six players

One Player. The player receives eight cards. Each time she starts a card pool, she may play three cards. Play of a leadership card allows the player to add two cards to her own pool, then refill her hand to eight. A rally card also completely refills the hand. Supporter cards may be played to support a gamemaster character, or the player may discard them for another card.

Two Players. Each player receives six cards. When each player starts a card pool, each may play two cards into their pool. Leadership cards allow the player to refill her hand to six. A rally card completely refills each players hand.

Three to Six Players. Card play is unchanged.

Seven or More Players. The maximum number of cards a player may trade and/or receive through play of leadership cards in a round is six. So if a player receives two cards from the play of a leadership card, she may only trade four cards that round. This limit balances the superior card selection a group of seven or more players has over smaller groups.





Dispatches and Rumors

Dispatches

1

With Mobius apparently unwilling to take any action to restore order to Cairo, Overgovernor Wu Han decided to take action. He declared martial law throughout the city, and in a desperate attempt to find Deathhawk, ordered his troops to take any and all costumed heroes into custody. He also commanded that the crime syndicates be disarmed.

The gangs resisted, naturally, but Wu Han's forces were more than a match for the weakened crime lords. Soon, Wu Han controlled the entire city, with shocktroopers making mass arrests of any "suspicious or undesirable characters." This designation applies to anyone from outside the realm, including the Storm Knights, but the Knights managed to narrowly evade capture. Wu Han declared the city "politically quarantined," and his troops blocked all roads into and out of the Cairo. Making full use of their connections in the city and elsewhere, the Knights manage to open "pipelines" to ferry information and refugees out.

In the midst of this chaos, Deathhawk reappeared. He had organized a group of costumed heroes and began his new campaign of terror by breaking into Wu Han's armory and handing out weapons to civilians.

The Knights receive a tip instructing them to go to the major shocktrooper encampment just outside of the city. There they find Deathhawk and his army, planning to attack the camp as the first blow in an all-out revolt against Mobius. Once again, the mysterious vigilante offers

the Knights a choice: fight by the side of the people of Cairo, or ally with their enemy, the High Lord.

The element of surprise makes the attack a success, and the revolt spreads to other sections of the city. Soon Wu Han's troops have been driven out of Cairo.

Critical Event: The Storm Knights must prevent Deathhawk from sending innocent civilians to their deaths in the attack on the camp, either by convincing the people to stay out of the battle or by doing the bulk of the fighting themselves. Deathhawk had planned to send the people against the most heavily-defended areas, feeling that they were the most expendable of his forces. If they can talk the people out of sacrificing themselves for Deathhawk, the Knights can end with an adventure result of 6 or better. If they must carry the battle to save the people's lives, they get a result of 3-5. If they are unable to prevent innocent lives being lost, they cannot get an adventure result higher than 2.

2

The mysterious killer who terrorized Singapore has escaped to Borneo, (along with Kibos and Balezar, if they escaped at the end of the dispatch in issue two), with the Storm Knights in pursuit. When the Knights reached the heart of the island, they made a horrifying discovery: whole villages of primitives had been ritually murdered, their bodies laid out in circles in the center of their settlements.

Further investigation brought the Knights to a small village under attack by the Core Earth killer from Singapore, other renegade Core Earthers, and Orrorsh gosgog. The appearance of the Knights was enough to deter the attackers, and a wounded villager told them that the murderous

group was searching for a mystical talisman of great power known as the "Black Eye," but died before he could give any more information.

The Knights trailed the band of killers deep into the jungle, finally coming upon the tribe that bears the "Black Eye." The Eye is an Orrorshan magical object, and it is being worn by the tribal chief in place of his true left eye. The Eye has the *possibility shadows* spell focused into it, enabling its users to see into the near future. Unfortunately, the constant slipping from present to future-sight and back again caused by the Eye often drives its user mad after a brief time.

The chief who possessed the Eye had gone insane, vowing to use its power to conquer other tribes and eventually Orrorsh itself. As the Storm Knights observed, Thratchen's raiders mounted an attack on the village, hoping to steal the valuable artifact.

Sambato (native chieftain)

DEXTERITY 10

Beastriding 11, dodge 11, melee weapons 12, missile weapons 13, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Trick 11

MIND 10

Test 11, willpower 11

CHARISMA 9

Charm 15/10, persuade 16/10

SPIRIT 9

Intimidation 11, reality 10

Note: Sambato's Charisma-based skills have been affected by the madness brought on by the Eye. While he is in possession of the object, use the former values — if it is taken from him, refer to the latter values.

Possibilities: 10

Equipment: throwing dagger, damage value STR+3/12, range 3-5/10/15; spear, damage value STR+4/13,

range 3-5/25/40; dagger, damage value STR+3/12

Goals: To lead his tribe to ultimate power.

Critical Event: The Knights have a choice: they can attack themselves, in an attempt to get the Eye, or do nothing and let Thratchen's army take it. If the Knights do the former and successfully capture the mystical object, the chief will regain his sanity, and the Knights get an adventure result of 6 or above. If the Knights attack, and the Eye is destroyed in the battle, they get an adventure result of 3-5. If the Knights do not attack, or attack and are unable to prevent Thratchen's forces from claiming the Eye, they cannot get an adventure result greater than 2.

3

The situation at the Sons of the Wind temple allowed Kanawa Co. to gain a controlling interest in the Do-Lung Conglomerate. Soon, the old, more traditional buildings that Do-Lung owned were replaced by modern skyscrapers of glass and steel. Whole city blocks became a nightmarish neon landscape.

Under the influence of Kanawa, Do-Lung began purchasing vast amounts of real estate in and around Hong Kong. This prompted the other local magnates to merge into a conglomerate of their own and make land deals in an attempt to prevent Do-Lung from owning the entire area.

In addition, Kanawa has sunk its financial hooks into the Bank of Hong Kong. The bank's central branch has been converted into a Nippon hardpoint, and ruthless business moves — foreclosing on mortgages, denying loans to low-income families, etc. — have become the norm, in accordance with the Nippon "Law of Profit."

News reaches the Storm Knights that Do-Lung views the opposition conglomerate, Taihachi, as an irritant that must be dealt with, and they plan to use the Yakuza to do it. An informant tells the Knights that a Nippon contract ninja, Hoto, has scheduled a late-night meeting with five top Yakuza gangsters, to be held at the

main branch of the Bank of Hong Kong, with the destruction of Taihachi the only item on the agenda.

Hoto

DEXTERITY 13

Acrobatics 14, dodge 14, fire combat 14, maneuver 14, martial arts 16, missile weapons 14, stealth 17

STRENGTH 8

TOUGHNESS 10

PERCEPTION 9

Tracking 10, trick 10

MIND 10

Test 11, willpower 11

CHARISMA 9

SPIRIT 10

Intimidation 11, reality 11

Possibilities: 8

Equipment: throwing stars, damage value 11, range 3-5/10/15; 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50

Goals: To carry out his mission, and not to be captured alive.

Typical Yakuza Gangster

DEXTERITY 9

Fire combat 11, maneuver 10, melee weapons 10, unarmed combat 11

STRENGTH 9

TOUGHNESS 8

PERCEPTION 8

Find 10

MIND 7

Test 9

CHARISMA 8

Charm 9, persuasion 9, taunt 9

SPIRIT 7

Intimidation 10

Equipment: 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; blackjack, damage value STR+4/13

Goals: To turn a profit

Critical Event: Crashing the meeting of the Yakuza and Nippon's representative, doing enough damage and gathering enough proof of Kanawa's involvement with the bank to throw plans for Hong Kong into disarray. If the Knights uncover evidence that the bank is a Nippon hardpoint, and/or is being prepared to receive a maelstrom bridge, they get an adventure result of 6 or better. If the Storm Knights are able to stop the contract ninja and a sufficient number of the Yakuza to lessen their involvement in the matter, and they get an adventure result of 3-5. If the Knights lose the battle, gather

no proof, or let the majority of the gangsters and the ninja escape, they cannot get an adventure result higher than 2.

4

National Park Service rangers have reported strange happenings in Grand Canyon National Park in Arizona. Strange, hairless humanoid creatures with pale reddish skin have been spotted along the banks of the Colorado River, and there have been incidents of visitors to the park and rangers being assaulted by them. When the creatures are pursued, they disappear into the most turbulent section of the river, and do not emerge. The Delphi Council has expressed concern that these beings may represent some new species of Living Land creature, and have requested that Storm Knights investigate the matter.

In truth, these creatures are not native to the Living Land, but are an Aysle species known as manes. Subterranean tunnel dwellers in the Aysle cosm, they migrated down the bridge and found a home in the Land Below. Following those tunnels, they found themselves at the peak of a dormant volcano which juts out of the bottom of the Colorado River. This peak serves as an entrance to the Land Below, and the manes have been exploring this new territory.

The manes do not mean to harm others, but are virtually incapable of communication and will respond as a mob if attacked. If the Knights show the manes they do not wish to hurt them, the creatures will respond in kind, and may allow the Knights into the Land Below.

Unfortunately, the manes do not realize that they were followed to Core Earth by a wyvern, a dreadful worm-like creature of Aysle, roughly 10 meters in length, that crushes its prey with its tremendous bulk before swallowing it whole.

Manes

DEXTERITY 11

Dodge 13, melee weapons 12, stealth 14, unarmed combat 12

STRENGTH 6

Climbing 13

TOUGHNESS 7

PERCEPTION 8

Trick (9)

MIND 7

Survival 10, test (9)

CHARISMA 8

Charm (11), persuasion (11), taunt (11)

SPIRIT 5

Intimidation (7)

Goals: To find a home they do not have to share with dwarves, trolls, and other beings; to live in peace**Wyvern****DEXTERITY 8**

Unarmed combat 11

STRENGTH 20**TOUGHNESS 14****PERCEPTION 8**

Tracking 10, trick (13)

MIND 4

Test (13)

CHARISMA 4

Taunt (14)

SPIRIT 4

Intimidation (25)

Critical Event: To convince the manes they will not be hurt, and thus prevent further violence between them and innocent people in the park. If the Knights can do this and defeat the wyvern, they get an adventure result of 6 or above. If they befriend the manes, but cannot defeat the wyvern and must close the entrance to the Land Below, they get an adventure result of 3–5; if they lead the manes to regard them as enemies, thus not gaining access to the Land Below and dooming the manes to destruction by the wyvern, they have failed the adventure.

Rumors

1

A Kanawa Co. freighter has docked at Port Said in Egypt, preparing to take on a load of crude oil to be transported back to Japan. But an assistant to Nippon's ambassador to the Nile Empire, Syn Mizufune, has leaked word that there may be more taking place on the docks than even Mobius is aware of. The rumors are that the cargo hold of the *Chilan* will not be filled with oil, but something infinitely more valuable: reality bombs.

Nippon has reportedly succeeded in bribing the security guards at the "weird science" research center in El Mansura, and their agents are primed to slip into the main laboratory and make off with a large stock of the powerful weapons. The bombs will then be brought by truck to Port Said, and loaded on to the *Chilan* in the dead of night. The next morning, the ship will be gone, and Mizufune will give the official explanation that Mobius' price for the oil was too high. Nippon scientists will then analyze the bombs to try and discover the secret of their construction.

2

Residents of a Paris Liberté district have informed the Underground that a denizen of Magna Verita has been captured by the Inquisition and is currently being held in Montmarte and tortured in the GodNet, in the hope he will reveal the whereabouts of his companions. How large his cell of cosm conspirators may be is unknown, but it is certain he would possess a good deal of valuable information on the resistance movement that would aid Malraux. If this is true, the man, Viliers by name, must be rescued before the Inquisition makes him crack.

3

In October of 1955, the 25 passengers and crew of the *Joyita*, outbound from Samoa, vanished without a trace — the boat itself was found over a month later, badly damaged but still seaworthy. The fate of the people who set out on the last voyage of the pleasure-boat has remained a mystery for almost 40 years.

Now mariners from the South China Sea to the Gulf of Carpentaria have reported sudden attacks on their vessels by horrific beings, things that kill their crewmen and attempt to wreck their ships. The creatures, christened "Ndatos" by the sailors, appear to be human in most respects, but their hands are misshapen claws, their teeth hideous fangs, and leather-like wings sprout from their backs. Strangely, the descriptions of their human features tally with those of passengers and crew

of the ill-fated *Joyita's* last voyage.

Local superstition has led many to believe that these creatures are, indeed, the missing people from that ship. Legend has it that the barriers between Earth's cosm and the demon realm were weakened by the high number of atomic tests in the Pacific in the 1950s, allowing some creatures to slip through and capture those sailing on the *Joyita*. Now the axiom wash from Orrorsh has allowed those people, now hybrids of human and demon, to return to this plane.

If, indeed, this story is true, it raises questions: why did these demonic beings come back? Are they seeking some sort of twisted revenge for their fate by attacking sailing ships, or are they in torment, and trying to find some way to escape it? There is no telling when, or if, the answers will ever be known.

Ndatos**DEXTERITY 10**

Dodge 11, flight 12, maneuver 11, stealth 13, unarmed combat 14

STRENGTH 12

Lifting 13

TOUGHNESS 12**PERCEPTION 9**

Tracking 10, trick 11

MIND 9

Test 10

CHARISMA 10

Charm (20), persuasion (20), taunt (11)

SPIRIT 9

Intimidation 14, reality 10

Possibilities: 2

Natural Tools: wings, speed value 14; claws, damage value STR+3/15; teeth, damage value STR+4/16

4

The villages that dot the Bavarian Alps have remained largely untouched by the Possibility Wars, save for some Core Earth troop maneuvers in the countryside. They have been content to let it remain that way, but the plans of the High Lords may have intruded on their serenity at last.

Someone — or something — has taken up residence in the halls of Neuschwanstein, the magnificent 19th-century castle which clings to a rocky crag overlooking the River Pollat. The castle was constructed by King Ludwig II of Bavaria, but many

believe that supernatural forces were at work when it was built. Some point to its resemblance to the castle of legend which housed the Holy Grail, others to the fact it is built on the site where the hero Lohengrin is said to have lived. Putting aside those old tales, the facts (as best as they can be gathered) are that mysterious lights have been seen in the hallways late in the eve, and a spectral being of gigantic proportions has been seen on the battlements.

Under normal circumstances, these sightings might be dismissed as hysteria, but with the bizarre events of recent months, no chances can be taken. A platoon of American infantry was assigned to surround the castle, but as they reached the German-Austrian border, a strange fog rose around them and they were unable to find their way to the edifice.

Agents from all but one of the various realms which have emerged on Earth since the invasion have been spotted in Austria, and some have already mounted expeditions to Neuschwanstein. The Nippon and Nile teams made it to the castle, but returned empty-handed. The Orrorsh creatures were found in the Pollat, their bodies torn to shreds. The Aysle and Cyberpapal squads never emerged from the castle.

Exactly what is inside the castle, if anything, is unknown. But the evidence suggests that it is something of value, since the High Lords have shown interest in it — it also appears to be highly dangerous, judging by the fate of the Orrorshan agents. Storm Knights are advised to exercise extreme caution when investigating this rumor.

5

The Living Land is infamous for its huge variety of creatures — but now, strange as it seems, they have begun to disappear. A resistance community in Mount Laurel, NJ sent word through a realm runner that a squadron of uniformed men gassed and captured a colony of meskobats, loading the poisonous insects aboard trucks and driv-

ing off. Similar accounts have come in regarding langatok, quarteks, pakottons, bonthkra and abentallos.

All of the stories have described the same group of men, and have been emphatic in stating that they did not resemble Spartan squadrons. There have been no sightings of the men, the creatures or the trucks in Core Earth areas, but the last report from the resistance communities was that the vehicles were headed south.

The Delphi Council has denied any involvement in the happenings, and has pointed out that the transport of dangerous creatures across state lines is forbidden by Delphi Act 4527. Some council members have expressed private fears, however, that they may know who is responsible. Shortly after the U.S. government relocated the Houston, Delphi was approached by an Atlanta geneticist, Dr. George R. Bartholomew, who believed it would be possible to cross-breed Living Land beasts and create new creatures that could serve as an army for Core Earth. His idea was dismissed as too dangerous, but there are concerns that he may have found a source of funding in the private sector and have embarked upon his experiments. Delphi scientists believe that, if this is so, Bartholomew may end up creating new and more destructive monsters rather than ones that could be controlled by Core Earth men.

6

From all outward appearances, the Icarus Club in Thebes is a gathering place for the well-to-do of the Nile Empire. Wealthy traders, royal councilors, even overgovernors have been seen entering its golden doors.

But the truth may be a far darker one. The Cairo underworld has hinted that the Icarus Club is a front for a sophisticated criminal organization, modeled after the London and Tokyo stock exchanges. Gang leaders and costumed villains contact Icarus and explain their needs — maybe a safe-cracker for a job in Alexandria, or a torch to light up a paper that's been criticizing the Empire — and will offer

to trade a henchman or two to another gang to obtain the personnel required. Besides making criminal operations run more smoothly, this system allows Mobius to keep track of what major criminal coups are planned. If a particular gang is believed to have been aiding Storm Knights, the High Lord can lay a trap at their next target and eliminate them as threats.

The Icarus Club is run by Paul Bennington, formerly the pulp villain known as the Asp. After a disastrous run-in with the Silver Scarab on Terra, Bennington decided that the risks of open villainy were too great. He then conceived the idea of a "crime exchange," and put it into practice with great success in Mobius' home cosm. When Mobius invaded Earth, Bennington followed down the bridge, bringing the nucleus of his organization with him. It took some time to get established in post-axiom wash Thebes, but the business is now running smoothly. While buffoons like the Ice Master and the Scorpion run around attracting attention to themselves, the Icarus Club maintains its image of respectability, its criminal operations too quiet and too artfully done to draw the interference of do-gooders like the Mystery Men.

It is possible, however, that Bennington might be willing to let Storm Knights avail themselves of his service — if the price is right.





Your Letters

Wow! We have a slew of letters and herald messages this time around. As usual we print as many as we can, but we are having to be pretty selective now. Some letters were edited for length. In this issue we are still printing herald messages in their entirety; next issue we will probably have to edit for length.

A few questions:

1. How high up do the stelae boundaries extend?
2. Is the ninja's stun attack successful on a good attack result or damage result?
3. Where are the falling damage rules?

—Bradley Heinrichs
Surrey, Canada

Stelae boundaries normally extend 15 kilometers above the surface, and 150 meters below the surface. A High Lord may have the Darkness Device expend energy to maintain the axioms levels at a greater altitude. In the cases of Nippon and the Cyberpapacy they have each extended their realms to include near earth orbit (250 kilometers).

Pending testing on the *Nippon Sourcebook* the answer is the good result refers to the damage; beating a character's Toughness (or armor value) by three or more results in a stun.

The rules for falling damage are cleverly hidden on page 52 of the *Torg Rulebook*, under the description of climbing; weight value plus distance value fallen equals damage value. The greatest distance value which may be added is 14, the value of terminal velocity.

Question: If a player has two Glory cards in a pool can he play them both on a 60+ roll, thus gaining six Possi-

bilities instead of the usual three? Also, how about more details on *Orrorsh*, especially a World Law regarding fear, in future newsletters?

—Steve Tanner
S. Glamorgan, U.K.

Yes. Without the limits on card play set in this issue, it would become pretty easy for a large group to get several glory cards played on a single action. So if you play without those limits we would suggest you only allow one glory card be played on an action. However, no matter how many glory cards are played on a single action, they still only count as one glory deed for the purposes of seeding an area, per page 104 of the *Torg Rulebook*.

We should have *Orrorsh* world laws next issue (cross our hearts and hope to...well, maybe not, considering this is *Orrorsh* we are talking about).

Congratulations on Torg; it's my favorite roleplaying game. In the Nile Empire Sourcebook, it states that possibility capacitors provide energy for powers in gizmos. If instead a power plant was installed, what would happen to the adventure cost and the limit value of flight. Also, in The Destiny Map adventure, how was the sound-gun constructed? Finally, how would you go about building a ray gun, without using the electro-ray power? For example, a weird laser? How would you determine its range, effect, limit value, etc.?

—Malcolm Shoals
Cleveland, OH



Power plants cannot energize powers; only possibility capacitors can energize powers. An airplane does not have the flight power; its ability to fly is perfectly explainable through normal science. Powers are those abilities which are not explainable through normal science, and therefore require weird science.

Uhm... gulp! The sound gun was designed before the Gizmo rules were written. Some weird science even we cannot explain.

We do not have official rules for other ray guns, although to help guestimate you could use the following: each point of adventure costs gets you four points of limit value and or maximum range. For instance, *electro-ray* has a limit value of seven, and a maximum range of 60 meters (value nine) for an adventure cost of four. A sonic disruptor might have maximum range of 25 meters (value seven) and a limit value 13 for an adventure cost of five. Short range ends at a value four less than maximum, medium range ends at a value two less than the maximum range. The gamemaster is just going to have to decide how, qualitatively, a sonic disruptor differs from an electro-ray gun.

I really liked the props found in The Destiny Map adventure, and was disappointed not to find them in The Possibility Chalice. The props add a great deal to the enjoyment of the game, and I hope to see more of them in future modules.

—Steven Allo
Dallas, TX

Okay, round one (of three) of feedback for this issue of *Infiniverse*. Props come at the expense of adventure text or illustration. What sort of mixture do you folks prefer? Do let us know, or you could get "Parking Lots of the High Lords" as a supplement.

Can a Storm Knight use something foreign to both Core Earth and the realm she's in (assuming she is in a dominant or even a mixed zone) for the price of a simple contradiction check or would she have to create a reality bubble? I.e. using cyberware in the Living Land – neither the Living Land nor Core Earth axioms will support it.

—Michael Levay
Roscommon, MI

Yes, a contradiction check is all that is necessary to support cyberware in the Living Land. Creating a reality bubble guarantees that the cyberware functions for the duration of the bubble; a contradiction check adds the possibility of disconnection.

First of all, you are doing an excellent job of attending to the needs of your customers. Thanks! Now for the questions:

1. Can a player spend a Possibility to reduce damage to his vehicle or mount?

2. In a chase, do vehicles and mounts suffer from an action card generated fatigue?

3. Do weapons which fire exclusively on full auto gain the +3/+3 bonus? How about heavy weaponry?

4. Concerning The Possibility Chalice adventure, Act I, Scene 3: *underwater and in full scuba gear, I could hardly speak or dance a lick. Sometimes saving the world means doing the impossible.*

Keep up the good work!

—Jeri Haley & Brian Mudd
Twin Peaks, CA

1. Yes.

2. Yes.

3. Yes. Weapons which fire only at full auto are assumed to be firing in bursts rather than holding the trigger down for a continuous stream of fire. An optional rule which we cut due to lack of space should also be used if you are going to give the +3/+3 bonus to machine-guns and heavy weapons capable of auto-fire: Each round of auto-fire produces a great deal of heat and wear and tear on the barrel of the gun. Each round, the gamemaster rolls for damage to the gun, rolling a straight bonus and interpreting it on

the ord damage table (as there are no reality rated machine-guns). A "KO" means the weapon is jammed. Unjamming it requires use of the weapon skill against a difficulty of 12. A gun which has taken four wounds cannot fire until it has been repaired (weapon skill against a difficulty 15, time ten minutes if all parts are available.) A gun which has been mortally wounded and is fired explodes, doing its damage value to everyone within a six meter radius.

4. We always like to keep our players on their flippers.

I have a few questions for you:

Do Ravagons in the service of High Lords exist under Orrorsh axioms, or those of the reality they are stationed in? Do all Ravagons practice Irishantism (as mentioned in Infiniverse)? May Ravagons know magic?

In the Torg Rulebook on page 90, gospog are said to never be possibility rated. Yet the Living Land Sourcebook says the gospog of the first through fourth plantings may use firearms under the Living Land reality. How is this possible?

—Patrick Flanagan
Freehold, NJ

Most Ravagons exist under the axioms of Orrorsh, but this majority is due in part to the fact that most Ravagons still reside in Orrorsh. If the Orrorsh High Lord is willing, and the receiving

High Lord so wishes, the Ravagon can be transformed by the Darkness Device. While this reduces the Ravagons Possibilities to zero, the Darkness Device can transfer the Possibility energy back in a matter of hours.

The Gaunt Man created gospog to provide serviceable troops, no matter what cosm were invaded. The key realization was that while all living things were part of one reality or another at all times, the unliving could be mixed, as the existence of mixed zones proved. Orrorsh was uniquely suited to producing unliving troops. Gospog are "walking, personal mixed zones", a mixture of the invading and the invaded cosm. They may use the tools of either cosm. Whenever they enter a third cosm they must roll for disconnection only if the task would cause a contradiction in both of the cosms which make up a gospog. They do not count as mixed zones for other characters, i.e. an edeinos could not stand on a gospog and cast miracles in Core Earth without fear of disconnection.

It took the Gaunt Man's ingenuity and a great deal of effort to produce beings with all the useful traits (from the Gaunt Man's perspective) of living beings while still counting as unliving for the purposes being a mixed zone. This very property is what makes it impossible for a gospog to be reality rated, for the unliving is never reality rated.

Herald Messages

New South American invasion reported in issue #2 of Infiniverse has been destroyed with the aid of a stolen Nile Reality bomb. It seems to have been only a side effect of Dispatch #2 — the attempt by Thratchen to gate in another technodemon. The 0 axiom levels were a side effect. Thratchen is attempting to repeat the experiment ... just to use the side effect.

—Martin Wixed
Roxbury, MA

U.S.S. aircraft carrier Forrestal vanished without trace off Argentinean coast. Storm Knights actively searching for further information.

Possible hardpoint/eternity shard discovered Bodmin Moor, Cornwall. Details sketchy, but rumored to be very powerful.

—Steve Tanner
S. Glamorgan, U.K.

Herald messages continue on page 12.

FOR SALE: PBY Seaplane, recently "acquired" from the Nile Empire. Has sustained some combat damage, but still flies well. Fully Armed.

WANTED. AIM-9L Side-winder missiles or AIM-132B ASRAAM. Need 4 four mounting on somewhat modified L24 Learjet. Contact Hummingbird, in Paris, France.

—Michael Levay
Roscommon, MI

The Temple of the Destiny Map in India has been destroyed by forces unknown — Captain Achmedi of the Nile was slain in the ensuing chaos.

In the Living Land, specifically Indiana, a reality storm of immense proportions rages. The storm has taken on a semblance of existence, constantly extending its boundaries in search of more Possibilities.

—Patrick Flanagan
Freehold, NJ

"...Need a breather — my F-15 cuts out on me while fighting with this mothballer, takes everything I got to operate the ejector, then I climb up here on the tail of this heap when it crosses my chute. Well, it can't get any worse... Oh great, that's just great!"

—Grayson Steward
Somewhere over the Nile

To: Delphi Council Operatives
From: Delphi Council
Re: Robert Masters, Col. USAF retired.

Report all contact with Masters. Involved in incident involving Mobius. Wanted for trial. Top Priority.

—Kyle Lucke
Grand Forks, ND

The Delphi Council has been infiltrated by servants of Kanawa Corporation. Storm Knights be careful in dealings with the Council. You have been warned.

—John Christopher
Gloucester, NJ

In the easternmost half of Blair County (in central PA), all the fields in the area from Roaring Springs to the Huntington County border are filled with corpses for Gospog of the first planting —some 30,000 of them. At least 200 will have shotguns and hunting rifles (looted from the area).

—Gregory W. Detwiler
Williamsburg, PA

We beat Mobius to the Infernal Engine. Though we could not reverse its function it was consumed by its own energies. The earth turns, be it however slowly. A new force has appeared from the heavens to shield us from the sun. They call themselves the "Wanderers". Beware the Cyberpope!

—John Day
Lincoln, NE

Have any of you ever tried recalibrating a reality bomb for the Nile Empire? Say, setting it to Core-Earth standard axioms and letting go? Dr. Mobius won't like it at all.

—Duane Tant
Fairfax, VA

Dr. Mobius makes extensive use of pharaoh hounds. They never bark, but they are intelligent enough to plan and work in teams (like the Dobermans in "The Adventure of Remo Williams").

—Jeff Cambell
Corvallis, OR

During a battle 20,000 feet above the Empire of the Nile, a Nile mechanic was thrown from a seaplane at a Nile spitfire. He plummeted to his death. Or did he? Given the strange nature of the accidents in the Nile Empire he might have survived. He will probably want revenge.

—Malcolm Shoals
Cleveland, OH

There is a real "Deathhawk," but his motives are less than pure. He

plans to become Terra's next High Lord. Dr. Mobius is trying to prevent support for Deathhawk by any means.

—Scott Maxwell
Hayden Lake, ID

In Cairo there is a mad scientist called the Evil Dwarf that has made a gizmo that controls the minds of mammals. Doesn't seem to work on lizards or people containing cybeware. He has killed or taken control of several Storm Knights. Somebody has to take care of him soon.

—Patrik Sahlstrom
Oslo, Norway

The destiny map has been found, leading to the Possibility Chalice. Agent Osato of the Kanawa corporation was left for dead, but his body mysteriously disappeared.

A hard point has been found in what used to be Grant Park (Chicago-Ed.); the Buckingham Fountain.

—Scott Mitchell
Chicago, IL

—Hantu Limited is shipping hi-tech equipment into the Pacific Northwest for the remaining Core Earthers. They are giving technical help to the resistance.

—All efforts to follow this development are blocked by a mysterious erasure of *all* computer records.

—Why are they doing this, and how does this sit with Kanawa and Baruk Kaah?

—Scott Shafer
Delaware, Ohio

Storm Knights investigating disappearance of a statuette at the New Smithsonian in L.A. discovered ancient race (but possibly new invaders) on Easter Island. High Lord Uthorion has surfaced in a new body. He seeks the Eye of Morgathni, and now seeks it in an alien cosm...beware!

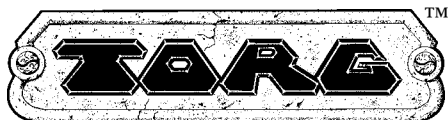
—John M. Kahane
Ottawa, Canada

INFINIVERSE™

VOLUME 1

C A M P A I G N G A M E

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Infiniverse is growing a little faster than we had expected, and in different directions. For example, almost 17 percent of our subscribers are overseas! Postal services being what they are, this fact causes some interesting consideration when dealing with response forms, particularly the rumors and dispatches. We shall continue to experiment as long as we feel we are making an improvement.

Product Update

The Aysle Sourcebook will be released in November. This issue of *Infiniverse* ships scant days ahead of the sourcebook. By the time you read this, chances are your hobby store has the sourcebook.

The Nightmare Dream, the final novel of the trilogy, is set for release in November.

Queenswrath is a 64-page supplement in which the Storm Knights take up missions on behalf of Lady Pella Ardinay against many of the worst enemies in the magical realm. It is scheduled for December, it's on time, and should be there. Fairly nasty chap on the cover, too.

Possible Problem Alert: *The GodNet* supplement, which will be 96 pages, has run into a possible scheduling problem. As an additional product, it has run afoul of previously planned products in editorial and the art de-

partments. Originally planned for January, we would say that a one month delay is pretty likely. We will keep you posted.

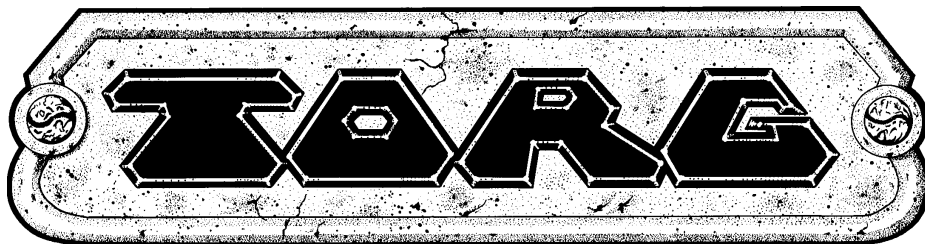
The Cyberpapacy Sourcebook is moving along. It is currently scheduled for February which, in the parlance of *Torg* rumors, is True (14).

The Nippon Sourcebook begins development in earnest next week, ahead of schedule. Yeah, that's right... so it looks good at this point.

The Orrorsh Sourcebook is on track, although author Chris Kubasik is doing some other material before designing the World Laws, so there will be no World Laws in this issue. We will publish them in *Infiniverse* as soon as we have had a chance to do a modicum of testing on them.

Other products which are still jockeying for position in the pipeline are:

- *The High Lord of Earth*, a 64-page adventure in which you get to become ... nah, we wouldn't want to give it away.
- *Ghost in the Machine*, a release which could give new meaning to the phrase "long-awaited adventure."
- We have just commissioned a sourcebook from Jim Bambra on the seventh realm to arrive on Earth. Keep tuned to this station for further developments.





Rumor Report and News

Infiniverse keeps evolving as we see how you are using it. There have been several questions about whether or not you could send us rumors past the “deadline” for the issue when they were due. Mail speed, playing time, and amount of rumors to which it is possible to respond indicated that we should extend the reporting time for rumors. We shall do so. You now have about three months in which to report the results of your rumors, two months if you live overseas.

Each month we will print the rumor report which will consist of three parts. *First Indication* reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That

number represents the strength of the truth or falsehood throughout the infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #3

1. Modern-day incarnation of the Knights Templar at Carnac. True (20).
2. Rama Gatrun has gained possession of the only complete copy of the Book of the Dead. False (12).
3. Stone Lions in Shizuoka, Japan, resembling the karashisi of Buddhist temples. True (18).
4. Volcanic eruptions in southern California caused by a Keta Kalles miracle. False (17).
5. Nippon agents planning a raid on the Potala, the famed golden palace in Lhasa, Tibet; rumored to hold one or more eternity shards. True (13).
6. Viking berserkers attacking Denmark in the vicinity of Arhus. True (13).
7. Demon guardians of hell from Hindu mythology, rakshasa, spotted in the Celebes. True (18).
8. Nile agents searching the New York Metropolitan Museum of Art, against the wishes of Baruk Kaah. True (13).

Continuing Report: Issue #2

1. Drs. Watteau and Teller are attempting to create a cyberpsychosis inducing weapon. True (17). An increase in Truth value.
2. Baruk Kaah has sent an elite team of eideinos to kill storytellers. True (19).
3. Sightings of seal-like creatures with metallic parts. True (18). An increase.
4. The formation of Hantu Limited. True (17). An increase.
5. *The Nocturna*, a fabled book of dark magic, had been smuggled into Indonesia. True (16). A reversal of last issue's outcome.
6. Martians have invaded Terra. True (12). A decrease; apparently the probability of the invasion decreases as it ripples throughout the Infiniverse.

The Wrap Up: Issue #1

1. The healing spring/possibility collector in Ohio. False (15). Even more false.
 2. Major Hopten-Ra's expedition in the Land of the Dead. True (26). An increase.
 3. Maletritius has taken over a cult of demon worshippers. True (21)
 4. Blackpool and the Whisper in the Nile Empire. True (19). An increase.
 5. Vikings ferrying transformed-human trolls into Ireland. True (19)
- The Stillworld has been avoided. True (51). An increase.





The Mystery Men

The Mystery Men of the Nile Empire are an organization of heroes from Terra. The organization was conceived, organized and led by Doctor Alexis Frest. Mobius had held Frest's family, threatening to kill them if Frest did not cooperate with the Pharaoh's twisted schemes. Working under the threat of this terrorism, Frest designed or built literally dozens of gizmo prototypes for Mobius.

Frest's family was rescued by one of Terra's famous costumed heroes, the sensational Guardian. Upon hearing of the Guardian's feat, Frest himself escaped Mobius' laboratories.

From that moment on, Frest dedicated his life, and his considerable talents, to fighting Mobius. Using the Guardian as a spokesman, Frest secretly organized a meeting of Terra's most renowned heroes. He told them of Mobius' secret invasions of other cosmos, and of his planned invasion of Earth. Frest asked them to join him to fight Mobius' evil, wherever that evil might be. He asked them to take a solemn pledge:

"We, the Mystery Men of Terra, do pledge ourselves to each other and our quest. We shall fight to end Mobius' reign of terror, even at the cost of our own lives!"

Dr. Frest built an extremely complicated gizmo which gated the heroes to the cosm of Core Earth, a gate which could be used only once before the gizmo would be destroyed by the flow of intercosm energies. The Mystery Men volunteered to leave their own world to save another.

Organization

The Mystery Men are strictly an underground organization. There are very few ords who know any of the membership or whereabouts of the

Mystery Men. Only sworn members are given the secret hand signal which identifies them as a Mystery Man. (The signal is two fists flat against each other, knuckle to knuckle.)

The public is aware of the existence of the Mystery Men, as well as some of their more notable accomplishments. Mobius' propagand machine has done its best to belittle these daring deeds, but they have only fueled the fire. Empire officials have branded the Mystery Men "outlaws" and "terrorists," and they have posted rewards for information leading to the apprehension of these brave beings.

The symbol of the Mystery Men is a stylized rendition of the same two-fist motif represented by their hand signal. Most members incorporate the symbol into some part of their attire.

The original founders of the Mystery Men are their leaders on earth. Dr. Frest coordinates the actions of the organization as best he can, while the Guardian sees to it that they are carried out.

Dr. Alexis Frest

DEXTERITY 6

Dodge 7, lock picking 8

STRENGTH 7

TOUGHNESS 8

PERCEPTION 14 (13)

First aid 17, land vehicles 15, language 18, scholar (cosm theory) 19, scholar (engineering) 19, trick 16

MIND 15 (13)

Medicine 18, science 21, survival 16, test 19, weird science 22, willpower 16

CHARISMA 10

Charm 11, Persuasion 15

SPIRIT 9

Reality 11

Inclination: Good

Possibilities: 11

Equipment: slide rule, beaker of chemicals (*fog screen* value of 12), hyperlenses (*x-ray eyes* value of 14, *mega-sight* value of 16, *ultra-sight* value

of 12), boom belt (*teleportation* value of 10).

Skill Notes: Dr. Frest has *super attribute* added to his *Perception* and *Mind*, for an adventure cost of three. He has a *power setback* and a *stymie flaw*. Whenever a villain mocks or challenges Frest's scientific acumen, and makes a successful *test*, *trick*, or *taunt* against Frest, he loses his confidence, and his super attribute for the duration of the scene. The stymie applies to all of his mental skills for the duration of the scene. The flaws are worth nine Possibilities each scene they are invoked.

Dr. Frest rarely ventures into the field anymore, although he is constantly on the move to avoid the zealous attention of the Nile Empire's Overgovernors, particularly Janya Paterski. He has a keepsake, a pair of safety goggles with a 9mm Walther P38 slug embedded in its left lens, as a reminder of just how close Paterski has come to accomplishing her mission.

Dr. Frest has two projects to which he devotes time when a gizmo is not urgently needed. The first is the design of a Mountain Fortress, one which could act as a secure base for the Mystery Men. He is extremely interested in contacting any character's with Egyptian engineering who might be sympathetic to his cause.

The second project is AE-7, a self-aware weird-science robot — at least that is what Dr. Frest hopes it will be. AE's one through six were less than successful, although AE-2 still putters around the lab trying to be helpful, but it acquires the correct tool, component, material or notebook less than half of the time.



The Guardian

DEXTERITY 15 (12)

Acrobatics 19, dodge 17, long jumping 16, maneuver 22, melee 19, running 18, stealth 16, swimming 16, unarmed combat 27.

STRENGTH 15 (14)

Climbing 18, lifting 17

TOUGHNESS 13 (11)

PERCEPTION 12

Disguise 15, find 14, first aid 13, land vehicles 15, language 13, trick 13

MIND 9

Test 11, willpower 12

CHARISMA 9

Charm 11, persuasion 11

SPIRIT 10

Intimidation 11, reality 11

Inclination: Good

Possibilities: 44

Equipment: diamond-tipped cane; damage value STR+5 (22 max), has five charges of electric shocks, inflicts stun damage value 18 on target upon contact (this damage is in addition to the damage done by the blow), shoots 50 feet of coiled rope with spring-released grappling hook); fabri-steel coat adds +6 to *Toughness*; steel-heeled shoes, damage value STR+3; ultra-sight mask (*ultra-sight* value 14).

Skill Notes: The Guardian has two **super attribute** powers for an adventure cost of six. The Guardian is under a special curse inflicted by a High Priest of Anubis. Whenever a character with faith in the Egyptian religion generates a focus total equal or greater than the Guardian's *Spirit*, he loses his super attributes for the rest of the scene. This power flaw is worth 12 Possibilities each time it is invoked.

The Guardian wears a long dark blue coat and a dark blue mask with a gold letter "G" embroidered on it. He carries a long black cane with a striking diamond tip. The Guardian is in superb physical condition, and has unparalleled hand-to-hand fighting skills.

The Guardian is a natural leader of this intrepid group, because he battled Mobius for years on Terra and is intimately familiar with the evil genius' tactics; no Mystery Man has fought evil for more years than the Guardian. The Guardian's presence and experience demand respect. The other Mystery Men give him that respect.

Leader of the Mystery Men is not a position the Guardian covets. The Guardian is not even the hero Dr. Frest had originally chosen to lead the group. When the Guardian and Dr. Frest first met to discuss the group, they each agreed that Dr. Mystico would be the best choice to lead the group. But Mystico vanished, and rumors from sources close to Mobius' advisers claim that Dr. Mystico has been killed. Frest urged the Guardian to become the leader as the need for the Mystery Men was apparent. The Guardian agreed, but often wonders whether or not he is the best hero for the job.

The Guardian holds a personal grudge against Pharaoh Mobius. Mobius' sources could not locate the Guardian's family, or even ascertain whether the Guardian still had a family. But the evil mastermind did discover that the Guardian had roots in a village called Allendale, and that the hero still had an interest in the village. So Mobius had every villager killed on the off-chance that he would kill someone important to the Guardian. The hundreds of goons and villains who performed the task were given specific instructions to cause as little damage to the properties as possible, to leave the town standing. The last act was to replace the signs one read upon entering the town with signs which said:

Allendale
Population: 0
Dr. Mobius, mayor

After that ghastly night, Allendale became a ghost town as no one dares resettle there.

Other Known Mystery Men

There are quite a few Mystery Men who have earned a reputation since traveling to the Core Earth cosm. The majority of them work independently, although some work in small groups of twos or threes.



The Guardian allows independents to use their own methods and contacts. Only occasionally does he call an independent in for a special assignment; most of the time a Mystery Man works on his own or with his own team. However, if the Guardian calls a Mystery Man, he (or she) is expected to answer the call with all speed. The Guardian would never call a Mystery Man if the need were not urgent and the task more difficult than current agents can handle.

Mary Ann McKay

Mary Ann McKay is a spunky young reporter who at one time worked for Terra's *New York Sentinel*. She won the Terran Pulitzer Prize for a series of exposes on Dr. Mobius, but unfortunately was unable to print her last story, describing Mobius' discovery of the cosmverse.

Mobius captured the intrepid reporter and brainwashed her into changing the thrust of her newspaper column. Mary Ann began to write scathing critiques of what she called the "psychotic vigilantism" of Terra's costumed heroes.

The Guardian and Dr. Frest worked together to free Miss McKay's mind. Everything came back to her suddenly, and she tried to expose Mobius' cosmverse schemes, but it was too late. Mobius had left Terra for good.

The Guardian invited Mary Ann to join the Mystery Men, knowing that her special skills might be of great use to them on Earth.

Since the invasion, Mary Ann has joined the realm-wide daily, *Nile Newsday*, based in Khartoum. Using a special code developed by Dr. Frest, Mary Ann sends hidden messages to the Mystery Men in the articles she writes every day. The Guardian uses her column as his primary communications source.

Mary Ann is also a very knowledgeable source concerning Mobius and his operation. Through her investigative research she has uncovered more about the evil Pharaoh than any other person outside Mobius' inner circle.

Mary Ann McKay

DEXTERITY 9

Dodge 10, fire combat 11, lock pick-

ing 13, maneuver 12, stealth 11, swimming 10, unarmed combat 10

STRENGTH 7

Climbing 9, lifting 9

TOUGHNESS 7

PERCEPTION 13

air vehicles 16, disguise 15, evidence analysis 20, find 16, first aid 15, land vehicles 17, language 14, scholar (Dr. Mobius) 20, trick 16, water vehicles 15

MIND 10

Artist (writer) 15, artist (photographer) 13, survival 12, test 12, willpower 12,

CHARISMA 11

Charm 15, Persuasion 13

SPIRIT 9

Faith (Christian) 14, intimidation 13, reality 11

Inclination: Good

Possibilities: 26

Equipment: portable reel-to-reel tape recorder, note pad, 22. revolver (carried in purse) with special weird science ammunition designed by Frest; damage value 18, hairpin (gives +1 bonus to *lock picking*).

“Diamond” Jack Murphy

“Diamond Jack” is a world-famous crime-fighter, adventurer, big game hunter, architect and escape artist. His reputation as a millionaire playboy is equally as impressive, and his society connections have always allowed him to rub elbows with the elite.

But the side of Diamond Jack that very few know is that dedicated to serving the common good. Jack did not squander his hard-earned millions, rather he used the money to surround himself with brilliant men and women who could all help him to “give something back” to society.

This elite group of intrepid adventurers is known as *Facets of Justice*. They are a diverse group, representing a wide range of talents and abilities, many of them Terra’s finest at what they do. They work out of the team H.Q., a high-tech yacht known as “the Island.”

Not long ago, Jack got involved in a treasure hunt, leading him to an ancient wonder which was buried beneath the Great Pyramid of Giza in Terra’s Egypt. There he stumbled upon ancient magics which opened the way to Khem. Jack and his young assistant,

Kwok, were captured after a week-long pursuit and a series of desperate encounters with the forces of Doctor Mobius. There they were thrown into the “Pit of Dread,” an ancient well, filled with ravenous crocodiles blessed by Sebek.

But Mobius had underestimated his foe, forgetting that Diamond Jack was perhaps Terra’s greatest escape artist. If not for Sebek’s blessing, it would have been a relatively easy trick for Jack to escape with his assistant. As it was, they just managed to escape. Jack’s right hand is indented with the scars given him by a crocodile’s bite.

When they escaped, however, Jack and Kwok were stunned to find out that they were *no longer on Terra!* This mysterious isle of Khem was actually in a different reality, a different cosm.

Separated from the tremendous resources and backup talent of *Facets of Justice*, Jack and his youthful sidekick struck out from Khem in search of their own home cosm. Instead, they found themselves in an embattled reality known as Core Earth.

Before long, Jack and Kwok made contact with the Mystery Men. The *Facets of Justice* came to Earth with the rest of the Mystery Men, and now mentor and team are reunited.

“Diamond” Jack Murphy

DEXTERITY 12

Acrobatics 15, dodge 17, fire combat 18, long jumping 14, maneuver 13, melee 15, running 15, stealth 18, unarmed combat 17.

STRENGTH 10

Climbing 12

TOUGHNESS 11

PERCEPTION 13 (12)

Air vehicles 14, find 15, first aid 14, land vehicles 14, language 16, scholar (architecture) 15, trick 15

MIND 10

Artist (painter) 13, science 12, survival 13, test 15, willpower 13

CHARISMA 12 (10)

Charm 18, persuasion 15

SPIRIT 10

Intimidation 14, reality 12

Inclination: Good

Possibilities: 19

Equipment: pearl-handled colt revolver; damage value 15, lock picking set (+3 to *lock picking* skill).

Skill Notes: “Diamond” Jack

Murphy has *super attribute* with an adventure cost of three.

The Wraith

To most, the Wraith is known as a mysterious being who, for some unknown reason, is dedicated to protecting the human race from the cryptic evils of the occult. Hundreds of thousands thrill to his exploits as chronicled by C. Michael Stone, probably the best known pulp author in the Nile Empire.

In truth, the Wraith is actually Dr. Mystico, a hero who disappeared about two years ago. Dr. Mystico fought a glorious, doomed battle against Ahkemeses, Rama-Tet, Muab and dozens of minions. The trio succeeded in banishing Dr. Mystico to the netherworld. When Mystico was banished to that limbo, a creature from the netherworld was simultaneously sent to earth in exchange, to “keep the balance,” as the ritual required.

But Mystico had anticipated his defeat. He had long studied the Book of the Dead, and understood the religious magic of the Nile. He prepared several hundred pages of mystically imbued papyrus. He discussed an outline with C. Michael Stone. C. Michael Stone then wrote an 80,000 word origin story for the Wraith, chronicling his ascent from the netherworld to possess the body of the netherworld beast, escaping the horrors of the netherworld. The demon that was sent to earth had retained its evil visage, but it housed the incredible mind of Dr. Mystico to become the Wraith. Writing the story upon the mystic papyrus mimicked the spells in the Book of the Dead, only in reverse; Dr. Mystico’s soul was given safe passage to Terra where he took possession of the demon.

Once back on Terra, Mystico decided to use his “death” to best advantage. He took on the persona of *The Wraith*, and was able to pick up his work where he had left off, with none of his old enemies suspecting that Mystico was alive again. Other than C.



Michael Stone, no one knows of his new persona — not even his former student and sidekick Kid Mystico. Naturally, C. Michael Stone's story can never be published.

As the Wraith, Mystico has found himself to be possessed of new and potent powers, brought on by his demon persona. Darkness and fear are the weapons of the Wraith, and he uses them to battle those who would bring these same weapons to bear upon unknowing humanity.

The Wraith joined the Mystery Men on Terra, journeyed to Core Earth, and now roams the dark alleys and shadows from Luxor to Alexandria.

The Wraith

DEXTERITY 12 (9)

Acrobatics 19, dodge 15, long jumping 16, maneuver 13, running 13, stealth 19, unarmed combat 15

STRENGTH 14 (8)

Climbing 15, lifting 15

TOUGHNESS 13(10)

PERCEPTION 13

Alteration magic 17, divination magic 16, disguise 14, Egyptian religion 16, hieroglyphics 16, find 15, first aid 14, language 16, mathematics 18, scholar (arcane lore) 18, tracking 14, trick 16

MIND 11

Apportation magic 15, conjuration magic 15, hypnotism 16, test 11, willpower 17

CHARISMA 10

Persuasion 11

SPIRIT 11

Faith (Egyptian) 15, intimidation 17, reality 15

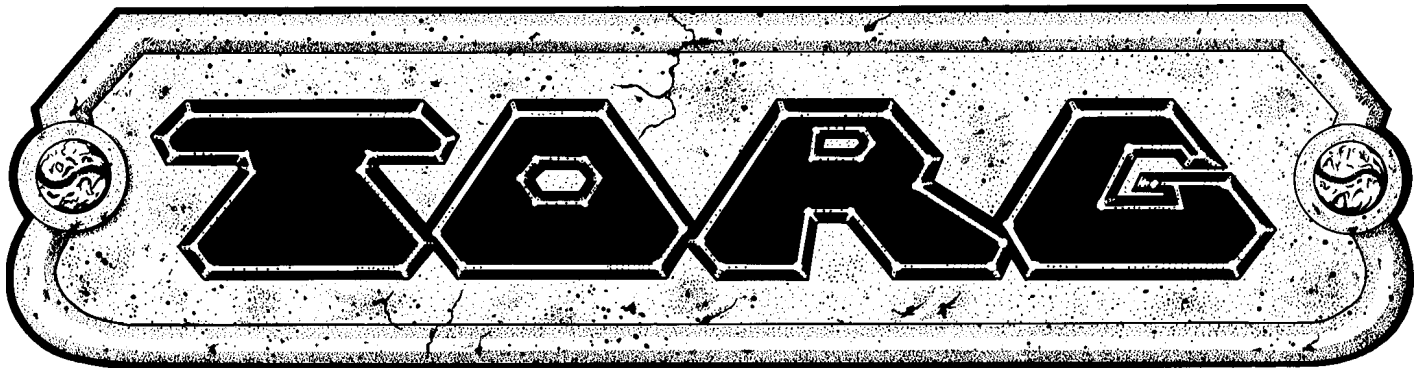
Inclination: Good

Possibilities: 26

Equipment: netherclaws have damage value of STR+6, but are used only when the demon personality takes hold.

Mathematics Spells: *Animate mummy, calculate weakness, commune with crickets, contemplation, crocodile legion, death shout, detect magic, dream, find water, mesmerize, prepare mummy, rot, sundew, ward off evil, wing of the hawk*

Skill Notes: The Wraith has three *super attributes* and the following powers *darkness 19, fear 12, fog screen 18, mega-scent 18, ultra sight 13* for an adventure cost of 24. Whenever the Wraith gets involved in a violent confrontation, there is a chance that his emotions will give the demon's personality a chance to reassert itself. The demon (who is Possibility rated with 6 Possibilities) generates a *Spirit* total from a value of 15. The total is compared to the faith value of the Wraith. Result points are read on the Intimidate/ Test column. If a *stymied* results, the Wraith is stymied for the scene; this counts as a stymie flaw for all powers, worth 24 Possibilities. A *set-back* or worse allows the demon's evil, violent personality to take over for a scene; this is a setback flaw for all powers worth 48 Possibilities. The demon personality gains a Possibility each time he successfully stymies the Wraith, or worse.





Dispatches and Rumors

Dispatches

1

With or without the Star of India, Amethyst is determined to proceed with his plans. He still requires a number of items — the herbs black hellebore, burdock, artemisia, and vervain, objects made from copper, brass, quicksilver, and gold, and a virgin maid. However, the recent events in London have left him aware of Storm Knight involvement in this affair, and the need to be a bit more subtle in his pursuits.

Thus, he has decided to cloak his agent's thefts in the guise of a general rampage by creatures of the Dark Forces. He has marshaled a band of trolls and ghouls and sent them to pillage and burn the lands east of Mount Redenstok. Included in their number are a select group of Vikings, charged with gathering the needed herbs and elements and kidnapping a maiden for use in the ritual.

Unfortunately for the Ayslish wizard, his plans were imperiled by the violent impulses of his troops. Confronted by a Home Guard unit near Arvisjaur, the ghouls battled and slew all but one of them. This one escaped to the south and sent a message to Ardinay, who dispatched the Storm Knights to investigate and avenge.

The Storm Knights arrive and make their way to the Finnish border, the apparent destination of the creature columns. They arrive at the village of Overtornea in time to see a mob of ghouls, bearing the standard of the dead Home Guardsmen, attack and set the village aflame, then carry off a young and beautiful woman. Their prey in hand, the ghouls turn and

head west for the mountains and Amethyst's stronghold. The villagers implore the Knights to go after the creatures and rescue the woman.

Ghouls and Trolls: See page 32 of the *Torg World Book*.

Goals: To obey their master, Amethyst, in return for the sheer pleasure to be found in destruction.

Critical Event: The Storm Knights must rescue the maiden and, if possible, recover the standard of the Home Guard unit which fell in battle. Doing both gives the Knights a *Good* result (6 or above); rescuing the woman only is an *Average* result (3-5); and failing to rescue the maiden or recover the standard is a *Bad* result (1-2).

2

In the aftermath of the incident at the rocket base, the Storm Knights are asked by their net raider contacts to enter the GodNet and investigate rumors of a connection between the Cyberpapal Nuncio in Houston (the current U.S. capital) and Malraux's plans for his space program. There is a strong suspicion among the raiders, and members of the Delphi Council, that the Houston Nuncio may be engaged in some sort of espionage activity, but no positive proof. And as he is technically a diplomat, Core Earth authorities are reluctant to take direct action against him, preferring to maintain "plausible deniability" about any fact-finding mission.

The Knights are told to seek out a VX image of the Cathedral of San Antonio, the link to Houston. They find it with little trouble, but also find themselves confronted with three VX cyberpriests. They make no attempt to attack physically, for VX combat is made impossible by the power of the cathedral, so all conflict must take place using mental and spiritual skills.

If they succeed in defeating the priests, the Knights discover the VX image of a prominent NASA scientist confessing his sin to the Nuncio. As penance, he has been ordered to divulge information about the U.S. spy satellite program, including specific orbital paths and schedules.

Critical Event: The Storm Knights must persuade the scientist to leave the Net and not provide the Nuncio with the information he requests. Doing so garners a *Good* result (6 or above); failing to prevent the scientist from relaying the information, but gathering solid evidence that the nuncio is a spy and convincing Core Earth authorities of that is an *Average* result; failure to do either is a *Bad* result.

Cyberpapal Nuncio Andre Clairveux

DEXTERITY 8

STRENGTH 8

TOUGHNESS 9

PERCEPTION 10

Cyberdeck operation 13, find 12, trick 12

MIND 9

Test 10, willpower 12

CHARISMA 10

Charm 11, persuade 12, taunt 11

SPIRIT 12

Faith 13, focus 13, intimidation 14, reality 13

Possibilities: 9

Equipment (as VX image): attack +2 program; defense +3 program

Goals: To attain higher status in the church by performing this service for Cyberpoppe Malraux.

Cyberpriests: See page 36 of the *Torg World Book*.

Dr. Richard Jansenn

DEXTERITY 8

Dodge 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Evidence analysis 13, find 12,

scholar (computer science) 14

MIND 11

Science 12, test 12

CHARISMA 10

Charm 12, persuasion 11, taunt 11

SPIRIT 10

Faith 11, reality 11

Possibilities: 5

Goals: To achieve absolution for his sins and redeem himself.

3

The Storm Knights come before President Dennis Quartermain and the Delphi Council and are informed that, in the interests of national security, it has been decided to compel all Storm Knights to register with the government, so that their identities and whereabouts will always be known. The Storm Knight Registration Act requires all Knights to give the Council all pertinent information on themselves and their activities on a regular basis.

Before the Knights can respond, they hear the sounds of battle. A mob of human Jakatts is attacking the town, and the town's garrison seems to be overwhelmed by the attack. The Knights are ordered by Quartermain to defend the town.

In truth, the attacking "Jakatts" are Spartans in disguise, using weapons and clothing stolen from the warriors who guarded the jungle base the Knights encountered earlier. If the Knights take the time to observe their foes, they will notice that they do not fight like Jakatts, nor do they seem to be doing any real damage in their battles with the soldiers.

However, a tribe of edeinos loyal to the Saar have noticed the commotion in the town, and mounted an attack of their own, with the goal of capturing Quartermain.

Critical Event: Preventing Quartermain's kidnapping and exposing the Jakatt attack as a sham will give the Knights a *Good* result. Preventing the kidnapping only is an *Average* result. Failure to keep Quartermain from being captured, or to pierce the disguises of the Spartans, is a *Bad* result.

Spartans: See page 22 of the *Torg World Book*.

Goals: To successfully deceive the Knights as part of a test of their abilities in combat.

Edeinos: See pages 22-23 of the *Torg World Book*.

Goals: To capture the leader of the Core Earthers.

4

The Storm Knights have been contacted by a wealthy Jordanian merchant (secretly in the employ of Dr. Mobius), Tazi Sarad, who has asked them to perform a service for him, in return for virtually unlimited financial support for their activities in the Nile Empire. The task is a simple one, he says: travel to the city of Petra, in the Valley of Moses. There they will find the Khasneh al Faroun, the "Pharaoh's Treasury," a two-story building carved from a sandstone cliff. On top of the pavilion on the second story is an urn, and within the urn is rumored to be a vast treasure. The Knights are to retrieve this treasure for him, but beware—Mobius is aware of its existence, and has sent an agent of his own to retrieve it.

Unknown to the Knights, Sarad has also contacted the mysterious masked heroine known only as Lumina, and made the same request of her. He has also described the Storm Knights to her, identifying them as agents of the Pharaoh who wish to steal the treasure for the evil High Lord's use.

The urn is made of seemingly solid rock, but in fact there is a hollow space in the center which contains a 336.5 carat sapphire. Sarad plans to follow the Lumina to the site, observe the battle between her and the Knights, then kill the survivor(s) and take the gem. He will then offer it to Mobius in exchange for the overgovernor's position in Jordan when the High Lord has conquered that land.

Lumina

DEXTERITY 11

Acrobatics 12, dodge 12, maneuver 12, stealth 12, unarmed combat 14

STRENGTH 10

Climbing 11

TOUGHNESS 9

PERCEPTION 8

Find 9

MIND 8

Test 9

CHARISMA 10

Charm 12, persuasion 12, taunt 11

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 9

Skill Notes: Lumina has the pulp power *Dazzle 12* (see page 46 of the *Torg World Book*), adventure cost three.

Personality: Lumina was a mayor in the cosm of Terra, who angered Mobius by refusing to have her town pay "protection" money. She was kidnapped, and believed to have been killed in the explosion of a weird science machine. Instead, the gizmo's destruction left her with the dazzle power, and the burning desire to destroy Mobius and any who stand with him. When she learned he was alive and working his evil on Earth, she came to this cosm to continue her vendetta.

Tazi Sarad

DEXTERITY 9

Dodge 10, fire combat 12, stealth 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Find 11, scholar (Egyptian lore) 11, trick 12

MIND 10

Test 11

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 6

Equipment: 9mm Luger, damage value 15, ammo 13, range 3-10/25/60

Goals: To attain high status in the Tenth Empire of the Nile.

Rumors

1

Dwarves in the vicinity of Shropshire are reported to be disappearing with alarming frequency. Witnesses report that a few were taken just two days ago in a "horseless carriage," and the same vehicle was spotted in Dolgelly, on the coast of St. George's Channel.

The tale grows stranger yet — the dwarves were supposedly taken from the car, rowed out into the channel, and transferred to a waiting submarine with Nile Empire markings. Agents in Cairo report that the dwarves are being forced to labor in the “weird science” research centers, for Mobius believes their unique engineering skills and fresh approach to technology can be put to use by his realm.

2

The Delphi Council is focusing much of its resources on attempting to find a way to counteract the Deep Mist that hangs over much of the Living Land. Believing this fog to be some sort of artificially created weapon, the Council is now confining friendly and unfriendly edeinos to the reactivated environmental research center Biosphere II, located in Arizona. There they are using various forms of coercion to force the lizard men to provide them with a sample of the mist that they can study.

The project is being overseen by Dr. Richard Nathlien, a fanatic who sees all edeinos as lab animals. A number of realm runners have reported that the tribes friendly to Core Earth have been disgusted by the tactics of the Spartan squads sent to “recruit” subjects. Entire edeinos villages have disappeared, and none of those taken ever return. It is believed that Nathlien, in rage and frustration, has his subjects killed when they say that they cannot give him what he asks.

If these reports are true, this futile experiment could result in irreparable damage to the relationship between friendly tribes and Core Earth forces.

Dr. Richard Nathlien

DEXTERITY 9

Dodge 10, fire combat 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Evidence analysis 12, find 12, scholar (genetic engineering) 12, trick 12

MIND 11

Medicine 12, science (chemistry) 14, test 12

CHARISMA 11

Charm 12, persuasion 12, taunt 12

SPIRIT 8

Intimidation 9, reality 9

Possibilities: 6

Equipment: 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40

Goals: To advance the cause of Richard Nathlien, and science also, if possible.

3

The Cyberpapacy has begun a massive infiltration of the Italian city of Milan, in preparation for the eventual planting of a stela there. The Pope’s relentless verbal assaults on Malraux and his Church have angered the High Lord to the point where plans to conquer Germany have been put aside in favor of operations against Italy.

4

Strange, circular designs that look as if they have been burned into the earth have begun appearing throughout Aysle. Most seem to have materialized overnight in open fields, with the greatest number found in England.

Originally, the Home Guardsmen believed that they were the work of a mischievous Draconis Aysle, but that theory has since been disproven. Ardinay’s wizards have studied the affected areas closely, and have categorically stated that magic was not the cause of the “black rings,” as they have come to be called.

Needless to say, the people are frightened, and Ardinay is troubled as well. She has expressed concern that this may be some strange prelude to an invasion of Aysle by one of the other realms.

5

The covert conflict between Nippon Tech and the Cyberpapacy has begun to heat up. There are reports that Kanawa strongly suspects the forces of the Cyberpope were behind the sudden, precipitous plunge of the Nikkei Stock Exchange in Tokyo. The Exchange dropped over 1000 points in 24 hours, and Nippon agents fear that Malraux may have discovered a way to manipulate the computers that govern the stock quotes.

In retaliation, Kanawa has used one of his numerous front firms to purchase a factory in Villeurbanne, France, and has begun producing cyber-parts, which are being sold to members of the Resistance. In addition, a number of shipments of defective parts from that factory have made their way into the hands (and other limbs) of the cyberpriests, and it is believed to be only a matter of time before they suffer the consequences.

6

Nile agents have recently been frustrated in their attempts to plunder the tomb of Amet-Hu, former governor of ancient Thebes. Although they easily broke into the pyramid, located in the famous Valley of the Kings, disaster struck soon after. A surviving shocktrooper claimed that a statue of the god Amon came to life and attacked them with a flail, and seemed to be impervious to bullets.

Mobius is furious at the failure, as the tomb is said to contain a clue to the location of a cache of Egyptian revitalizing potions he desires to study. Owing to the mysterious absence of Overgovernor Madib Al-Hebpsa, Janya Paterski led an expedition to the site and discovered the maimed bodies of the shocktroopers. The statue of Amon was present also, but was just that — a lifeless statue. Paterski searched the tomb, but found no evidence of the tablet Mobius sought.

In an addendum to her report to the Pharaoh, Paterski voiced her suspicion that the attack by Amon was some sort of trick, possibly an agent of one of Mobius’ enemies making use of “weird science” devices. Whoever it was coveted the same information Mobius did, and may well have absconded with it after replacing the true statue of Amon.

Informers in Thebes say that they have heard nothing about Storm Knights or their allies managing the theft, which leaves ambitious agents of Mobius or representatives of some other realm the most likely suspects. Paterski has been ordered to track down the thief and murderer before

the potions can be put to use.

Janya Paterski

DEXTERITY 11

Fire combat 13, lock picking 13, melee weapons 13, prestidigitation 15, stealth 16, unarmed combat 12

STRENGTH 8

TOUGHNESS 8

PERCEPTION 14

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

MIND 12

Science 15, test 16, willpower 14

CHARISMA 14

Charm 16, persuasion 17

SPIRIT 8

Faith (Egyptian religion) 13

Inclination: Evil

Possibilities: 17

Equipment: 9mm P38, damage value 15, ammo 8, range 3-10/25/60

Goals: To maintain her favored position with Mobius by retrieving the information he desires.

7

Victorian authorities have discovered the staked remains of three vampyres in a Jakartan warehouse.

This is only the latest incident of slaughter of the undead in Java, and it is proving a distraction for Thratchen and his lieutenants. The techno-demon had counted on his vampyric forces to keep the Victorians occupied in that area while he continues his struggle to take control of the Gaunt Man's Darkness Device.

Witnesses have reported seeing a young man in Victorian dress carrying what appears to be a medical bag in the vicinity of the warehouse. His description matches that of a man seen near an abandoned apartment building in Semarang a week ago, where a female vampyre was later found killed, her head hacked off and her mouth stuffed with garlic.

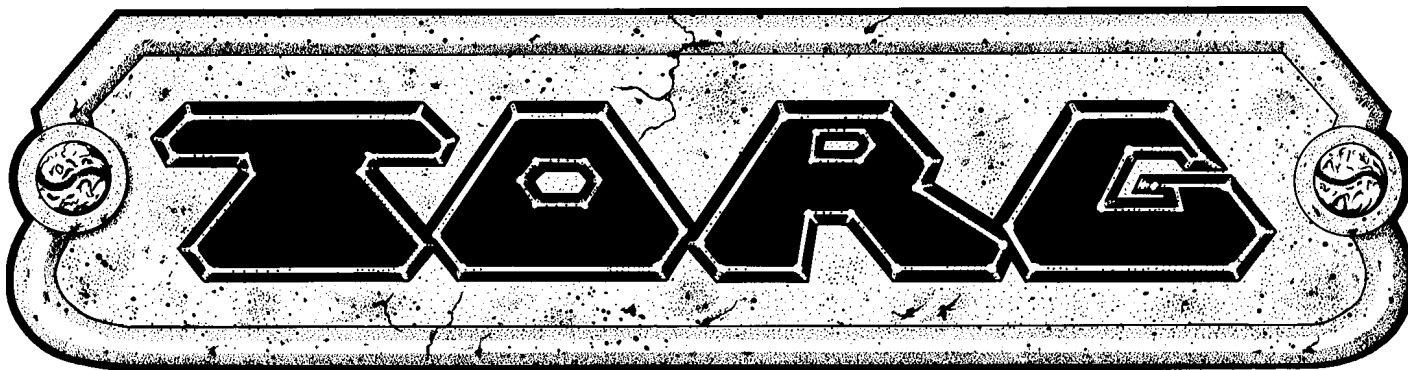
Whether this vampyre-slayer is a native of Orrorsh cosm or Core Earth, a Storm Knight or something other, is unknown. He apparently works alone, and his trademark is the Tarot cards representing Death and the Devil laid in an "X" pattern on the vampyre's breast. Whoever he is, it is possible that he could be a valuable ally for Knights in Orrorsh, if he can be contacted.

8

Three Kanawan cargo vessels bearing goods destined for Core Earth California have vanished in the Pacific just south of the island of Honshu. According to reports, the ship captains claimed their instruments were malfunctioning and then there was silence. They were still a mile from the reality storm front, and regardless, all captains and crews were possibility-rated, so they would have been able to pass through the storm relatively unscathed.

This is not the first time such events have taken place. Prior to the invasion of Earth, that area of the ocean was known as "the Devil's Triangle," and had a reputation similar to that of the infamous Bermuda Triangle. Ships and planes disappeared in the region from time to time, and most pilots and mariners would take pains to steer around it.

Kanawa believes that there must be a rational, scientific explanation for the incident, and has dispatched a team of researchers to study the waters and discover their secret. The High Lord is hoping to be able to use that secret as a weapon at some point in the future.





Your Letters

1.

In *Infiniverse* #2 you said the Contract Ninja had some drawbacks which would be in the Nippon Tech Sourcebook and that's not coming out for a while. Could you please explain what these drawbacks are?

2. You wouldn't happen to need some playtesters for Torg, would you?

3. I really dislike the character creation system (it's not really creation it's just selection) and can't wait to see the handbook mentioned in the last issue.

—Mike Bowling
Alliance, OH

1. No, we cannot. This is because Nippon is just now entering serious development. The drawback rules need work, and the finished rules will most probably bear little resemblance to the ones we currently have. But by issue eight of *Infiniverse* we ought to have a better guess.

2. We are not currently looking for playtesters.

But, since we do not often have the time nor the forum to thank the playtesters who have done a really good job for us in the past, we would like to spend two lines to do it now. So...Eric Aldrich, Michael Fortner, Robert A. Maxwell, Lou Proseri... take a bow.

3. We think it's a good idea too. However, it is not currently on the schedule. As soon as it is, you will hear it here first.

The Cyberlaws as outlined in Infiniverse #3 state that magic functions differently for folk from the Cyberpapacy. The case I am about to describe actually occurred in my game.

Balinor was built according to the Obsessed Prodigy template in the World Book. During his travels he met

a magician from Aysle. She began to teach him apportionment magic, and he has currently learned the bullet spell. All of this has been done on Ayslish soil. Which of the following models (if any) describe how Balinor reacts when casting his spell?

((the models were deleted for space reasons- Ed.)))

—Dominick Riesland
Milwaukee, WI

The crux of your questions was the Law of Heretical Magic, a World Law which affects the way Balinor could cast spells.

A rule which got cut due to lack of space is that a Storm Knight may always "go with the flow" of the local reality, that is voluntarily disconnect—the Everlaw of One is always happy to help Storm Knights in this way. This disconnects a character from his own World Laws. This is what we meant when answering Tim Martin's question in *Infiniverse* #3. Of course, our answer failed to mention that you must disconnect to avoid your own World Laws—sorry for the confusion. It won't happen again for at least another issue.

Essentially your Model 5 was correct; Balinor's spell always works according to his world view, i.e. Balinor always operates under the Law of Heretical Magic. The only way to avoid this is to disconnect.

For the record, it is also possible for a Storm Knight to increase the odds that he will transform in a foreign cosm, although he would have to have a pretty darn compelling reason to lose all of his Possibilities. If there is interest we will give the mechanic in a future issue of *Infiniverse*. And we will give you the whole answer the first time.

1. Where a sourcebook and the

World Book vary as to the stats, do the sourcebook stats supercede? i.e. miracle range, creature natural tools, etc.)

2. *How about a pronunciation guide to proper names, creature names, etc?*

3. *Any errata sheets for the basic game, Living Land Sourcebook, The Destiny Map, or The Possibility Challenge?*

—Larry Bucher
Castle Shannon, PA

1. A sourcebook takes precedence. The *see through mist* miracle is correct in *The Living Land*, as are the creatures.

2. A pronunciation guide? What does everybody else think?

3. Errata is going to appear here and in the occasional sourcebook. We do not have plans for publishing separate errata.

Can I have an explanation for "one on many" as it pertains to area effect weapons, i.e. machine-guns, fireballs, etc?

—Jeff Cambell
Corvallis, OR

Area effect weapons such as fireballs and explosives do not use the One On Many chart when determining effect. They do full effect on each target within the area (modified by range in the case of explosives).

A machine-gun is not an area effect weapon in this sense, although it can hose down a wide swath of terrain. In this case you do use the One On Many table, increasing the difficulty of hitting all of them, and the *Toughness* of those who are hit according to the table.

Glad Tidings

We were very tight on space for letters in this issue, but there are one

Herald Messages

Warning — the Cyberpapacy has shown itself willing to use biological warfare. The attempt failed this time, but beware of future tries.

— Eric Aldrich
Seattle, WA

Storm Knights born beyond Core Earth beware! If the American authorities discover you are a native of an alien reality, they will probably inter you, particularly if you have cyber-implants or “supernatural” powers.

— Richard Lee Byers
Riverview, FL

The spirit of Sir Lancelot is residing in a robotic construct and he is living in CyberFrance. He (with a group of Storm Knights) helped recover Excalibur from Lake Michigan.

— Jeff Cambell
Corvallis, OR

After a few minor setbacks, the Renwick agency rescued Prof. Templeton from the gospog occupying the Empire State Building. In desperation, the gospog called on the dreaded “Er Crakken”, who Jennifer Renwick sent hurtling to a fiery death from the top of the Empire State building. Next stop the Cyberpapacy!

— Paul B. Hyson
Alloway, NJ

Uthorion’s minion Germaine is responsible for bringing dead Storm Knights

back to a semblance of unlife. Several large sea serpents are known to be in the waters of the Ayslish domain.

— John M. Kahane
Ottawa, Ontario, Canada

“Nobody gets out of here alive!”

— Kurst the Vampyre
West-Orrorsh

The Dark Tome “Nocturna” has fallen into the wrong hands. A Nippon agent, Osaka possesses the tome, and is becoming prey for Thratchen, the Cyberpope, as well as a group of Storm Knights.

— Scott Mitchell
Chicago, IL

A group of necromancers loyal to the Gaunt Man, led by Lord Alexander Edwin Morrow, have revolted against Thratchen, and have tried repeatedly to trick Storm Knights into attacking him, so far without any success. Thratchen is as yet unaware of the rebels’ identities.

— Kevin O’ Bryan
Tacoma, WA

Even though the Earth’s rotation has resumed, the world’s weather patterns and ocean currents have been disrupted. Terrible storms have made travel risky, and crops are endangered. As if things weren’t bad enough! If only it doesn’t trigger a new Ice Age...

— John S. Olson
Baltimore, MD

“If the two of you are that sweet on each other, I know a very liberal priest of Dunad who lives nearby...”

— Jacona the Mage, to the lovely human-uvve couple who are obviously infatuated with each other.

The Cyberpope Jean Malraux has many agents that have infiltrated the Vatican. If his plans are successful the True Pope will die. Malraux will control Vatican City and be selected as the next Pope. He must be stopped.

— Robert L. Quillen II
Independence, MO

There are reports of an ancient scroll detailing a new cosm that Uthorion intended to invade should he need the extra energy. Recent upheavals in Aysle have caused the scroll to be lost, but the appearance of an odd Storm Knight of unknown origin has caused some concern.

— Dominick Riesland
Milwaukee, WI

The Still World is no more, the earth once again spins on its axis. Dr. Mobius’s plot was foiled, and the Gaunt Man is gone. Because of this the Storm Knights involved have been hired as operatives by the Delphi Council, with all privileges.

— Andrew D. Woodard
New York, NY

or two things underway which excited us enough that we thought *Infiniverse* subscribers would like to know, and this is the only place it would fit.

- Two comic book publishers have evinced strong interest in *Torg*. We are examining their proposals now. There is still plenty that could go wrong, but we should have a deal inked in the next several weeks. You will get all the details as they become official.

- A publisher has proposed a separate *Torg* magazine. We are hammering out the details, not the least of which is trying to design appropriate tie-ins with *Infiniverse*. The proposal is for a 48-page bi-monthly magazine, increasing frequency as demand warrants.

- A line of *Torg*-logo shirts is being produced by

Avian
2170 Rocky Mill Drive
Lawrenceville, GA 30244
(404) 822-4909
FAX: (404) 995-0070

The shirts have the *Torg* logo on the front upper left. The logo is made of hundreds of stitches of colored thread, and your name, or any name, can be placed underneath the logo. We, of course, just had to buy some upon which to emblazon our names. We can hardly wait for our next convention. You will have to write or call them for prices, colors, and sizes.

Our vested interest is this — should the shirts sell at all, Avian has agreed to produce satin jackets with a full color Hachi Mara-Two on the back, like the picture on the cover of the boxed set. The Mara image is to be

made from 120,000 stitches of thread. Their initial designs, while not complete, were enough to get us editors to start saving our shekels so we could each buy one. Boy, getting jackets would make us happy. And happy editors write, develop and edit *much* faster than grumpy, snarly, editors who are bummed because they couldn’t buy any jackets.

Really. Trust us.



INFINIVERSE™

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C A M P A I G N G A M E

NUMBER 6



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Happy Holidays from Infiniverse!
There has been considerable demand from our readers for complimentary Darkness Devices and High Lord starter kits. We sent an editor to check with the Ravagons in the warehouse to see if this might be possible. He never came back, so we guess answer is a firm "no." Well, maybe next year.

Product Update

Queenswrath is at the printer's, which means it should be shipped by the time you read this.

The GodNet sourcebook, 96 pages, was reported last issue as having a possible scheduling problem. Well, a small miracle has occurred. It's appearance in January is now True (19).

The Cyberpapacy sourcebook is nearing completion. Its February release date is now True (17).

The *Nippon Tech* sourcebook is being sent out for playtesting the last week in November, so we are doing just fine on that.

The *Orrorsh* sourcebook is a little late, as Chris Kubasik has several projects on his plate. The expected delay is less than two weeks. Given the projected release date of July, we ought to be able to steal time away from other projects and make up the couple of weeks.

The High Lord of Earth has been scheduled for a March release, just in time to run into a scheduling problem. Impeccable timing, what? Its release date is now True (12), but could improve with a break or two.

Pixaud's Practical Grimoire, a 64-page book brimming with spells, strange comments, and the occasional magic tip is due in house next week. All the authors have said they are on track, so we label its April release date with a confident True (15).

Our adventure collection (now called *Full Moon Draw*) is scheduled for April, featuring the work of Stewart Wieck, Nigel Findlay, Lou Prosperi and Jim Long (applause sign goes on). Unfortunately it was supposed to also feature the work of two more authors who have missed the deadlines (Okay everybody...Boo! Hiss!). This project is up in the air for the moment. We will let you know where it lands.

Nigel Findlay is also doing a *Kanawa Weapons Book* for us. The manuscript is due in December, for a June release.

The Ghost in the Machine, a 64-page adventure, is scheduled for a June release.

That mystery seventh sourcebook is still being written by Jim Bambra, who should have a first draft in by February 1991.





Rumor Report and News



Each month we print the rumor report which will consist of three parts. *First Indication* reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

Rumor Report

First Indication: Issue #4

1. Kanawa freighter *Chilan* is carrying a cargo of reality bombs. True (12).
2. A Magna Veritan named Viliers, perhaps in possession of valuable in-

formation, has been captured by the Inquisition. True (18).

3. Ndatos appear, creatures whose faces resemble the passengers and crew of the *Joyita*, which disappeared October, 1955. True (15)

4. Dangerous inhabitant of unknown origin has taken up residence in Neuschwanstein castle. True (15).

5. Geneticist experimenting with Living Land creatures, possibly producing beasts useful to Core Earth, but most likely producing uncontrollable monsters. False (17).

6. The Icarus Club is a sophisticated cover for criminal activities in the Nile Empire. True (17).

Continuing Report: Issue #3

1. Modern-day incarnation of the Knights Templar at Carnac. Still True (20).

2. Rama Gatrun has gained possession of the only complete copy of the Book of the Dead. A reversal to become True (17).

3. Stone Lions is Shizuoka, Japan, resembling the karashisi of Buddhist temples. Reduced to True (17).

4. Volcanic eruptions in southern California caused by a Keta Kalles miracle. Still False (17).

5. Nippon agents planning a raid

on the Potala, the famed golden palace in Lhasa, Tibet; rumored to hold one or more eternity shards. Zooms to True (19).

6. Viking berserkers attacking Denmark in the vicinity of Arhus. Goes up to True (20).

7. Demon guardians of hell from Hindu mythology, rakshasa, spotted in the Celebes. Increases to True (20).

8. Nile agents searching the New York Metropolitan Museum of Art, against the wishes of Baruk Kaah. True (13).

The Wrap Up: Issue #2

1. Dr. Watteau and Teller are attempting to create a cyberpsychosis inducing weapon. True (17).

2. Baruk Kaah has sent an elite team of edeinos to kill storytellers, increases to True (20).

3. Sightings of seal-like creatures with metallic parts stays at True (17).

4. The formation of Hantu Limited. True (19). Again, an increase.

5. *The Nocturna*, a fabled book of dark magic, had been smuggled into Indonesia, increases to True (17).

6. Martians have invaded Terra ends the wave. True (12). Hmm... maybe they did, maybe they didn't.





Cyberpapacy Adventures

The following section was intended for *The Cyberpapacy Sourcebook*. But every time we turned around, we had more cool stuff to put into the book, and no more pages. So some of the stuff is only going to appear in *Infiniverse*. For your friends who are nonsubscribers ... try not to rub it in.

"It's a case of fighting or going under. There can be no compromise with Malraux's Papists."

— Hans Strucker

Cyberpapacy adventures revolve around a desperate struggle for survival and freedom. Adventures pit a small group of heroes against the might of the Cyberpapacy. The struggle is uneven; heavily weighted in favor of the Church and its thousands of informers and spies. The battle to defeat the Cyberpapacy will be long and protracted, with plenty of scope for individual heroism and self-sacrifice. But Storm Knights operating in the Cyberpapacy, are fortunate in that they can use its own weapons against it. Equipped with these, the heroes can do much to even the struggle. While trying to defeat the combined forces of the Church Police is futile, they can be harried and beaten in small numbers. The tone of the Cyberpapacy is grim. Surviving in the midst of a harsh theocracy is not an easy task. Adventurers need to exercise caution in their dealings with others, for it is never obvious where the Cyberpapacy's spies and informers lurk. Staying on the move is one means of avoiding detection; finding a safe house in the area of Paris Liberté is another.

The GodNet's vast data vaults make it a prime source of information for struggles against the Cyberpapacy. Deckers need to enter the GodNet to

destroy files compiled on them and their colleagues, and to gain information on the Cyberpapacy's activities. False identifications and passes can be logged in the GodNet in order to let characters move around freely.

Freedom of movement within the Cyberpapacy is important. False identification papers allow adventurers to travel between towns, but there is always the risk that they will be discovered. If so, adventurers must be prepared to go into hiding and move only at night. Fortunately, there are regions which have not succumbed totally to the Cyberpope: Paris, Marseille, Les Vosges, and the Massif Central all offer safe havens, and many villages, town and city contains at least one Resistance cell. These areas provide bases from which the heroes can harry the Cyberpope's forces.

With the advanced weapons available, death in combat is always a very real threat. Heroes within the Cyberpapacy should only rely on violence as an answer to their problems when all else fails. *Stealth, streetwise, charm and persuasion* will often be more useful than pure combat skills. But there are always times when combat is the only option. Then the adventurers need to ensure that they have the upper hand.

Adventure Ideas

The following are ideas only. They are not fleshed out adventures, but plot outlines which can be expanded into adventure sessions. They are a sampling of the sort of adventures we like to run in the Cyberpapacy.

1. Cholera

As part of their plan to destabilize Paris, cyberpriests pollute the water supply with cholera bearing water.

Act One: Death by Water

Two Paris Liberté Militia members are found dead in an alley. Their throats have been cut, but their weapons and armor have not been taken, a sure sign that it is not the work of street punks or crazies. A trail leads towards the water purification plant.

At the plant, the adventurers discover that the gate guards have also been killed. Entering the plant, the adventurers come across three disguised cyberpriests who are pouring something into the water supply. Unless they make large amounts of noise, the adventurers get the drop on the cyberpriests, but not before at least one of the three containers have been emptied. It is too late to prevent the contaminated water from entering the mains supply.

Taking the canisters for analysis, it is discovered that they contain a high concentration of cholera. Warnings go out not to drink the water, but it is too late. Paris faces a cholera epidemic. Vaccines are needed badly.

Resistance groups in Les Vosges have recently intercepted a Church Police convoy carrying medical supplies. The adventurers are asked to collect the medical supplies and bring them to Paris. First, they need identification papers to allow them to travel outside of Paris. It is suggested that they enter Strasbourg Cathedral's construct to log false IDs into the GodNet. Meanwhile, a forger can prepare the papers while other group members organize suitable travelling clothes.

Act Two: Paris, Round Trip

The journey is fraught with Church Police patrols checking IDs, and marauding brigands to avoid. Eventually the adventurers contact the Resistance in Les Vosges and plans are made to move the vaccine to Paris.

Entering the GodNet, it is discovered that a convoy of Church Police are scheduled to be leaving Strasbourg and moving towards Paris with arms for the Hands of God (called HOGs by anyone out of earshot). The adventurers arrange false IDs again and set off for Paris in two David hover cars loaded with the vaccine. The Resistance agree to intercept the real convoy and so buy the adventurers some time.

Act Three: Stretch Run

All goes well until the outskirts of Paris are reached. The adventurers

are stopped by HOG members who are expecting them. They want to take them to the HOG's headquarters. Using interactive skills and stealth the adventurers manage to escape, before their true identities are discovered. They arrive in Paris and the epidemic is averted, at least while supplies of vaccine last.

2. Paris by Muzzle Flash

The Mouvement National have been ordered by the Cyberpapacy to raid into the center of the city. Their

objective is to spread terror amongst the refugees and citizens of Paris by fire bombing buildings and shooting at people fleeing from their homes.

Act One: Patrol

The adventurers, while patrolling Paris, encounter a gun battle between members of the Mouvement National and the Paris Liberté Militia. The PLM are in a building shooting at the Mouvement National members who are crouched in the street behind two derelict cars. The adventurers are in a position to catch the Mouvement National from behind. After the battle

T he Streets of Terror

The atmosphere in Cannes was heavy and oppressive. That morning the Inquisition had been busy. Hundreds of suspects had been rounded up and herded into the trains that filled the rail yard. Many had been turned in by their neighbors or by relatives. Thousands of loyal Avignon Catholics, clutching rosaries and crucifixes, lined the streets and cheered the Inquisitors as liberating heroes. As bands of heretics were led away, the crowd threw rocks and rotten fruit at them. Six heretics lay dead in the street, victims of the overenthusiastic mob.

The Inquisitors wandered the town in groups of four. Each one was cybernetically enhanced and carried the latest products of the Cyberpapacy's weapon factories.

From a concealed position on top of a tower block, the Storm Knights, Hans Strucker and Marie Clare watched. Marie observed the scene in close-up on a small screen in her hand. The image came via a cable from Hans' hip and allowed her to see through his cybernetic eye.

"I feel so helpless," Marie said. "Is there nothing we can do to help?"

Hans shrugged, "Just watch and see what happens. It'd be

suicidal to attempt anything with the mob so fired up."

He scanned the crowd with his cybernetic eye and zoomed in on a group of cyberpriests. They were in the process of breaking down a door. The door to Hans' and Marie's lodgings.

Hans swiftly unplugged the lead from his leg. "Time to get out of here," he said springing to his feet. "Get on my back and let's go."

Marie pushed her gun into the wrist holster, grasped Hans round the neck and swung herself onto his back. Hans ran towards the stairs. His cybernetic legs carried him faster than human legs could. He opened the door and bounded down the stairs. At the bottom he paused. As Marie slipped from his back, he concealed his cybernetic eye behind an eye patch. The two storm knights walked out onto the streets to mingle with the crowd.

They made their way to the outskirts of town. After twice hiding from wandering patrols of cyberpriests they reached their vehicle only to find it surrounded by four cyberpriests.

Marie flexed her wrist. Her gun leapt into her hand. Beside her, Hans flipped back the tip of

his index finger exposing the blue crystal of his integral laser weapon. They edged towards the cyberpriests.

A cyberpriest swung round. Red LEDs flickered in his cybernetic eye as his sensors detected the movements of the two Storm Knights. Blue laser light seared from Hans' finger and swept across the cyberpriest's neck. An ugly red gash appeared as the cyberpriest slumped to the floor. Marie's gun spat fire. The range and deviation from her target flashed into her mind as the gun's targeting system fed the data into her cybernetic link. She squeezed the trigger. Streams of bullets leapt from the gun. The cyberpriests dodged towards the back of the vehicle. Only one made it.

The remaining priest fingered his throat mike. But before he could call for help, Hans leapt forward. His cybernetic legs carried him onto the top of the vehicle. A kick from his metal leg sent the priest flying backwards with a shattered skull.

Marie fired up the vehicle and gunned it down the road. From the roof Hans watched for signs of pursuit. Confident that there was none, he clambered into the passenger seat.

they discover a copy of an order sent from the data church at Le Raincy. It tells the Mouvement National to probe the defenses of Paris.

Act Two: Le Raincy

The adventurers enter the GodNet and move into Le Raincy construct. In the data vault they discover a file containing the order found on the Mouvement National, and orders for the Mouvement National to prepare for an assault on Paris in two days time. The file highlights a Jewish area of Paris as the target of the attack.

Act Three: Warning the Citizens

The adventurers inform the Resistance of the attack and are sent to warn the leaders of the Jewish community of the planned attack. They make contact and become involved in the planning to drive the Front back. Barricades are built and buildings fortified. The adventurers are asked to evacuate the young and old to the Sorbonne. They go to the Sorbonne and negotiate with the refugees there to look after the evacuees.

Either on their own initiative or on the advice of their controller, the adventurers move towards the north to determine the numbers of Mouvement National members involved. They discover that there are at least 700 members assembled in the suburbs ready for the attack. Ideally avoiding conflict, the adventurers return with their reconnaissance report.

Act Four: Stopping the Mouvement

On the day of the raid, the adventurers are positioned in buildings overlooking the enemy's planned advance on the center of Paris. Other Resistance groups are in the area, as well as the PLM and members of the Jewish community. At dawn, the first Mouvement National patrols are spotted approaching the Jewish area. The attackers are caught in a vicious crossfire and retreat after taking heavy losses.

3. Fires of the

Damned

The Inquisition has been active in Rozay-en-Brie, a town to the south east of Paris. It has rounded up members of the local Resistance and other heretics, one of whom is a relative or close friend of one of the adventurers.

Act One: On the Trail of the Fire Raisers

Information in the GodNet suggests that the Inquisition will hold a show trial tomorrow morning; then burn a few of their captives to satisfy the crowds. The other prisoners are to be taken to Avignon for further interrogation. For now, all prisoners are held in the local GodWare Hospital. Maps and security systems of the hospital can be gained by entering its construct.

Resistance sources reveal that one member of the local Resistance managed to escape the round up. The adventurers are given a place to meet her and a code word to identify themselves.

Act Two: Death by Burning

Arriving in Rozay-en-Brie, the adventurers find that mass hysteria has struck the town. Its citizens are clamoring for the death of the heretics, and are suspicious of outsiders. The adventurers undergo scrutiny from many of the locals. If they say they have come to witness the death of the heretics they can avert some suspicion from themselves.

Meeting their contact, she offers the adventurers her loft to hide in. It provides a good view of the square where the burnings are to take place. Unknown to her, her house has been under surveillance by the Church Police. Depending on how vigilant the adventurers are they may spot the stakeout in the house across the street, and then make other plans. If they don't, a Church Police patrol and an Inquisitor arrive an hour later to arrest them.

Whether the adventurers spot the stakeout or have to fight their way out of the house, there is one other place for them hide. An old disused barn on the outskirts of town. From here they can plan whether to prevent the burnings or wait until nightfall and

attempt to free the remaining prisoners from the GodWare Hospital.

Preventing the burnings involves sneaking into town and positioning themselves close to the stakes set up in the square. There is no time to free the prisoners before then. Providing they act quickly, and cause some kind of diversion, the adventurers should be able to overcome the Church Police guards and escape with the prisoners.

Act Three: The Hospital

The GodWare Hospital is set on cliffs on the outskirts of town. As the single access road is well-guarded, the best way in is to scale the cliffs and then the walls. A decker inside its construct can switch off alarms and create diversions elsewhere in the hospital as the rest of the team make their way into the dungeons.

Once the prisoners are freed, it's time to head back to the relative safety of Paris. This should be a dramatic road chase giving characters plenty of opportunities to exercise their vehicle skills.

4. Pilgrimage

Pieces of the true cross have been turning up for centuries. They have all turned out to be forgeries. This time, it looks like it's for real.

Act One: A Cryptic Message

Four cyberpriests are captured by Resistance members near Les Vosges. They are carrying information that could have a profound influence on the struggle against the Cyberpapacy. Rather than risk the Cyberpope discovering that his agents have been captured, the Resistance sends a cryptic message to Paris asking for the immediate assistance of team of Storm Knights. The adventurers are duly dispatched.

On arriving, the adventures are taken to the Resistance leader. She tells them that the four cyberpriest's were camped next to the Reality Storms, apparently waiting for it to break. They had a Core Earth Citroen car with them and false German passports. Of more concern is that they appear to have been headed for Lebanon. A monastery in the mountains to

be exact. This area is now under the control of Dr. Mobius, the High Lord who controls the Empire of the New Nile. It looks like the Papists are planning some kind of deal with Dr. Mobius.

The adventurers are asked to travel to the monastery and discover what is going on and to prevent it if they can.

Act Two: Through the Storm

The guess about the Reality Storms proves right. As the briefing finishes, news reaches the characters that there has indeed been a break in the storm. Leaping into the Citroen, the adventurers cross over into Core Earth Germany and make their way by road through Turkey to the Lebanon.

On the way they discover that they are not the only ones heading for the monastery. The Cyberpope has sent two other groups of agents. The adventurers meet one group just before they enter the realm of the Nile Empire. The cyberpriests attempt to capture the adventurers believing them to be in the pay of Dr. Mobius. They hope to interrogate them for information on the realm beyond the storms. From this encounter, the adventurers discover that the Cyberpapacy is not working in conjunction with the New Nile. In fact, any interrogated cyberpriests are quite clear about how much they disdain the heathen Dr. Mobius.

Crossing into the Nile Empire, characters come under the influence of its axioms (see *The Nile Empire Sourcebook*). Making their way into the mountains of Lebanon, they become aware that agents of Dr. Mobius are also head-

ing for the monastery. The adventurers find themselves caught between the Papal agents ahead of them and the Egyptian agents behind. Eventually they approach the monastery where the papal agents are speaking to the abbot. Depending on what the adventurers do now, they can either hide and wait for the Egyptians to enter the monastery, or attempt to get there first. They may also be captured by the Coptic Christian monks who run the monastery.

Act Three: The Monastery

The monastery holds a piece of the true cross which is an eternity shard. The monks of the monastery oppose Dr. Mobius and want the true cross taken into safe keeping. The Papal agents take it and flee just before Dr. Mobius' agents blast their way into the monastery. Any adventurers held captive now have a chance to be convince the monks that they too oppose Dr. Mobius. If successful, they are released and asked to help defend the monastery. If not captured, they can offer their services to the besieged monks, or even attempt to aid them from outside.

According to the gamemaster's desires, the monastery could be defended successfully or fall, forcing the adventurers to flee with the monks. In either case the adventurers discover that the Papal agents have fled with the true cross.

Act Four: Back to France

The adventurers have to evade Dr. Mobius' forces and catch the Papal

agents before they return to France. Outside the Nile Empire, Dr. Mobius' agents continue the chase. With effort, the adventurers catch up with the Papal agents and take possession of the true cross. They then have to avoid the clutches of Dr. Mobius.

All being well, the adventurers make it back into the Cyberpapacy using the true cross to force a passage through the reality storms. With the true cross in their possession, they can use it to battle the Cyberpope. Unfortunately, Dr. Mobius is not one to give up so easily. He sends agents into the Cyberpapacy looking for the true cross.

The True Cross

The powers of the true cross are given below.

Cosm: Core Earth

Possibilities: Many hundreds

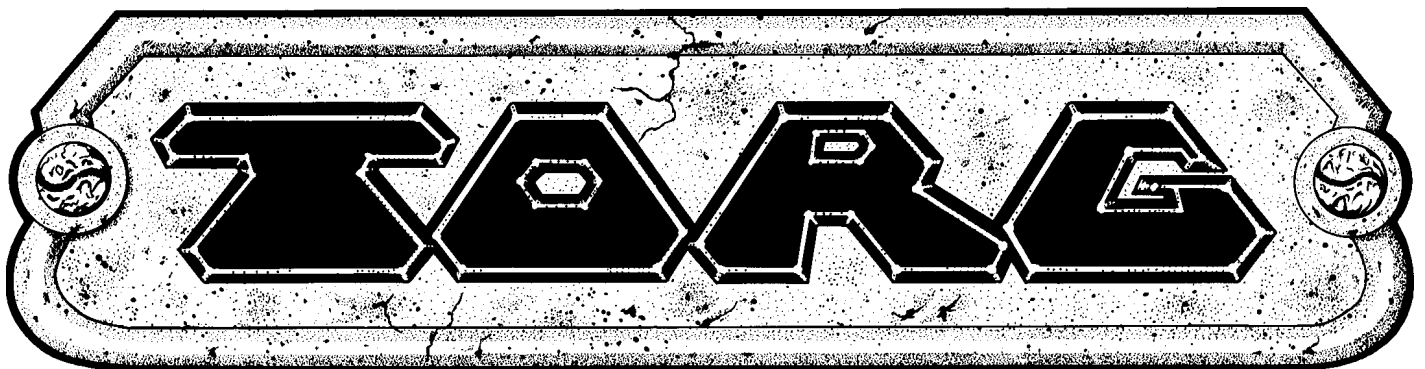
Tapping Difficulty: 15

Purpose: To remind the world that Jesus died to redeem our sins.

Group Power: Send

Restrictions: The true cross's Possibilities may be used to augment any *Spirit* skill or miracle. It may also be used to augment the use of the *medicine*, *first aid* and *psychology* skills. It may not be used for other types of skills.

It may also be used to spend Possibilities to offset those lost by characters passing through a reality storm (but not for a character who is part of an invoked storm). This effect extends for a radius of 3 meters. Any character touching the cross will know that it possesses this power.





Dispatches and Rumors

Dispatches

1

Following the defeat of Wu Han, the mysterious Deathhawk became the de facto leader of Cairo. Declaring the city free from the tyranny of Mobius and the criminal gangs, he ordered the building of barricades and the entrenchment of his forces in an effort to turn Cairo into a huge fortress.

Once apparently safe from attack, Deathhawk announced that all of those citizens of the Empire who wished to oppose Mobius would be welcomed in Cairo. Filled with hope by the costumed vigilante's triumph there, mystery men, Storm Knights, and common people flocked to the city seeking to join his rebellion.

The "Freedom Squad" was organized, an elite army of Knights, heroes, and non-transformed citizens armed and trained by Deathhawk himself. Once this was done, Dr. Mobius (alias "Deathhawk") put the final phase of his plan into operation. He ordered the artificial sun to be activated in two days, at precisely dawn. "Deathhawk" then called on all "Freedom Squad" members to gather at the pyramid of Giza.

"There, I shall reveal the secret of my powers, the ancient forces that live within the pyramid of Earth," he promised. "With each of us imbibing this power, Mobius' defeat is certain!"

But the Storm Knights learn that there is more to Deathhawk's rally than there at first appears. Investigation reveals that the artificial sun is being charged, meaning that Deathhawk's whole crusade may have been nothing more than the setting of a trap for those opposed to Mobius.

At the pyramid of Giza, Deathhawk steps to the great platform as if to give a speech to the assembled throng. Then, saying "All too easy," he engages his teleportation belt and disappears, reappearing at his artificial sun. He plans to activate the death ray, levelling Cairo and destroying his foes at the same time.

Critical Event: The Storm Knights must prevent Dr. Mobius' sinister plot from succeeding, either by convincing the crowd to disperse before the twin-sunrise over Giza brings searing death, or by sabotaging the fire controls of the solar ray. If they are able to prevent the ray from being fired, they have earned a *Good* result (a 6 or above). If they are able to save the "Freedom Squad" from extinction, but much of Cairo is damaged by the blast, they have earned an *Average* result (3-5). If they are unable to frustrate the High Lord's plan in any way, they cannot get an adventure result higher than 2.

2

In the wake of the chaos in Borneo, the Storm Knights boarded a small boat and set sail in pursuit of K. and/or the raiders (depending on the outcome of Issue 4's dispatch). Suddenly, great waves began to rise, swamping their boat and beaching them on the shores of the island of Bangka. Farther down the coast, they can see the raiders' boat, abandoned and apparently undamaged by the storm. As they turn, they are shocked to see a volcano rising out of the ocean depths.

The volcano was growing at a tremendous rate — soon it was the size of a large island, and still it grew. Bangka was being buried in soot and ash, and the Knights realize that a full-scale eruption of so huge a volcano would blacken the skies and plunge a large area of the world into darkness.

The terrified natives of the island tell the Knights of strange activity taking place around the temple of Ninjoku, the god of the volcano. The temple is located deep in the jungle, and it is there the Knights must go if they wish to stop the eruption.

When they reach the temple, the Knights discover that Thratchen's forces (joined by whatever villains survived Issue 4) have taken over the holy place. Bangka has acquired a reputation as a haven for Storm Knights within Orrorsh, and Thratchen is having captured Storm Knights killed and their possibility energy drained in an attempt to bribe Ninjoku into destroying the island.

Ninjoku (volcano god)

DEXTERITY 20

Melee weapons 21

STRENGTH 25

TOUGHNESS 25

PERCEPTION 8

Trick 10

MIND 8

Conjuration magic 15, test 10, willpower 10

CHARISMA 9

Charm 11, persuasion 11, taunt 10

SPIRIT 9

Intimidation 15, reality 11

Possibilities: 7 per Storm Knight

Arcane Knowledge: fire 12

Spells: conjured fireball

Equipment: fire sword (enchanted), damage value STR+6/31

Goals: To receive the worship he feels he is due

Critical Event: The Knights' only hope of survival is to prevent Thratchen's forces from winning Ninjoku over to their side. The technodemon's minions will invoke the god just as the Knights attack, and it will be up to the heroes to persuade Ninjoku to stay his wrath. If the Storm Knights can persuade the volcano god of the

evil of Thratchen's followers, he may vent his fury on the Orrorshan raiders, and the Knights will earn a *Good* result (6 or above). If they can convince Ninjoku to return to his slumber and not destroy Bangka, they will earn an *Average* result (3–5). If they are unable to prevent Ninjoku from unleashing a full-scale eruption, they will have to attempt an escape from Bangka, and cannot get an adventure result higher than 2.

3

While simultaneously plotting the destruction of the Taihachi Conglomerate, Nippon corporate ninja began planting stelae in the Do-Lung controlled area of Hong Kong. The operation is handled with extreme subtlety and care, with the stelae resembling Bank of Hong Kong Automatic Teller Machines (ATMs), already a common sight around the city.

Do-Lung also increased its pressure on the government of Hong Kong, bribing and subverting various officials until it controlled numerous policy-makers and financial regulators. Through these manipulations, Do-Lung is able to get severe penalties imposed on Taihachi, doing further damage to that opposition group.

As Taihachi began to fall apart, Do-Lung purchased many of their holdings. The face of Hong Kong began to change radically, and the resemblance to Nippon Tech Japan is obvious to the Storm Knights. Slowly, the social structure of the city begins to collapse, as the gap between the upper and middle classes and the poor widens.

All that is left to happen is for the maelstrom bridge to drop from Marketplace into a previously-prepared Do-Lung skyscraper in Hong Kong, which is guarded by Marketplace Security agents. Once this is accomplished, 3327 will have another foothold in China and will be that much closer to claiming the title of Torg.

Marketplace Security Agents

DEXTERITY 9

Dodge 10, fire combat 11, maneuver 10, melee weapons 10, stealth 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, tracking 10, trick 9

MIND 8

Test 9

CHARISMA 8

Charm 10, persuasion 9

SPIRIT 7

Intimidation 9

Possibility Potential: some (55)

Equipment: Sansu 11mm SMG (damage value 17, ammo 10, range 3-15/35/100)

Critical Event: The Storm Knights must prevent the dropping of the bridge by destroying one or more of the Nippon stelae. If they are able to accomplish this, they earn a *Good* result (6 or above). If the bridge is dropped, but the Knights made an all-out effort to try and stop it, thus creating a story seed, they earn an *Average* result (3–5). If the Knights fail to prevent the bridge from dropping and do not accomplish any stirring feats within Hong Kong, they cannot get an adventure result higher than 2.

4

The Aysle realm has recently been the site of a number of strange events. Both Uthorion and Ardinay's forces have been plagued by warriors who are seized by sudden fits of madness and decimate their fellows. The attacks seem to occur roughly once every two weeks, and those afflicted have to be killed to prevent them from shedding the blood of those around them.

Both sides have employed wizards to investigate the matter, and though they claim to have detected sorcerous influences on the victims, the signs are unlike any they have seen before. Fragments of the victim's auras seem to suggest Ayslish conjuration magic spells, but other aspects bear no resemblance to known sorcery whatsoever. Physicians who have examined the victims have stated that each was bitten by some sort of small creature prior to their attacks, prompting fears that there may be some new creature on the loose in the realm.

There is, indeed, but it is unlike anything seen in Aysle before, because it is not from that realm. Rather, the cause of all this pain and death is a product of the Nile Empire, the

dreaded Scorpion of Set. The venom of these creatures has been transformed by sorcery and alchemy into a powerful hypnotic potion. Once injected with it through the insect's sting, the victim must obey the command programmed into the scorpion. Although it is normally impossible to force someone to commit an action abhorrent to him through hypnosis, the venom in the scorpions imported to Aysle plants the suggestion that one is surrounded by enemies. To a trained warrior, the course of action under those circumstances is clear.

Mobius authorized the sending of the scorpions to Aysle as a way to keep that realm off balance and prevent interference by either High Lord in his affairs. If successful, Mobius will use the scorpions against 3327 and Malraux as a means of destabilizing their realms.

Scorpion of Set

DEXTERITY 6

Unarmed combat 11

STRENGTH 2

TOUGHNESS 3

PERCEPTION 8

Trick (20)

MIND 1

Test (20)

CHARISMA 2

Taunt (20)

SPIRIT 2

Intimidate (14)

Possibility Potential: none

Inclination: evil

Natural Tools: Stinger (damage value 10); venom (*hypnosis* 18 — see pages 66–67 of the Nile Sourcebook)

Note: scorpion dies immediately after stinging victim

Critical Event: The Knights must prevent this insect-carried plague of madness from sweeping across Aysle, lest it later be used as a weapon against Storm Knights throughout the Nile Empire. If they can end the threat of the scorpions and expose Mobius' role in the situation, they earn a *Good* adventure result (6 or above). If they can end the danger to Aysle, but are unable to prove that the Nile Empire was behind it, they receive an *Average* adventure result (3–5). If they cannot deal with the situation and Mobius determines the project was a success,

they cannot get an adventure result greater than 2.

Rumors

1

There are reports that a series of fires have been set in Central Park, destroying a number of third-planting gopog that had not yet been harvested. This has, naturally, enraged the edeinos who watch over the gopog fields, and they have sent out first-planting gopog on a number of retaliatory forays against the police who guard the New York Metropolitan Protectorate.

This situation has Mayor Bradshaw extremely concerned. Up until now, the Protectorate was holding its own against the threat of the edeinos, with Baruk Kaah having shifted much of his attention to the Midwest and California. These unsanctioned attacks on the gopog fields — which are unlikely to be much more than an annoyance to an occupying army as large as the Saar's — threatens to shatter this uneasy peace and provoke a renewal of hostilities the Protectorate will not be able to handle.

Bradshaw suspects that a splinter group of the street gang known as the Links may have somehow infiltrated the park, and are using the fires to mark their turf. It is impossible that this group was driven into the park by the incessant gang warfare that has raged in New York since the invasion, and they may regard the edeinos as just one more gang to be driven out.

Leader of this faction is a young man who goes by the name of ROM-7. He was a member of the Links prior to the invasion, and has a particular fascination for computers. Until recently, he lived in the gang's electronics store headquarters, but may have split with the other members over his desire for more aggressive action against the edeinos.

ROM-7

DEXTERITY 10

Dodge 11, maneuver 11, melee weapons 13, unarmed combat 11

STRENGTH 10

TOUGHNESS 9

PERCEPTION 9

Find 10, tracking 10, trick 10

MIND 10

Survival 11, test 11

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 7

Equipment: hunting knife (damage value STR+4/14); fencing rapier (damage value STR+5/15); .44 S&W Magnum (damage value 17, ammo 6, range 3-10/15/40)

2

It has reportedly been a difficult few weeks for Storm Knights operating in and around Memphis. Four separate operations directed against the forces of Dr. Mobius have ended in abject failure, with the Knights walking into ambushes and barely escaping with their lives. It seems as though the Nile shocktroopers must be receiving tips about the Knights' plans, and since no outsiders were involved in the projects, that means one of the Knights is a traitor.

This belief, and the inability to identify which one has gone over to the High Lord's side, has effectively shut down the activities of the Storm Knights in the city. What they do not realize is that they are only half right — there is a traitor among them, but he is not, strictly speaking, a Storm Knight. One of the Knights, Tarim Abahassan, was recently murdered and his body dumped in the Nile. His place in the cell was taken by a Nile agent known only as "Mercurius," whose record of success derives from the fact that he possesses a "chameleon belt." The belt, a "weird science device," allows him to alter his appearance instantaneously and makes him a master of disguise.

By assuming the form of Abahassan, Mercurius has been able to sit in on Storm Knight meetings and then inform the shocktrooper garrison of all their plans. He feels confident that his disguise cannot be penetrated, and is planning to lure the Knights into one more trap that will leave them in the hands of Mobius.

If there is to be any effective oppo-

sition to Mobius in Memphis at any time in the future, the activities of Mercurius must be exposed. One way to handle this would be to feed the agent false information that will result in the defeat of the shocktroopers. Then, even if Mercurius escapes the Knights, his usefulness to Mobius will be at an end.

Mercurius

DEXTERITY 10

Dodge 11, fire combat 11, lock picking 11, maneuver 11, stealth 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Find 11, scholar (espionage techniques) 11, trick 11

MIND 10

Test 11

CHARISMA 10

Charm 11, persuasion 13, taunt 11

SPIRIT 8

Intimidation 9, reality 9

Possibilities: 10

Inclination: evil

Equipment: chameleon belt (can change appearance of user and allow him to mimic voice. User's basic height, weight, build and sex maintained. User can change appearance at any time. Chameleon belt has an adventure cost of 5, and an action value of CHA+5. This serves as the difficulty number of the Perception check needed to penetrate the disguise); 9mm Luger (damage value 15, ammo 8, range 3-10/25/40)

3

There are unsubstantiated rumors that a giant vampyre is stalking Scotland, and may have been responsible for more than a score of deaths in the past month. This creature may have been an Ayslish giant who was transformed by Orrorshan axioms when Uthorion invaded the Aysle cosm 500 years ago.

The creature does not seem to have any loyalty to either side in the Ayslish conflict, as it is said that Dark and Light servant alike have been slain by it. Lady Ardinay dispatched Home Guardsmen to Glasgow to investigate, but none ever returned.

Whether or not the legends of a vampyre giant are true or not, it can-

not be denied that a plague of vampyrism has begun in Scotland and poses a definite menace to the populace. Whatever the agent responsible for this dire situation, it must be found and destroyed.

4

Sources in Tokyo report that the Yakuza is beginning a crackdown on those street gangs which are still refusing to follow the lead of the organized crime families.

What makes the situation unusual is that the gangsters have been backed up by huge samurai who seem almost incapable of feeling pain. They are heavily armed, but their identities are hidden by the full armor they wear. They have gained a reputation as relentless, unstoppable foes, and the terror they strike in their opponents has gone a long way toward ending the gang rebellions.

Rauru Block operatives, feeling that these samurai represent a possible future threat to their employers, mounted an investigation, trailing the samurai back to a hydroponics plant outside of Tokyo. They were detected before they could penetrate the building and were killed.

Whether these samurai are simply some sort of enhanced Yakuza assassins or something other is unknown at this time. But it seems imperative that this mystery be solved so that an adequate defense can be devised against them.

5

Recently, a charismatic clergyman has been traveling the south of France preaching a variation of the Luddite message ("all machines are evil"). While LeRoux's theme is not quite so extreme, he does warn about the dangers of allowing machines to dominate man. He is particularly harsh on the subject of the GodNet, saying that cyber technology is an invention of Man, not God, and to claim that one can "jack into" Paradise is blasphemous and insane.

Despite the Inquisition's desire to make an example out of LeRoux, Cyberpope Malraux made it known that to pursue every crank in the realm

would waste time and manpower. However, as LeRoux's preachings became more strident, Malraux has lost patience with the situation and ordered him brought in for punishment.

This is where the story became bizarre. All attempts to capture the cleric met with frustrations—as cyberpriests would close in, LeRoux would produce some miraculous effect (a bolt of lightning, a sudden fog, even the very earth rising up to protect him) and make his escape. To the people following LeRoux, it seemed as though the cleric truly possessed divine powers.

But Malraux knew better. The man was obviously an Ayslsh sorcerer, sent to create disorder in his realm. But sent by whom? Was Ardinay mounting an offensive against the Cyberpapacy, or had his old ally, Uthorion, betrayed him? The answers to those questions remain to be discovered.

LeRoux

DEXTERITY 9

Dodge 10, maneuver 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Alteration magic 13, find 11, trick 11

MIND 10

Apportation magic 11, test 11

CHARISMA 10

Charm 11, persuasion 12, taunt 11

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 7

Arcane Knowledges: inanimate forces 5, earth 4, water 4

Spells: lightning, earth shield, fog

6

Along with the laborers and soldiers, a number of Victorian scientists traveled to the Orrorsh realm following the outbreak of the Possibility Wars. Among these was Dr. Paul Stabert, a well-known researcher with an interest in the physiology of the Others, the octopus-like beings favored by the Gaunt Man.

It is rumored that Stabert had the "good" fortune to come upon a wounded Other whose Caretaker had abandoned it, and he extracted a

sample of the whitish fluid that serves the creature as blood. Stabert mixed this fluid with a number of other chemicals, and then tested the concoction upon himself. The result was to turn him into a monstrous hybrid of Other and human, a powerful, inarticulate creature with the intellect of a scientist.

Unfortunately, the process of transformation drove Stabert insane, and he now stalks the realm, seeking a means of returning to human form. If these rumors are true, extreme caution should be used if he is encountered.

Stabert (as creature)

DEXTERITY 10

Unarmed combat 16

STRENGTH 20

TOUGHNESS 17

PERCEPTION 10

Evidence analysis 11, find 11, scholar (chemistry) 11, scholar (anatomy) 11, trick (15)

MIND 10

Medicine 11, science 11, test 12

CHARISMA 8

Charm (15), persuasion (20), taunt (20)

SPIRIT 8

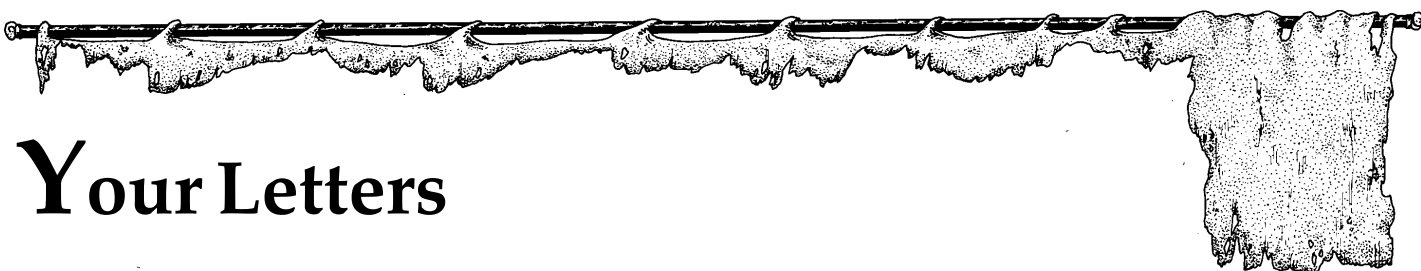
Intimidation (25), reality 9

Possibilities: 3

Natural Tools: tentacles, damage value 20

Note: ignore multi-action penalty when attacking up to four opponents. If attacking five, penalty is 2; if attacking six, penalty is 3, etc.





Your Letters

L

etters and herald messages continue to pour into our offices. Subjects this month range from basic realm info to the complexities of the rules system. So let's not waste time, but plunge right into this month's pile.

How does Nippon Tech remain a secret? Wouldn't the presence of reality storms clue people into the existence of another cosm?

— Jeff Campbell
Corvallis, OR

The problem of reality storms was one the Kanawa Corporation had to wrestle with early in their invasion. The solution was found in the Cyberpapacy, where Cyberpope Jean Malraux discovered a way to "turn up" his stelae and increase the intensity of the reality storms around his realm. Nippon adapted this process to suit their needs and turned down their stelae, decreasing the violence of their storms. Naturally, the disturbed weather is still noticeable, but the Kanawa-controlled media have spread the word that the storms are the result of the proximity of Orrorsh and the remnants of Tharkold's abortive attempt to invade the Soviet Union.

How successful Nippon has been at remaining a secret is a question open to debate. It may be that some other countries, like the U.S., suspect that a High Lord is running Japan, but are willing to deal with him while foes like Baruk Kaah remain the greater threat.

How are skill adds done for a shape-changer?

— Tony Perkins
Moscow, ID

A shape-shifter must be from Orrorsh, and *shape-shifting* must be his

tag skill. A shape-shifter's total attributes must be the same in all forms, though they may be distributed differently. The *Spirit* attribute has to retain the same total.

The shifter has two completely different sets of skills, and a player has 16 skill points to assign to each form (with 3 going to *shape-shifting*). The human is confined to those skills appropriate to his template type, and the animal to those appropriate to him. On a shape-shifter's template, all skill numbers are divided by a slash, with the human value on the left and the animal form on the right. Some skills, like *fire combat*, could be used by the human but not by the animal.

The skill value will be dependent upon the form the shape-shifter is in. For example, a human with one add in *dodge* and *Dexterity* of 8 would have a skill value of 9; in his wolf form, he may still have one add in *dodge*, but his *Dexterity* is now 10, so his skill value is 11.

For an example of a shape-shifter's template, see the Werewolf on page 79 of the *Torg Worldbook*.

Reality storms. Could we have a few more examples of what happens? How does a storm "attack"? If a storm's Strength attacks the Mind attribute, is the damage mental or physical? Also, when (if ever) will rules for building time machines, dealing with temporal paradoxes, etc. appear?

— Steve Crow
North Liberty, IA

The essence of a reality storm is its unpredictability. Effects of such a disturbance can range from a change in the language of a target area, animation of inanimate objects, variations in gravity, etc.

When a storm is invoked by one character against another, the com-

mon result is the stripping of possibilities from one or both. Use the "Storm Results Table" on page 40 of the *Torg Rulebook* to determine the results of such combat.

If a storm were to attack the *Mind* of a target character, the damage would be mental. However, a storm is just as likely to make a raw *Strength* attack in which the damage would be physical. The decision regarding the type of storm and the type of damage being done in any given instance is left to the discretion of the gamemaster and the needs of his campaign.

There are no plans to print time travel rules in the foreseeable future.

What happens to someone with cyberware when he disconnects from his realm?

— Sandy Addison
Burnaby, Canada

A character with cyberwear who disconnects in a realm with a lower Tech axiom than his own would see his cyberwear cease to function.

Fantastic game! Best modules and gamemaster aids I have seen in 10 years of gaming! Are you folks looking for freelance module writers?

— J.P. Seabury
Nashua, NH

West End is always interested in looking at proposals from prospective freelancers. The operative word is "proposal" — we need an outline of what you would like to do before we can decide whether we would be interested in publishing it, so be sure to send one. Anyone interested in doing a freelance project for us should be certain they are familiar with the relevant game system, and proposals should be typed, if possible (to save wear and tear on the weary eyes of editors ...)

Herald Messages

Cryogenics labs springing up in Paris Liberte and other cities of Free France. Being used to save the bodies of those sent to the GodNet's Hell for possible future restoration. Declared "Houses of Satan" by Jean Malraux, although rumors say Inquisition has "frozen" a few heretics as well ...

— Michael Levay
Roscommon, MI

The Pacific Northwest has been freed, with considerable help from Hantu Limited. Only two stelae were removed, so Core Earth forces are preparing for a counterattack by Baruk Kaah. Kanawa is silent ... Baruk Kaah is furious ... Core Earthers are elated and nervous.

— Scott Shafer
Delaware, OH

Beware the Renslayers from Tharkold. They are scouting out our cosm for a second invasion attempt.

— John Christopher
Gloucester, NJ

If you've done a thousand impossible things today, come drink your coffee at the Realm Runner Cafe. Located in downtown New Orleans, this is where the elite meet after handing a High Lord defeat. Dining, dancing and drinks. Rated "four stars."

— Jeff Campbell
Corvallis, OR

This is KISA leader to all surviving Storm Riders, wherever you are ...

We have discovered an unusual feature of the "gate" power — it can be used not only to cross easily between two points in space, it can be used to cross two points in time! The greater the time, the more difficult it is to sustain the gate.

— J.P. Seabury
Nashua, NH

Miracle in the underside of New York. Catherine has been resurrected! Father says they are all doing well.

— Susan & Lee Manges,
Allentown, PA

"Day" now lasting six months in the tropics. The "Wanderers" have deployed a huge screen which moderates dayside temperatures. Nightside weather is very curious ...

Delphi confirms "Wanderers" are possibility-rated. What are their goals? Their war vs. Malraux aside, how far can we trust them?

— John Day
Lincoln, NE

On a supply run to Philly, we stumbled upon an 8 year-old girl by the name of Emily Starlight. She claims to come from a cosm named Avalon. Her cosm appears to have axioms of: Magic—0, Social—26, Spiritual—29, Tech—24. More details to follow.

— J. Higginbotham
Litchfield Park, AZ

Cyberpapal Space Center rocked by massive explosion. Death toll may reach 100,000. Lack of lingering radiation rules out nukes. Inquisition implicates Kanawa agents.

Day/night periods now seen stable at three months each. Earthquake activity in Central America subsiding.

Little news from Indonesia.

— John Day
Lincoln, NE

It has been revealed that the Apollo space missions may have found a large black object on the moon. Even as this message is being sent, Nippon Tech, Nile Empire, Cyberpapal and Core Earth interests are racing to acquire this, a possible Darkness Device.

— Jeff Campbell,
Corvallis, OR

Be on the lookout for Balyana Dalla, an ex-governess under Janya Paterski. She is now of good inclination because she lost a reality storm, so she may be headed for her new home cosm, the Cyberpapacy. Her knowledge could prove invaluable. She is blonde, somewhat strong, and skill in interrogation.

— Brian Reeves
Spokane, WA

Mobius has a pet German scientist who is working on a cybertech/weird science combo. We blew his lab but he and his robotic guerilla escaped. We think he has a second lab in Khartoum.

— Sean Holland
Oregon City, OR

After much hardship, we have obtained the Possibility Chalice from the dark mage. A chance encounter with a Jungle Lord is leading us toward the Nile Empire and Mobius. Much to our dismay, our seaplane has been afflicted with grem-lins.

— Wade A. Warren
Lakeland, FL

Attention! The hunt for Col. Robert Masters is on. Last seen boarding passenger liner in Alexandria bound for Greece. He's armed and dangerous. Operatives please report sightings directly to Delphi Council.

— Kyle Lucke
Grand Forks, ND

California is linked by gate to Orrorsh! Stormers in CA State Police report finding the bodies of a biker gang mixed with those of horses and Victorian cavalymen armed with swords, lances, and revolvers.

— Gregory Detwiler
Williamsburg, PA

In attempting to destroy Detroit's City Hall once again, the Jakatt Mike Liverpool was captured by Storm Knights in the employ of the Delphi Council. He is currently awaiting trial in a maximum-security cell in Detroit. He is guarded round-the-clock by four Storm Knights.

— Andrew Woodard
New York, NY

Good luck, Storm Knights, everywhere!

— Michael Gochoco
Warsaw, NY

INFINIVERSE™

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If it's cold outside it means it's winter... or that the stillworld stopped in a different place than expected.

Product Update

The GodNet sourcebook, 96 pages, is in the warehouse and should be shipping when you read this.

The Cyberpapacy sourcebook is receiving the finishing touches in the art department. A February release is now True (18).

The *Nippon Tech* sourcebook is still in playtesting. The initial results indicate the book will require only the normal number of fixes. Its May release is True (15).

The *Orrorsh* sourcebook has been reviewed as a first draft, and has been returned to Chris Kubasik for revisions for the final draft.

Pixaud's Practical Grimoire, a 64-page book brimming with spells, strange comments, is in mild jeopardy. One freelancer has failed, one is late, and its editorial time has been reduced

due to other emergencies. Schedule juggling and late nights are going to be necessary to save this one for an April release, which is now True (12).

Full Moon Draw has been moved up in the schedule to March. Yes, it is being released early; True (21). Heroic editing and additional midnight-hour freelance effort by Lou Prospero brought this book in early, giving us time to work on *The High Lord of Earth*.

The High Lord of Earth has been moved in-house. Complete with ancient mysteries, Malcolm Kane, a Darkness Device with a difference, and of course the opportunity to become a High Lord, this adventure is scheduled for an April release. True (15).

The *Kanawa Weapons Catalogue* has been reviewed and returned to Nigel Findlay for a final draft. It looks on schedule so far. True (17).

The Ghost in the Machine, a 64-page adventure, is scheduled for a June release. True (13).





Rumors and News

First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the . For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

Rumor Report

First Indication: Issue #5

1. Dwarves captured and impressed by Mobius in order to use their engineering prowess. True (19).

2. Edeinos imprisoned in Biosphere II in Arizona a part of experiment to determine the nature of Living Land mist. True (16).

3. Cyberpapal infiltration of Milan in order to prep the city for a stela. True (18).

4. Strange circular designs, "black rings" appear in Aysle, which are not caused by magic. True (13).

5. Covert conflict between Nippon and the Cyberpapacy is heating up, with Cyberpapal agents manipulating the Nikkei, and Nippon opening manufacturing plants in France. True (19).

6. Enemies of Mobius causing Amon statue to kill shocktroopers in order to secure revitalizing secrets of Amet-Hu. True (16).

7. Tarot-trademark vampire hunter staking a claim in Orrorsh. True (20).

8. Disappearances in "the Devil's Triangle" have prompted Kanawa investigation. True (15).

Continuing Report: Issue #4

1. Kanawa freighter *Chilan* is carrying a cargo of reality bombs. False (13), a reversal from last issue.

2. A Magna Veritan named Viliers, perhaps in possession of valuable information, has been captured by the Inquisition. True (18).

3. Ndatos appear, creatures whose faces resemble the passengers and crew of the *Joyita*, which disappeared October, 1955. Increases to True (16)

4. Dangerous inhabitant of unknown origin has taken up residence in Neuschwanstein castle. Decreases to True (13).

5. Geneticist experimenting with Living Land creatures, possibly producing beasts useful to Core Earth, but most likely producing uncontrollable monsters. False (17).

6. The Icarus Club is a sophisticated cover for criminal activities in the Nile Empire. True (17).

The Wrap Up: Issue #3

1. Modern-day incarnation of the Knights Templar at Carnac. Increases to True (26).

2. Rama Gatrun has gained possession of the only complete copy of the Book of the Dead. An increase to True (19).

3. Stone Lions in Shizuoka, Japan, resembling the karashisi of Buddhist temples. True (17).

4. Volcanic eruptions in southern California caused by a Keta Kalles miracle. More false, now False (18).

5. Nippon agents planning a raid on the Potala, the famed golden palace in Lhasa, Tibet; rumored to hold one or more eternity shards. True (19).

6. Viking berserkers attacking Denmark in the vicinity of Arhus. Finishes up at True (26).

7. Demon guardians of hell from Hindu mythology, rakshasa, spotted in the Celebes. Increases to True (20).

8. Nile agents searching the New York Metropolitan Museum of Art, against the wishes of Baruk Kaah. True (13).

Torg Rolls Along

Malibu Graphics, which is the parent company of several independent comics labels including Aircel, Adventure and Eternity, is signing the contracts for a *Torg* comic book even as this is being written. No release date has been announced. Their full-color *Paranoia* comic book is scheduled for release this Spring. We are pretty darn psyched.

Infiniverse eight should have our next realm update. We held off for this issue because...well, because the results of the past few months have been quite convoluted, and the Possibility Wars are taking an interesting turn. In general, the High Lords are still gaining ground, although stiff resistance by Storm Knights and the belief that the Gaunt Man really might not be around to enforce cooperation is beginning to tell. We will know for sure next issue, but it looks as though Kanawa has made the first land grab from another High Lord. It's stuff like this that makes our job interesting.



Safety Warning

by Gregory W. Detwiler & Co.



ur first subscriber submission is a bit unusual.

The following was taken from the account of Fred Atchinson, a realm-runner operating out of Philadelphia.

It was a pretty tragic Christmas at the late community of Anytown, Pennsylvania. The place was a regular stop of mine, and pretty damn profitable too. Anytown was a Core Earth hardpoint, so they could use anything folks in the real world could use. Anyhow, I was resting up there for the run back to Philly during the Christmas holiday. When I woke up on Christmas, I found we'd gotten about four inches of snow. Pretty weird, getting all that snow while being surrounded by a tropical rain forest. The kids were thrilled, and went right out and built a snowman. That's when it happened.

The kids had just finished their snowman...coal eyes, carrot nose, all that stuff...and were looking for a hat to complete the costume. One of them began to jabber about the hat in a case at the local historical society. That silk hat would make the perfect touch. They began to badger their parents for the hat. They unleashed the kids on the society curator. Excited cries erupted when the curator (and local barber) agreed.

The hat *was* perfect, looking as if it had just been made. Well, when the kids put it on the snowman, the damned thing actually came to life! Really, the thing just stood up on new-formed legs and started dancing around.

All of us adults were stunned, but the kids just took it in fun, dancing around and arguing good-naturedly over what to call it. They never did make up their minds, though they

tossed around the names "Snowy," "Icy," and "Rex" (?).

That old silk hat they found must have had some magic in it. Unfortunately we didn't find out until just then that it also had possibility energy, and in fact was the eternity shard that made Anytown a Core Earth hardpoint. Just a few minutes after the snowman started dancing, WHAM! The storm front hit us, and the next thing we knew, I was the only person in town that could make guns or machinery work. The local tribe of scales noticed right away and charged in, some thundering in on udatoks, others urging larkodus into a frenzy. They killed everyone in the town but me. I'll give him credit, the snowman did try to distract the scales from the kids, daring them to catch him if they could. They just ignored him, and with good reason. Magic hat or no magic hat, he melted in less than half an hour in that Living Land humidity. Now I've lost a good stop, America's lost a resistance community, and everyone in Anytown is lying in the gospog fields, doing their bit for Baruk Kaah.

The one good thing is that the scales didn't recognize the hat as an eternity shard. When the killing had ended and the scales left town, I grabbed it and drove hell-for-leather out of there, and finally got back to Philly.

The folks at Anytown didn't realize what they'd had until they lost it. Next time you're in central PA, look for a group of first generation gospog with hunting rifles and shotguns around where Anytown used to be. The whole town of Anytown died so I could learn this information and pass it on to you. Now I going to do it. The stakes are too high for anyone to ignore this warning: Folks, this your hardpoint. This is

your hardpoint on a snowman. Any questions?

Larkodus

A larkodus is an enormous sabre-toothed bear, growing to a length of up to ten meters. It is more lightly built in proportion to its size than other bears, being a slender, long-limbed beast capable of short but swift dashes in pursuit of its prey. Unlike most bears, it relies on its keen vision in the hunt (even in the Deep Mist) as much as upon its excellent sense of smell. It is native to the cooler portions of Takta Ker, and frequently leaves the boundaries of the Living Land to hunt prey in the cooler Core Earth regions surrounding it. Larkodus (the word serves both as singular and plural) have been fought with guns, fire, and magic thus far, and to date have proven absolutely fearless. They fight with both their sabre teeth and their two fore-paws.

Larkodus

DEXTERITY 13

Dodge 14, maneuver 14, running 16, stealth 15, swimming 13, unarmed combat 14

STRENGTH 19

TOUGHNESS 18

PERCEPTION 7

Find 13, tracking 13, trick (10),

MIND 8

Test (16), willpower 11

CHARISMA 6

Taunt (10)

SPIRIT 7

Intimidation 9 (16)

Possibility Potential: none

Natural Tools: running speed 10 (11 for one round), sabre teeth (STR+4; damage value 23), claws (STR+3; damage value 22)



Dwarf Merchant

Player Name: _____

Character Name	Home Cosm		Aysle		Possibilities	
Age	Wound Level	Shock Damage	Magic	Social	10	
Height	Wound		18	18		
Weight	Hvy Wound		Spiritual	Tech		
	Mortal Dead		16	15		
			K	O		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Evidence Analysis		PER	
Find		PER	
Language		PER	
Scholar (business)		PER	
Trick		PER	
Test		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion	3	CHA	14
Taunt		CHA	
Intimidation		SPI	

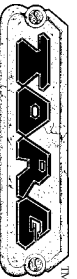
Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
Battle-ax +5	14	8			
Wheellock dag	13	15	3-5	10	25

Bonus Chart

Die	1	2	3	4	5	6	7	8	9	10	11	12	13	21	26	31	36	41	46								
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	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						



Attributes	Approved Actions	
Dexterity	9	Maneuver
Strength	9	
Toughness	9	
Perception	10	Trick
Mind	10	Test
Charisma	11	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		



Dwarf Merchant

Player Name: _____

Cosm: Aysle	Possibilities	
Background:	10	

Background: You made a fair living in the cosm of Aysle, selling Land Between mushrooms and moss at a profit to the Freetraders, but you longed for more lucrative pursuits. For a brief time you were in the business of selling weapons, but didn't like the unsavory characters you had to deal with.

Then the opportunity arose to travel to Earth, and you jumped at it. Here were people desperately in need of Ayslish goods to help them cope with this new reality that had supplanted theirs. But as you saw the suffering going on around you, simply making trades lost its appeal. You began taking the money you made from your business deals and funneling it to Gutterby's rebellion. You went back into the arms business, selling defective dwarven bombs and wheellock pistols to House Vareth soldiers.

One of the first things you learned in this new cosm is that a good business-person has to be able to defend herself and her goods, or expect to see them stolen. With a little training from House Bendes troops, you have become proficient at the use of the wheellock, and have discovered your jeweled battle-ax has an intimidation value almost as great as its damage value.

Personality: You are cunning and intelligent, and are not easily talked into a bad deal. You fight your war as much as with money as with melee weapons, happy to take advantage of enemies with too many trades, cash that could be put to better use freeing dwarves from Vareth clutches.

Equipment: wheellock dag (damage



value 13, range 3-5/10/25), jeweled battle-ax (damage value STR+5/14), money belt, digital watch, English-Dwarvish dictionary, beeper.

Quote: "My time is valuable, and that 'elf longsword' you're peddling is not. See how dull the blade is—that's Daleron craftsmanship; no elf came within a dragon's tail of this weapon."

Skill Notes: See the "Determining Magic by Birth" chart on page 23 of the *Aysle Sourcebook* for recording your innate magical skill and knowledge. Your tag skill is *persuasion*.



Clarifications and Errata



The Nile Empire

Anne Vétillard of Jeux Descartes prompted us to gather our Nile Empire errata, and to compile them with answers to questions not yet covered in. They are presented in page order.

Overgovernor “Sestet” (Page 17): We mean “Sesetek.”

Why doesn’t Lord Milton Avery have acrobatics, melee, or dodge skills, which are essential for the role of a swashbuckling actor? How come he does not have find, which is very useful for a thief? (page 18): This was the author’s viewpoint of Lord Milton Avery. He was a phony, a swashbuckler only on camera, with his stunt doubles doing all the dangerous and active stunts. We agree with Ray’s point of view that making Avery a phony makes him more despicable as a villain. However, he should have *find* 13.

What should Neteru’s equipment be? (Page 20): Neteru has the following equipment—Field armor (TOU+6, armor value 15), broadsword (STR+6, damage value 18), hunting bow (STR+7, damage value 19), binoculars, medallion in which is encased the decorations taken from slain Ugandan general.

Syn Mizufune’s scholar skill covers what expertise? (page 32): Syn Mizufune should have *scholar (foreign relations)*.

The typical Sister of the Serpent has no hieroglyphics skill. Isn’t this strange for a priestess of an Egyptian god? (Page 36): It is strange. The aver-

age Sister of the Serpent should have *hieroglyphics* 11.

The typical Ur Guild member has the scholar skill, but no area of expertise (page 36): They can have scholar skills in mathematics, any science or engineering.

How many Possibilities does Ka-Mutef have? (Page 45): Ka-Mutef has three Possibilities per Storm Knight.

What is the area of expertise of the typical weird scientists on page 52?: The weird scientists can have scholar skill in any one science, which we guess should have been noted as *scholar (any one science)*.

Do religions other than Egyptian have PER-based skills? That is, can a character learn Catholic, Jewish, or even Irishanti religion, gaining similar benefits? (page 64): The ability to perform religious astronomy is peculiar to the *Egyptian religion* skill. If you wanted to create skills which have the legend/lore ability, we would probably class them as an expertise of scholar. But if you want to create a separate skill for flavor, go ahead.

Do powers from the Nile Empire have associated skills? Can Electrode, a character with the Electro-Ray power, learn “Electro-Ray”, a DEX-based skill to improve his chances to hit and to perform special effects? (page 70): Nile Empire powers do not have skills associated with them. However, we got the feeling that you are asking whether or not you could create such skills for a character. Yes you can; *Torg* is in some ways a designer’s toolbox with a number of concepts which can be put together in ways you find pleasing. Our only warning is to be careful of game balance when you

add stuff. If all your players like the new stuff, send it in and we might share it with other subscribers.

In the Possibility Capacitor section (page 79) you say that installing a capacitor has a difficulty number equal to the highest system value for which the capacitor is providing possibility energy. Under constructing gizmos (page 82) you say the difficulty of connecting a Possibility Capacitor is 12. What gives? (sound of editor slipping into Mobius voice) “Oh No! They have discovered my secret sabotaging of the gizmo rules! Fortunately for me the meddlesome fools will never guess that the correct answer is, ‘Installing a Possibility Capacitor has a difficulty number equal to the highest system value for which it is providing energy. However, the minimum difficulty is 12, should the system value be less than 12.’ If they were to guess the answer, gizmo creation might no longer require a mind as powerful as my own!”

How long does it take to install or connect a single component to a gizmo being built? Eight hours? Four hours? (page 82): The base time is eight hours. The phrase “cutting the time from eight hours to four hours is analogous to trying two four-hour connections at the same time” was meant to explain why you use the One-On-Many table to find the difficulty modifier for reducing the base time. We did not mean that there was a special four-hour connection rule.

With a mathematics total of 17, you say Zafira gets two planets. But the difficulty listed for Horus is 18. How can she add Horus when her total is too small? Also, she gets a bonus modifier of +3. If she gets Isis and Horus, shouldn’t the bonus be

+5 for Horus? (Page 86): The example is correct, but the text is unclear. When configuring planets, the bonus modifier is calculated for each planet above the minimum, starting with the innermost planet. So if a spell requires two planets, and three planets are configured, only the innermost planet gives a bonus modifier; the outer two are used to satisfy the spell minimum.

Zafira is trying to configure three planets, Isis, Horus, and Nut. The base difficulty is 12, the difficulty of Nut. The DN+6 is 18, which is the **difficulty for configuring all three planets** on the One On Many table. Her total is 17, which beats the DN+4 for two planets (as given on the One On Many table), so she configures two planets, Isis and Horus. Horus is used to satisfy the spell requirement of one planet. Isis gives the +3 bonus modifier.

What is the astronomy difficulty for a spell which needs 0 planets, when the magician doesn't want to add planets? (Page 86): If a spell, such as detect magic, requires 0 planets, there is no astronomy difficulty. The magician would only configure planets if she is looking for bonus modifiers.

On planetary cycles you stated: "Divide the campaign day by the cycle of the planet; the remainder is called the position of the planet. If the posi-

tion of a planet is zero, the planet naturally configures on this day." But in the example you did a weird calculation (65-(5x11)=10). What was that all about? (page 87): A poor choice of an equation is what that was all about. In English we could have said "65 divided by 11 is five, with a remainder of 10."

Do engineering spells use astronomy to cast them? (page 91): No. But astronomical cycles are important for figuring out how many Possibilities may be stored in a pyramid, which determines how many maat matrices may be installed and how frequently they may be used.

Do the Egyptian versions of Core Earth miracles need planets, influences and ritual lengths?(page 98): These miracles are identical to the Core Earth miracles. So Egyptian priests may use *common ground*, *communicate with animal spirit*, *healing*, *ritual of hope*, *ritual of purification*, and *ward enemy* in the same way as a Core Earth cleric. Not all Egyptian miracles require astronomy, which is why we open the section with "...Egyptian priests cannot perform many of their miracles without concurrently enacting a special ritual consisting of special chants, movements and sacrifices." The word "many" was intentional, as it was originally "any."

Page 100: The *portent* miracle has a community rating of 12.

What is an availability code of B? (Page 112): A typo. The availability code of B was eliminated, or rather merged with the availability code of C. All remaining B's should become C's.

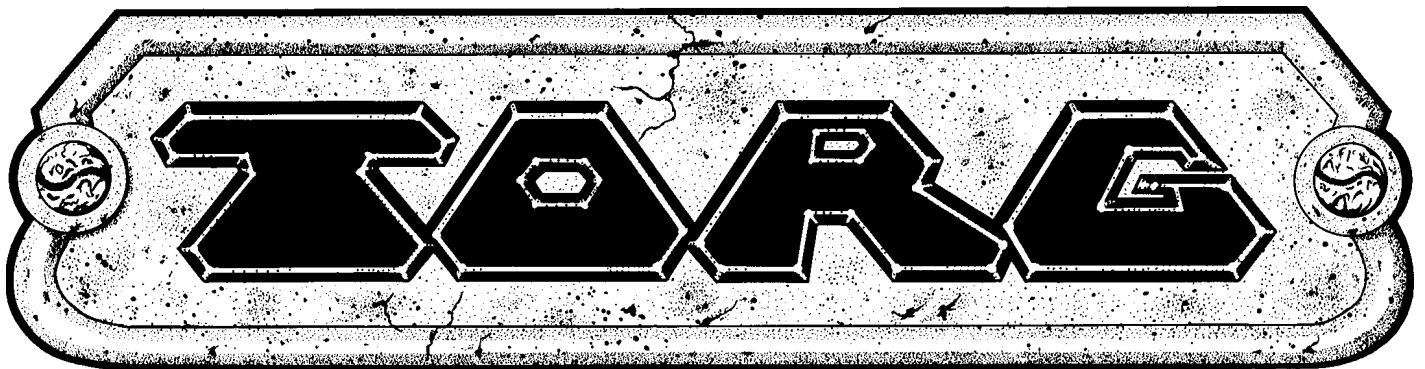
Page 113: The chart is missing some ranges; the ranges of the throwing spear are 3-5, 25, 40. The ranges of the hunting bow are 3-10, 60, 250. The ranges of the heavy crossbow are 3-10, 100, 300.

What are subcomponents? (Page 116): The short answer is subcomponents are not part of the game. The long answer is they are part of an optional rules system for gizmos, which we eliminated due to complexity and space. The rules may yet appear, but they are not a necessary part of the Nile Empire as it now stands.

Page 117: The standard PM1-Paket is armed with two .30 Khaifu machine-guns.

Templates: The engineer template has an error where we refer to the engineer as a boy. The templates should say, "You were just a child when Mobius was revived..."

"Pharaoh" Errors: The correct spelling is "pharaoh."





Dispatches and Rumors

Dispatches

1

Using the information gathered to date, the Storm Knights prepare to mount an assault on Amethyst's castle, located on the peak of Mount Redenstok in Sweden. Within those grim walls, the Ayslish sorcerer is beginning the ritual which will restore true life to his body, using the herbs and talismans plundered by his foul troops.

With his forces having already encountered Storm Knight opposition twice, Amethyst has decided to leave nothing to chance in this, the most crucial phase of the arcane conjuration. He has posted an army of ghouls and animated skeletons around his fortress, to delay, if nothing else, anyone attempting to storm the castle. In addition, he has placed magical wards at strategic spots on the castle grounds which can prove devastating to the unwary.

The Knights are well aware of the depth of Amethyst's evil — they have seen it in torched villages and families mourning loved ones who fell before the sorcerer's undead legions. He must be stopped in his efforts to cheat Death of its rightful spoils, no matter the risk in doing so.

Amethyst

DEXTERITY 9

Dodge 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 11

Alteration magic 12, divination magic 12, scholar (arcane lore) 12, trick 12

MIND 12

Conjuration magic 15, test 13

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 9

Corruption 11, intimidation 10, reality 10

Possibilities: 2 per Storm Knight

Arcane Knowledges: *true knowledge* 6, *fire* 5, *magic* 3, *inanimate forces* 3, *darkness* 3

Spells: *conjured fireball*, *detect magic*, *extradimensional gate*, *lightning*, *mage dark*

Goals: To restore himself to true life, and then achieve even greater power by restoring Uthorion to the leadership of the Aysle realm

Ghouls

See page 32 of the *Torg World Book* or the *Aysle Sourcebook*

Skeletons

See page 32 of the *Torg World Book* or the *Aysle Sourcebook*

Critical Event: Breaking into the castle, confronting Amethyst, and stopping the ritual. If the Knights achieve this and capture the sorcerer in the process, they get a *Good* adventure result (6 or above); if they stop the ritual but cannot capture Amethyst, they get an *Average* result (3-5); if they are unable to stop the completion of the ritual, they get a *Bad* result (2 or less).

2

The Storm Knights are asked to break into the Cyberpapapal rocket base once again. The information garnered from their first foray and their investigation of the Houston Nuncio has convinced Core Earth authorities that Jean Malraux's space program poses a definite threat. The Knights' mission is to sabotage the satellite net currently under construction, a mission that can best be accomplished from space.

Gaining access to the base may not be as simple as it was the first time, as security has been tightened considerably. The Storm Knights' goal is the shuttle due to be launched in three days, with a communications satellite as its payload. The Knights must hijack the shuttle and alter the programming of the payload so that it broadcasts electronic chaff on a frequency that will render the other satellites in the net useless.

But there is another ingredient in the brew which the Storm Knights are not aware of — agents of Nippon Tech have already infiltrated the base and placed a contract ninja and a technician, Tojuoma and Linsun, among the shuttle's crew. Their mission is not only to render the satellite network inoperative, but to destroy the shuttle by crashing it into the base. Once they discover there are Storm Knights aboard, they will make every effort to tamper with the ship's navigational computers to ensure a crash.

Cyberpriests

See page 35 of the *Torg World Book*.

Tojuoma

DEXTERITY 13

Dodge 14, lock picking 14, maneuver 14, martial arts (ninjutsu) 16, missile weapons 14, prestidigitation 14, stealth 14

STRENGTH 8

TOUGHNESS 10

PERCEPTION 9

Trick 10

MIND 10

Test 11

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 10

Intimidation 11, reality 11

Possibilities: 8

Equipment: throwing stars, damage value STR+3/11, range 3-5/10/15

Goals: To die with honor in the service of his employer

Dr. Aito Linsun

DEXTERITY 8

Dodge 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 12

Air vehicles 13, evidence analysis 13, find 13, scholar (satellite technology) 14, space vehicles 14

MIND 12

Science (computers) 15, test 13

CHARISMA 9

Charm 10, persuasion 11, taunt 10

SPIRIT 9

Reality 10

Possibilities: 5

Equipment: dagger, damage value STR+3/11

Goals: To demolish the Cyberpapacy's plans to spread the GodNet around the world

Critical Event: The destruction of Malraux's satellite network and the capture of Dr. Linsun. If both of these conditions are met, the Knights get a *Good* adventure result (6 or above); if they are only able to wreck the satellites, they get an *Average* result (3-5); if they fail to disrupt the satellite transmissions, they get a *Bad* result (2 or below).

3

With the fake kidnapping of President Quartermain revealed, the Storm Knights are told that they have 48 hours in which to decide whether they will comply with the Delphi Council's Storm Knight Registration Act.

As they are returning to their quarters, they overhear voices raised in anger. One of them belongs to Dr. Hiram Wick, a controversial scientist who has made his reputation in recent months with his accurate predictions of natural disasters. His most recent involves an earthquake supposedly set to hit Winston, Oregon. He is arguing with the head of the Delphi Council's Civil Defense Bureau, shouting "There won't be two stones left standing together!"

A Delphi Council member suggests that the Knights travel to Winston to

evacuate the populace of that resistance community. But before they leave, they receive a message from a renegade Council member named Tiresias, who informs them that Hiram Wick is not what he appears to be. He is, in fact, an Ayslish sorcerer in the employ of the Delphi Council whose job is to predict (and cause) natural disasters in resistance communities, thus forcing residents to flee back to the safety of Core Earth. Wick is planning to travel to Winston with a team of Spartans to "convince" the people of the imminence of an earthquake. If they refuse to leave, he will create a quake and slay them all, then publicize their deaths to frighten residents of other such communities into complying with Delphi directives. Tiresias tells them that he must be stopped before he can take any more lives.

Hiram Wick

DEXTERITY 9

Dodge 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Alteration magic 13, find 12, trick 12

MIND 13

Apportation magic 16, conjuration magic 14, willpower 14

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 8

Corruption 9, intimidation 9, reality 9

Possibilities: 10

Arcane Knowledges: *earth 5, inanimate forces 4, fire 4*

Spells: *earthquake, dust to water, conjured fireball, weather control*

Description: An Ayslish sorcerer who has perfected his role of Core Earth scientist. He is middle-aged, with reddish-brown hair and glasses. He wears a white lab coat.

Earthquake

Axiom Level: 9

Skill: apportation/earth 21

Backlash: 22

Difficulty: 14

Effect Value: 25

Bonus Number to: effect

Range: 16 (1.5 kilometers)

Duration: 18 (one hour)

Cast Time: 25 (one day)

Manipulation: control, duration

Description: To cast this spell, the sorcerer must possess the scales of a Draconis Terra, which is noted for its ability to produce earthquakes when threatened. The mage places the scales in the center of a table, then slowly begins to rock the table, gently at first then more violently. When the spell is finally unleashed, the earth within its range will begin to shake. The damage of the earthquake is identical to the effect value of the spell. The spell has a radius of effect of one kilometer.

The earthquake starts at the center of the area, and then spreads at a rate of 100 meters a round, until it fills the area after 10 rounds.

Spartans

See page 22 of the *Torg World Book*.

Critical Event: If the Knights prevent Wick from destroying Winston and expose his true nature, they get a *Good* result (6 or above). If they are able to save Winston but cannot gather enough evidence to discredit Winston, they get an *Average* result (3-5). If they fail to stop Wick and Winston is destroyed, they get a *Bad* result (2 or less).

In addition, the Knights will still have to face the Delphi Council when the adventure is over and give their answer regarding registration. Their response will not affect their *Adventure Outcome*, but may have a bearing on any future adventures in the Living Land or the Core Earth United States.

4

Having triumphed over his longtime enemy, Blackpool, The Whisper was free to terrorize evildoers as he had decades ago (see pages 5-6 of *Infiniverse Campaign Game #1*). He has been so effective at combatting both the Theban criminal element and Mobius' shocktroopers, however, that he has been branded by authorities a "lawless vigilante and a threat to the Empire."

Although The Whisper is noted for stealth, having an entire city roused against him is hampering his operations. He has therefore put out the call

for Storm Knights to aid him in apprehending his latest foe, the dreaded Talon.

The Talon and his gang appeared in Thebes only months ago, staging daring daylight robberies and murders. Each incident had the same bizarre twist to it — any and all witnesses would insist that they themselves had committed the crime! Nile shock-troopers would arrive at robbery scenes only to find 15-20 people all claiming to be the thief. On the rare occasions that the real criminals were captured (after having stashed the loot), they had merely to confess, secure in the knowledge that they would not be believed.

The police are baffled, but The Whisper has discovered that the gang is using an odorless, colorless hallucinogenic gas that compels all those who inhale it to confess to any criminal act they witness.

The Knights' job is to stop the Talon before the crime spree results in greater loss and more deaths.

The Talon

DEXTERITY 10

Dodge 11, fire combat 13, melee weapons 11, stealth 11, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Evidence analysis 12, find 12, scholar (criminology) 12, trick 12

MIND 10

Test 11

CHARISMA 9

Charm 10, persuasion 10

SPIRIT 8

Intimidation 9, reality 9

Inclination: Evil

Possibilities: 2 per Storm Knight

Equipment: 9mm Luger, damage value 15, ammo 8, range 3-10/25/60; selon gas capsules, *Mind-Control* power rating 21, range 0-5/15/30 meters, duration four hours.

Description: The Talon is actually a low-level functionary in the Theban government, whose love of chemistry resulted in the accidental creation of selon gas.

Critical Event: If the Knights can stop the Talon and destroy the stores of selon gas, they get a *Good* result (6 or

above). If they are able to smash the crime ring, but are unable to destroy the selon samples, they get an *Average* result (3-5). If the Knights fail to stop the Talon and his gang, they get a *Bad* result (2 or less).

Rumors

1

Reports are filtering out of Aysle that Uthorion's possession of Viking chieftain Thorfinn Bjanni has been discovered by someone of influence, and that plans are now underway to assassinate the Dark High Lord. Who is behind this movement is still unknown — some tales claim it is Ardinay herself, others that it is a high-ranking member of House Daleron who feels Uthorion cheated him out of his share of profits from the invasion, and others that it is a Nippon executive behind the plot.

Despite some conflicting stories, it seems that the threat to Uthorion is real. Calls have gone out in Aysle and other realms for Storm Knights to join a squad created to corner Uthorion in Norway and slay him once and for all.

2

A Soviet scientific team working in Siberia has reported that radiation levels in the Tunguska region have risen sharply in the past few days, for no apparent reason. Strangely, the "hottest" site seems to be near the area where a nuclear explosion is said to have occurred in 1908. Researchers have been unable to discover a cause for the increase in radiation levels, and have discounted the theory that there is some connection with the Chernobyl accident in the mid-eighties.

What is known is that a representative of Japan's Chi Real Estate has inquired about purchasing land in the Tunguska area, and Cyberpapacy agents have been seen in the nearby villages of Poligus and Baykit, supposedly acting as missionaries from Jean Malraux. Both groups have expressed interest in the site of the original explosion.

Americans have reacted in many different ways to the invasion of their land by Baruk Kaah's armies. Manufacturers have cashed in on the war by putting out such products as the "Steve Spartan, Commando" doll; edeinos action figures with hrockt shoots that turn into spears when a lever is pulled; the Possibility Wars roleplaying game, *The Five Realms* (Delphi Council directives forbid any reference to Nippon as a realm run by a High Lord); the "Red-Hot Racer Resistance Community Set," and other such items. Camping equipment sells as quickly as it is manufactured, and though gun sales are down, due to the inability of most people to use them in the Living Land, sales of knives and other melee weapons are way up.

On television, various news networks devote an hour a night to the war in America, most of which usually consists of footage taken by possibility-rated cameramen and assurances by President Quartermain that everything is under control. Televangelists have begun hawking the religion of Lanala, claiming that an understanding and belief in that faith will spark mercy in the invaders' breasts. Naturally, these hucksters are not preaching to the converted, as Jakatts do not understand the concept of money, seeing it only as another "dead thing."

With the initial shock of the invasion having passed, the American entertainment industry is working to keep the morale of the people high. The baseball season has resumed, although without the talents of the New York Mets, Boston Red Sox, Detroit Tigers, or Philadelphia Phillies, all of whom were in the East when the invasion began. Both Chicago teams, the Pittsburgh Pirates and the New York Yankees all opened their seasons on the road, and so were spared Baruk Kaah's swift conquest of their homes.

The most popular movies are light comedies and war films starring aging Hollywood stars as one-man armies taking on the lizards who threaten democracy and freedom (ironically, most of the movie studios are now owned by Kanawa-controlled compa-

nies). The most popular television show is a rerun of a 1980s miniseries about alien lizards who attempt to conquer the Earth.

The most interesting development in recent days has been an attempt by Democratic Senator Ty Gardner of Nebraska to raise funds for a presidential campaign against Dennis Quartermain. There has been tremendous pressure on Gardner to give up, but he feels certain that President Kent would never have wanted a man like Quartermain in office, particularly in a time of crisis.

Threats have been made against both Gardner and his family, and his media adviser, Harvey Wendell, was recently found murdered, his body dumped in the Matagorda Wildlife Refuge. Phony pictures purportedly showing Gardner in conference with Jakatts have been circulated, as well as leaflets claiming that Gardner believes the war should be stopped because it violates the edeinosaurs' right to freedom of religion. Though no hard evidence has been produced, rumors are rampant that Quartermain's aides were behind Wendell's murder and that, in fact, one of those aides is an Jakatt sympathizer. If this is true, it could be a mortal wound to the U.S. government and the country's war effort.

Kanawa's subsidiary, Ichi Entertainment, has been making good use of the American movie studios it has purchased in recent months. Ichi has allegedly been introducing subliminal messages into their films and television productions for their own ends.

Some of these subliminals simply serve the purpose of reinforcing the films' overt message, that of the need to completely wipe out the edeinosaurs horde (something in which 3327 has a vested interest). Other, more subtle messages associate Nippon with positive images in an effort to get Americans to welcome more Japanese investment. The overall impression being given by these subliminals is that Nippon, and the Kanawa Corporation in particular, are model representatives of American values, are invaluable allies and can be trusted implicitly. With more and more people in the States seeking escape from life's problems in movies, videos, and TV, these messages have enjoyed wide dissemination.

An hour program laced with the messages is the equivalent of a *persuasion* attempt with an effect value 12. The architect of this program is Ichi's vice-president of marketing, Mishi

Toka, currently based in Miami, Florida.

Mishi Toka

DEXTERITY 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10

Evidence analysis 11, find 11, language 11, scholar (cinematography) 11, scholar (psychology) 13, trick 12

MIND 10

Test 11, willpower 11

CHARISMA 12

Charm 13, persuasion 13, taunt 13

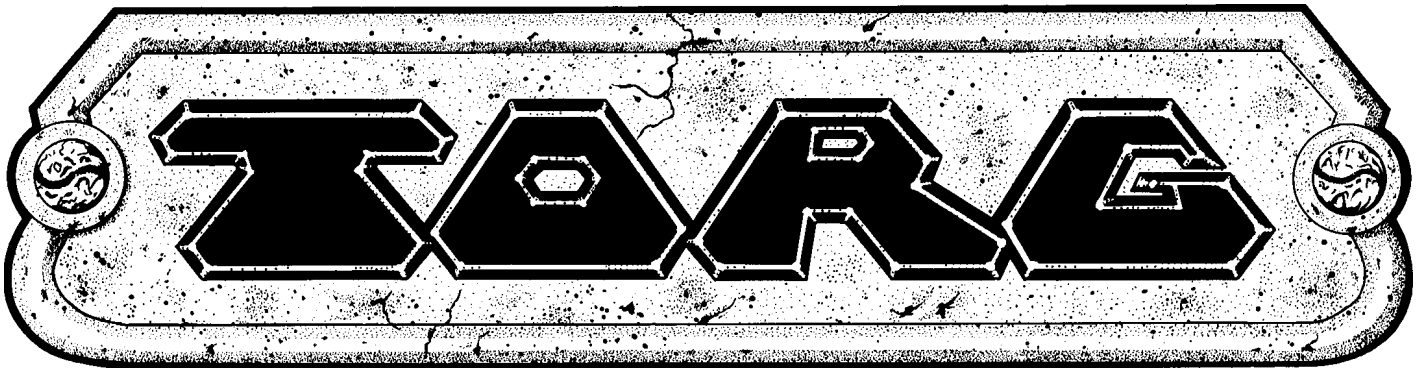
SPIRIT 8

Intimidation 9, reality 9

Possibilities: 9

Equipment: 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; stiletto, damage value STR+3/11

Description: Toka is a businessman, first and foremost, who mastered psychology as a means of increasing his profits. He made numerous breakthroughs in subliminal advertising while working for Japanese magazines, and has now transferred his expertise to the movies. He is neat, dresses very well, and poses as a rich playboy in Miami to defer suspicion that he might be a high-ranking Kanawa operative.





Your Letters



entlefolk:

I like Torg a great deal. I am an Infiniverse subscriber. I have many questions, listed here in order of urgency. Please answer as many as you can.

1. On the response form, does "Ending Possibilities" mean before the card total is added in, or after?

2. When an eternity shard is listed as having (for example) 30 Possibilities, does that mean is going to run out after awhile?

3. When a character with bionic limbs disconnects or visits a lower-tech pure zone, do his bionics stop working? That's going to limit adventure opportunities for some Storm Knights.

4. A Knight from the Cyberpapacy has a Toughness of 8 and wears both intradermal plate (TOU+6, maximum 25) and ceramic Kevlar (TOU+7, maximum 22). What's her final armor value and maximum?

—John S. Olson
Baltimore, MD

1. The "Ending Possibility" total should include all Possibilities awarded, including those for cards.

2. Yep. Eternity shards store a finite number of Possibilities. While that number may be large, it will run out after use.

3. Yes, they are limited. If they intend to adventure in alien pure zones they will either have to adopt a cover identity to explain their disability (such as being a wheelchair-bound veteran of the Ethiopian Front in the Nile Empire), or get a talisman with the axioms of their home cosm.

4. The armor rules do not cover the case of multiple armors. The house rules that we use are: No more than two types of armor may be worn. The

tougher armor acts as a modifier for the weaker armor, granting the Many-On-One bonus modifier of +2 (for wearing the equivalent of two suits of armor). In your example, the ceramic Kevlar modifies the intradermal plate for a (TOU+8, armor value 16, maximum 22).

We realize you had other questions, John, but we would have had to retitle this section to "John's Letter" to answer them all.

Dear West End Games:

It brings me great pleasure to announce that High Lord Uthorion and Wotan the Horn Master are of the Transformed! The campaign's Storm Knight invoked a reality storm against each one, and Wotan suffered the fate of being transformed into a Core Earth human. The light show with Uthorion covered about a kilometer or so in area.

The Storm Knight has been successfully spreading the tale throughout all of Scandinavia and the British Isles, as well as two separate stories of the transformation of Wotan the Hunt Master and an earlier transformation of a Ravagon along the northernmost tip of the Isles.

Presumably, the Lady of Light will likely wish to ensorcel Uthorion in some appropriate manner and pack him securely away. Whether or not she will hold true to both her Honor and her Faith in Dunad to keep her promise, remains to be seen.

Nevertheless, Ayslish villainy on a grand scale has been severely disrupted.

Resting at Stonehenge,
—Duane R. Tant
Fairfax, VA

Well. Blink. Blink. Well. (Sound of pages flipping in *Aysle Sourcebook*) Yep...Uthorion had *reality* 32 and 96 Possibilities. We think that your Storm

Knight might be hearing from Dracakanus, the Darkness Deive of Aysle. Seems that the Obsidian Crown could use a High Lord...

We have every confidence that Pella Ardinay shall remain true to her Honor and her faith. She earned the title of Lady of Light.

I have found that instead of using the cards for initiative, I use DEX plus a bonus number to determine order of play. This makes the game more "realistic" by not having all the good guys go first or all the bad guys go first.

—Michael Waite
Hampden, MA

Sounds like you have a workable system, Michael. We will continue to use the cards, though, because we are the sort of gamemasters who invariably lose track during a five-Storm Knight-on-12-gospog battle.

In your Aysle Sourcebook I'm having a hard time figuring out the starting spells for an Elf mage character. Also what is the exact relationship between innate magical skills and spells in the grimoire?

I lov this game!

—R.J. Hodge and Co.
Napa, CA

Come now R.J., (*preen*), you know that sophisticated editors (*preen*) such as ourselves (*preen*) are never affected by praise.

Before assigning spells to an Elf Mage you have to give him his magical skills, and have him learn arcane knowledges. As mentioned on page 111 of the *Torg Rulebook*, the mage starts with 12 additional skill points. Each spell learned costs one skill point, and each add of an arcane knowledge costs a skill point. So if your mage takes folk +2, fire +3, metal +1, and living forces +1, he may then learn

five spells. For example, with conjuration 15 and living forces +1, he could learn persuasion, which requires conjuration/ living forces 16.

The innate magical abilities of Aysle give a character a free skill and a free knowledge. This free magic ability does not entitle the character to the 12 additional skill adds. Only a character who has purchased a magical skill is entitled to the 12 adds. The 12 adds represent the sum of magical training a mage has received before starting out.

Dear Greg Gorden:

I was reading through the Yellow Springs News, when I noticed a small blurb about an ex-resident who designed the game Torg. Being the president of a role-playing club, a player of Torg and a resident of Yellow Springs, this news excited me.

You might be interested in the convention we (W.S.U. Adventurers Guild) will hold January 12. The convention is a one-day event, had at Wright State University. If you would be interested in coming to the event, either to run your game or to speak about game designing, we would be very happy.

I look forward to hearing from you.

—Richard Warren
Yellow Springs, OH

Thanks for the invite, Richard, but we have Greg pretty well chained up for January. For the record, the person to contact about convention appearances and support is Sue Hartung. Contact her in writing if you are plan-

Herald Messages

Borneo: The Reality Rangers discovered a Darkness Device from Core Earth's untransformed past. But fear not—Storm Knights rendered it useless (teleports any who touches it away). Could there be more. Could Caesar have been a High Lord?

— Dan Viger
Bronx, NY

Two new Nile villains have emerged... Rapzor and the Architect! Do they work for Mobius, and Overgovernor, or for themselves alone? Stay tuned!

— John S. Olson
Baltimore, MD

The would-be High Lord of Terran Mars was thwarted in his attempts to establish a Maelstrom Bridge at "Mission to Mars" as DisneyWorld. The Order of the Shard's Realm Runner, Harry Steele, is training with space vehicles in anticipation of the group's eventual assault on the pulp-era Red Planet.

— Steve Crow
North Liberty, IA

"Hey gospog, your mother was a side salad at McDonald's"

— Eadmond the Werewolf

Once again the Earth spins. Good thing too, it was hot here in Napa, CA. Dinosaurs, edeinos and heat too! Yuck.

— Randle's Raiders

The Neuschwanstein castle in the Bavarin Alps was invaded by Living Land monsters via the Land Below. The lights are from unknown luminous creature from the stalenger's home world, and the mist is a variant of the Deep Mist. Dinosaurs destroyed the slain or missing parties. Eternity shards are present.

— Gregory W. Detwiler
Williamsburg, PA

Ndatos are just disguised Orrorsh pirates. Satellite photography shows reality storm front in Antarctica. Rumors of seventy High Lord increasing. Team Australia reported cities of ice and steel, and axioms unlike any of the other realms in Antarctica. Further investigation is being prepared.

ning *Torg* or other West End events and would like our support. Generally, unless you are within a short-day's driving distance of Honesdale we cannot send designers out, but we can give product support. Given enough time (generally at least three months warning) and a little luck, we

can send a designer out to a convention.



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NUMBER 8



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Product Update

The Cyberpapacy Sourcebook is being printed as this is written. It is going to be tight, but making the release date is True (27).

The Nippon Sourcebook has returned from the playtesters. The business system requires serious work, the martial arts system needs touching up, and some of the tech needs to be updated. Other than editorial panic, the situation isn't too bad. Its May release is still True (15).

The Orrorsh Sourcebook is now in house as a final draft. We are reviewing it. Next is formatting the sucker, making it available for playtesting by late February/early March.

Full Moon Draw is at the printers. Pretty spiffy cover. Barring an errant Scud missile, its March release is True (26).

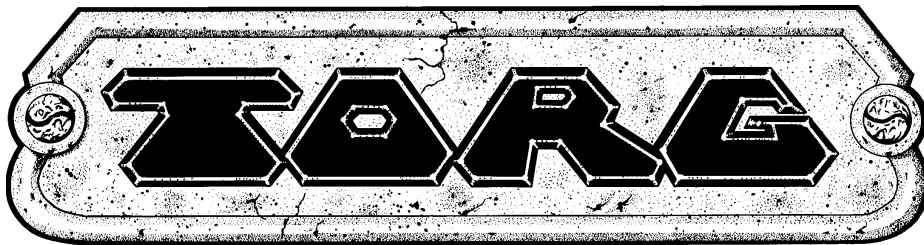
Pixaud's Practical Grimoire ... well, um, er, let's see ... First, this 64-page

book grew to a 96-page book, and it still might not all fit. The new guys, Ed and Bill, are cutting their teeth on this project. At the same time we are determined to make sure all the spells work. So no weekends for us! Its April release is now False (13).

High Lord of Earth is in the art department, who are grouching about the number of diagrams and maps and props. "Fah!" we editors say, "Players want them. And we want company during the weekends." Despite this, Malcolm Kane's bid for High Lordhood is coming in April. True (18).

The *Kanawa Weapons Catalogue* is back in its final draft. Some spiffy stuff in this book. It is on schedule. True (18).

The Ghost in the Machine, Brad Freeman's 64-page adventure, is scheduled for a June release. True (13).





Rumors and News

First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

Rumor Report

First Indication: Issue #6

1. The Links, a New York street gang, have burned a gossip field in Central Park, enraging the edeinosaurs. True (20).

2. Mercurius, a Nile villain who is a master of disguise, has infiltrated a Storm Knight cell in Memphis, and is betraying its members to Mobius. False (15).

3. A transformed giant vampyre is stalking Scotland, attacking both Light and Dark forces. False (13).

4. Mysterious huge samurai who are almost impervious to pain are helping the Yakuza crack down on street gangs who refuse to follow the crime family leadership. True (27).

5. LeRoux, an Ayslish magician posing as a priest, roams France, preaching against the machine-based rule of the Cyberpope. Malraux has ordered his capture. True (15).

Continuing Report: Issue #5

1. Dwarves captured and impressed by Mobius in order to use their engineering prowess. True (13), a fall from last issue.

2. Edeinos imprisoned in Biosphere II in Arizona a part of experiment to determine the nature of Living Land mist. Up to True (18).

3. Cyberpapal infiltration of Milan in order to prep the city for a stela. True (19). Slow climb from last time.

4. Strange circular designs, "black rings," appear in Aysle, which are not caused by magic. True (15), up slightly.

5. Covert conflict between Nippon and the Cyberpapacy is heating up, with Cyberpapal agents manipulating the Nikkei, and Nippon opening manufacturing plants in France. Overwhelming jump to True (37).

6. Enemies of Mobius causing Amon statue to kill shocktroopers in order to secure revitalizing secrets of Amet-Hu. Up to True (19).

7. Tarot-trademark vampire-hunter staking a claim in Orrorsh. Big jump to True (36).

The Wrap Up: Issue #4

1. Kanawa freighter *Chilan* is carrying a cargo of reality bombs. False (15), more so than last issue.

2. A Magna Veritan named Viliers, perhaps in possession of valuable information, has been captured by the Inquisition. Remains True (18).

3. Ndatos appear, creatures whose faces resemble the passengers and crew of the *Joyita*, which disappeared October, 1955. Stays at True (16)

4. Dangerous inhabitant of unknown origin has taken up residence in Neuschwanstein castle. Continues at True (13).

5. Geneticist experimenting with Living Land creatures, possibly producing beasts useful to Core Earth, but most likely producing uncontrollable monsters. False (17).

6. The Icarus Club is a sophisticated cover for criminal activities in the Nile Empire. Rises to True (18).





Realms Update

There have been two dramatic changes in the Possibility Wars. Both of these shifts have been rapid. One development is a surprise to us, perhaps unexpected to you as well. If you are a Storm Knight the shift has not been for the better, but we hope this is just a temporary swing.

Several *Infiniverse* subscribers have asked us how we update the Possibility Wars. We wouldn't want to give away any vital secrets, but we can give you an outline of how we go about it. First we at West End design a general strategy for each of the High Lords, building in their goals and possible story elements for the campaign as a whole. The basic strategies flesh out stelae placement, stormer creation, political scheming, the desire to crush Storm Knight opposition, and any particular story goals we are eager to see the High Lords pursue. The strategy and the stories are modified, or occasionally discarded and started anew, depending on the responses and the reactions of our players. This is where you come in.

As with any form of gamemastering, analyzing your responses is part art and part science. Okay, when we have several hundred potential players in a campaign, we lean a little heavy on the science part to give us a solid set of benchmarks for determining the direction of the campaign. The response forms are run through a mathematical mill. We find out things like how much effort the average group of Storm Knights (one of our favorite oxymorons) has spent against each realm, the average adventure outcome against each realm, and how much variance exists in these areas. We record any reported plays of "glory" and any stelae destroyed. We like to check on the percentage of eligible

groups which have responded, and esoteric stuff like the number of possibilities awarded per Storm Knight compared against the adventure outcome of that group. At the end of this numerical ordeal we have a decent picture of the resources of each High Lord, and what has happened to him over the course of the past few months.

The art is in reading your notes to us. Where possible we build in the types of events, characters or plots which you report to us. The more groups that tell us similar tales, the more likely that they are going to become *Torg* lore, as long as the responses do not contradict already established story elements or premises. Sometimes the responses are very diverse. We then try to reason through or imagine the High Lords' reaction to the reports, and see if the responses might have some common effect on the bad guys. We then take the resources available to the High Lords, and match them against their goals and reactions to Storm Knight activity to determine the current state of affairs.

The Map

An important physical symbol for the Possibility Wars is a 10 foot by 6 foot world map hanging in our office. On this map we keep track of the shifting stelae boundaries as they are calculated. We use push-pins for the stelae and bridges, trying to arrange the High Lords' conquest of Core Earth in a logical, accurate manner. This can be tricky. Even with a large, accurate Robinson projection, distortion is a problem. At 30 degrees latitude a full stelae area is 1-7/16" to a side, while at 60 degrees they are 2-1/8" to a side. This can make reconciling stelae boundaries exciting, but results in a pretty good map of the Possibility Wars.

Our subscribers have asked for realm maps in *Infiniverse*. The problem with maps is they require time, more lead time than we have. We are experimenting with taking pictures of our big map, touching them up by hand, and printing those. Once we produce legible results, we will print them in the *Infiniverse* updates. Until then we will have to make do with description.

Aysle

Pella Ardinay's Army of Light saw its first test of combat. On a battleground not far from the Scottish border, Pella's newly-formed army met a larger, reputedly disorganized horde which had erupted out of the North. Pella's army numbered 20,000, a considerable strain for the young, untested command structure. Included with the army were two Core Earth companies whose weaponry was to be used at a critical moment to turn the battle. Opposing them were perhaps 35,000 Vikings, trolls, goblins and giants with a few barbarians and even minotaurs.

The northern horde had far more stormers than expected. The battle began badly for the Army of Light, and rapidly worsened. A possibility-rated griffin carried an Aysle talisman into the ranks of a Core Earth company; it is presumed the griffin is the familiar of a powerful sorcerer in league with Uthorion. A troll charge quickly annihilated the Core Earthers whose weapons no longer worked. Panic seized the Army of Light; the rout began. By the next morning fewer than 7,000 survivors straggled to the rendezvous point.

Oxford courtiers used hushed tones to talk about the battle. Rumors are flying that Tolwyn Tancred opposed using the army so soon, and that Pella only ordered the attack because she

had fallen under the influence of Drakacanus.

The courtiers talk about the adventures in the "East Viking lands" of Scandinavia with gusto. There Storm Knights have scored a number of victories. The defeat of Amethyst, and the destruction of several other dark forces in Sweden has switched an area from dark Aysle to the light. The area straddling the sea between Sweden and Finland is now "L 18."

Rumors of the return of King Arthur and Merlin are common. The return of Arthur is so far just hopeful storytelling. Some mages of repute, particularly those of the Arcane Academy of the Three Towers, have begun investigating phenomena and sightings which might be attributed to Merlin.

Dwarven merchants in London have a rosy projection for Conjurer futures. Models developed by the London School of Economics used in collaboration with Dwarven sources indicate the number of Ayslish conjurers should expand, allowing for considerable economic growth.

Aysle has planted no new stelae.

Cyberpapacy

Jean Malraux I is cautious. His priests have discovered Kanawa factories operating side-by-side, or even within, the Cyberpope's own. Those discovered are immediately shut down. Still, Kanawa technology of production is allowing the opposition to receive larger amounts of quality cyberware than would otherwise be possible. Kanawa can produce cyberware at a lower cost than French factories, but profit motive has kept the prices high.

Cyberpriests and other Malraux agents are being sent to South America in record numbers. Rallies for the Catholic Church of Redemption have drawn huge crowds in Caracas, Venezuela, Bogota, Colombia and Sao Paulo, Brazil. The rallies have been muted in Quito, Ecuador and Lima, Peru for reasons as yet unknown.

Violence in Spain has increased on both sides of the stelae boundaries. Spain's democracy is threatened by hardliners within the government,

who see civil rights as a luxury too dangerous for the current crisis, and cyberpapal agents who use terrorist tactics against any region not susceptible to the preachings of Avignon's false Pope.

Constant Storm Knight, Core Earth and Kanawa activity has stopped the growth of CyberFrance's space program, forcing it to a small, irregular and secretive launch program.

Resistance to the Cyberpapacy has manifested itself in concerts called SeraFests or CheruBlasts, irreverent references to the GodNet angels. The concerts are held in the GodNet, often during evening mass when traffic in the net is high enough to strain the detection limits of the Cyberpapacy.

The Cyberpapacy has planted no new stelae.

Living Land

The war in the Living Land has seen important victories for both sides. Core Earth is celebrating the apparent liberation of Sacramento, and the return of technology to much of California. See the notes on Nippon Tech for the full story.

- 1) From the northeast corner of Nevada, about 25 miles at eight o'clock.
- 2) In Idaho, about 100 miles at seven o'clock from Butte, Montana.
- 3) 50 miles at four o'clock from Casper, Wyoming.
- 4) East of Pueblo, Colorado just shy of the Kansas/Colorado border.
- 5) Near the Colorado river, just south of the Arizona/Utah border.
- 6) 50 miles at four o'clock from Santa Fe, New Mexico.
- 7) The central stelae of the new groups is 25 miles east of the Utah/Colorado border, along the 40th parallel.

The restan groups were aided by Orrorshan advisors, whose knowledge of navigation, trigonometry and the occult let the groups easily pinpoint the best locations for planting stelae.

Baruk Kaah's plan to eliminate storytellers is working. While singers and oral storytellers were targets which made sense to the Edeinos, Orrorshan

understanding of society targeted a prominent photo-journalist and up to one-third of the syndicated cartoonists in the US, especially editorial cartoonists.

The earliest gospog fields are now ready for replanting. The rapid expansion of Baruk Kaah's realm has provided plenty of bodies to be sown.

Nile Empire

Mobius took the considerable advantage the recent surge of possibility energy gave him and split his resources among perhaps a dozen convoluted plans. These plans kept Storm Knights busy. As usual, the Storm Knights stalled or defeated the plans they came across. Unusual was the fact that some of Mobius' schemes actually made progress. His madness might have a method after all.

Increased immigration and forced-labor conscription to the Sahara has succeeded in converting 16 mixed areas to dominant Nile reality. The sixteen areas were drawn from the regions ruled by Overgovernors Sesetek, Paterski, and Herunut. The sudden influx of residents has snapped Sesetek from his extensive preparations for the afterlife. He now rules his region more firmly than before.

Mathematicians have been kept busy casting the *oasis* spell in an attempt to provide water for the thousands of new residents. The task would have been impossible, but the geography-bending power of the Nile realm worked its will on the now dominant area. Underground rivers were discovered. The rivers may lead to the Land Below, but now they are seen as a source of vital water.

The surge of possibility energy has been used by the Kefetiri idol to manipulate the moment of transcendence to create literally hundreds of new stormers. Most of these villain operate independent of Mobius, but have personal reasons to dislike certain Storm Knights. Nemesis subplots are more common than bad coffee at Cairo Red's diner.

Mobius plans to use the Darkness Device to *soulstain* (see page 88 of the *Torg Rulebook*) the Nile Empire. During this period, stormer teams, per-

sonally organized by Mobius, plan to use the few Ravagons in the Nile Empire to hunt down possibility-rated characters. A priority is the capture of Nippon Tech and Cyberpapacy stormers and Storm Knights. The captives are to be returned to Luxor to undergo a reality storm with the Kefertiri idol, transforming them to the Nile reality.

One bright spot for Storm Knights is that the growth in the number of Weird Science laboratories has stopped. More exactly the number of Weird Science laboratories put out of commission by Storm Knights equals the number of new laboratories completed. This lack of growth has a beneficial side effect of angering Mobius enough that he takes his wrath out on the scientists whose laboratories were destroyed, depriving the High Lord of the some of the very people he needs.

The Nile Empire has placed no new stelae, being kept busy replacing those the ever-active Storm Knights have destroyed or disrupted.

Nippon Tech

Nippon Tech has expanded its holdings. This time they only grabbed one stelae area, but it signalled an important shift in Kanawa strategy. Nippon

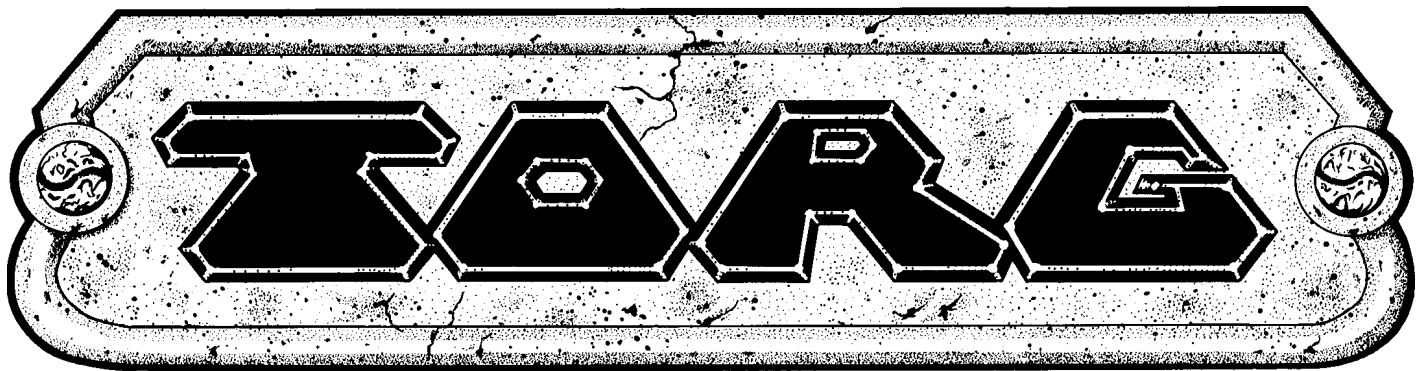
Tech tore out the Living Land stelae which surrounded Sacramento and replaced them with their own. Of course, the plot is more twisted than that.

For months Kanawa has been bankrolling operations against the Living Land. Nippon Tech operatives encouraged Storm Knight activity in the Western Lands. Eventually glory results were won in the Sacramento area. Stories were told. The people were reclaimed. Storm Knights then ripped out two stelae. The stelae were promptly replaced by Nippon operatives who were monitoring the Storm Knight groups. The Storm Knights believe, at least for now, that they have reclaimed the area for Core Earth. When the maelstrom bridge dropped into Sacramento (nearly invisible from the outside as are all Nippon bridges), the area became a Nippon Tech pure zone.

The areas which had mixed stelae, some from Nippon, some from the Living Land, also changed. The adjacent area to the southeast became a mixed zone of Living Land and Nippon Tech reality. The other adjacent areas covering parts of northern California and Oregon also are mixed zones. Core Earth press is treating the "Miracle in California" as a huge victory for Core Earth and the United States.

Delphi Council spokespersons and Nippon infiltrators are both claiming Core Earth victory. As the nature of reality conflicts is not clear to the vast percentage of Core Earth residents, the propaganda blitz is effective. The fog which persists in the Sacramento area is from the nearby Living Land areas (the mixed areas are still dense, humid living jungle). That Core Earth equipment now works in the mixed zones is simply a side effect of the Miracle of California. Nippon is pouring in "aid" to rebuild California. Within weeks Nippon factories will be producing goods at a rate unthinkable to Core Earth engineers. Just more of that wartime spirit and productivity, Nippon spokesmen will say.

Operations in China have slowed. Nippon reality goes against the grain of a communist gerontocracy. Many Chinese officials are "expiring of natural causes at the end of great lives." The harsh economic reality of Marketplace is being ferociously resisted by the Chinese. The Law of Profit, combined with exploitive labor practices on the part of Kanawa subsidiaries, has left many Chinese destitute. Most fare far worse than they did in socialist China. Chinese Storm Knights are being created in large numbers, and the Sons of the Wind are finding able and willing pupils.



Orrorsh

Thrachten realizes that he cannot yet expand the realm. Nippon's previous activities have subsided a little, but the techno-demon has no doubt that Kanawa is the most dangerous High Lord he faces — not counting the Gaunt Man, of course. Thrachten has persuaded a number of the Nightmares, the Gaunt Man's lieutenants, that Nippon is the greatest threat. Direct aid to the Living Land is one way of combatting Kanawa. The other is to spread the Power of Fear to Nippon.

Nippon Tech is a society in which a large number of its citizens live one corporate cutback away from economic ruin. They live in danger of losing their identity as a person as a result of economic forces. Such a society is already filled with fear. Thrachten is just trying to harness their fear for the service of Orrorsh.

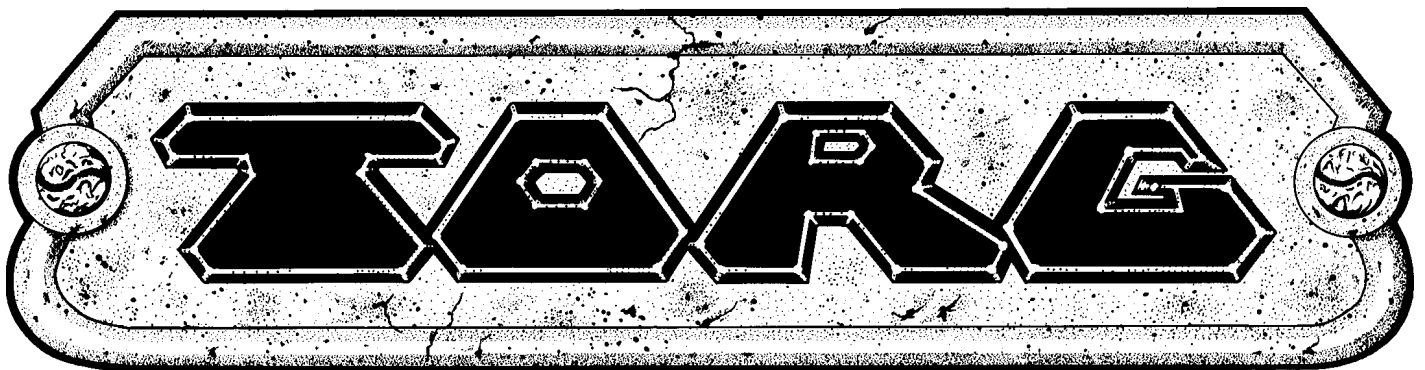
Occultists are reading or searching out forbidden texts containing the lore of talismans. The talismans are carried by agents into Nippon. One important success is an occultist's summoning

the vengeful spirits of Nippon executives who died because of betrayal by their partners. These spirits guide Orrorsh's hand against Nippon. The most spectacular success so far has been closing the entire Nikkei stock exchange for nearly two hours, subjecting key computers to supernatural attack. The timing was chosen to maximize the losses of those corporations or individuals chosen by the spirits. The losses ran into the tens of billions of Yen.

In Orrorsh the number of Victorians has increased over twenty-fold since the start of the invasion. Some Indonesian cities have been renamed by the Victorians; Padang is now New London. Some of these cities have become little more than collection of sweatshops supporting a few rich Victorians. The workers live in tin shanties crowded together under coal-smoked skies. The jungle rains are already turning acid around these cities. The transformed and disconnected work their 12-hour days, go to the services held by the Sacellum and pray for that night's horrors to pass them

by. The Sacellum tells them the righteous can prevail, that faith can defeat the horror. The Sacellum is often right. The militia and constables make quick, sweeping dawn patrols to whisk away the evidence of the times the horror proved stronger than faith. But rumors keep the Indonesians fearful. The Nightmares want it that way.

Jakarta, Indonesia is a Core Earth hardpoint. It has fallen on hard times. Nippon has slowed the amount of weapons and supplies given to the Indonesians; the operation against Orrorsh had little profit potential. Jakarta still offers Indonesians their best opportunity to resist the invasion. They have tenaciously defended their city against both Orrorsh and Victorian incursions. They are learning from their struggle. A group called the Promise of Islam is forming small military units from men of great religious conviction. These units patrol the perimeter of the city against creatures from Orrorsh. The casualties taken are high, but they have stopped many of the horrors.





Dispatches and Rumors

Dispatches

1

The Weaponsmaster, a Terran Mystery Man whose recent operations have revolved around the Nile Empire city of Thebes, has stumbled upon a strange happening that may bode ill for the people of Aysle.

Having infiltrated Mobius' main "weird science" research center near the capital in the guise of a technician, the Weaponsmaster was part of a team sent to aid the High Lord in an experiment centered on the dreaded artificial sun. While it has great destructive capability and tremendous value as a threat to keep rebellious regions in line, Mobius had become convinced that the principles of its construction could be used in the creation of other, more lethal, devices.

Weeks of research and testing ensued, and though much of the work was cloaked in secrecy, the Weaponsmaster was satisfied that nothing of consequence could occur without his knowing about it.

Finally, Mobius unveiled the results of his project: what appeared to be a miniaturized version of the Luxorian sun. "It is far more than that, you fools," Mobius had sneered. "It is a man-made simulation of the Ayslish aquatic star. Of all the other realms, only Aysle rivals us in recognizing the power of the heavens. Now that shall be their undoing."

The Weaponsmaster was unable to find out any more without risking exposure. He has sent out a call for Storm Knights to gather in Thebes to investigate the situation, and determine exactly how Mobius plans to use his artificial star, and whether it repre-

sents a serious threat to the people of Aysle, the Nile Empire, or any other realm.past.

Critical Event: Successfully infiltrating the "weird science" research center to get close to the aquatic star project will provide the players with a *Good* result (6 or above). Failure to break into the center will be a *Bad* result (adventure outcome of 2 or less).

2

Brazilian authorities have begun a crackdown on Core Earth environmentalist groups in the wake of a series of murders in the rain forest over the past several weeks.

According to police reports, 14 workers who were employed clearing the forest to gather raw material for industry were found strangled, with as many as four victims being claimed in a single day. As the Brazilian deforestation policies had sparked a great deal of controversy prior to the outbreak of the Possibility Wars, it is believed this might be an attempt by radical groups to draw the world's attention back to the situation.

But representatives of Greenpeace, Earth First, and other environmentalist organizations have denied any knowledge of the killings, and the Delphi Council is believed to be backing their story. According to a source inside the Council, Brazilian police have been unable to find any footprints other than those of the victims in the soft earth around their bodies. All of those murdered were apparently strangled with some sort of cord, while in the act of cutting down a particular kind of vegetation, the rhadangea, noted for the rapid growth of its vines.

Living Land experts in the government believe that these deaths may be the first wave in a South American expansion by Baruk Kaah. Others have

stated that the killings may have occurred as a result of Ayslish plant magic, and that the vines themselves may have strangled the workmen.

Critical Event: Killing (or capturing) a rhadangea to learn more about its peculiar nature. Doing so nets the Knights a *Good* result (6 or above) — failure to kill one, or prevent further attacks by them, is a *Bad* result (2 or less).

Rhadangea

DEXTERITY 10

Unarmed combat 13

STRENGTH 13

Lifting 14

TOUGHNESS 10

PERCEPTION 10

Find 11, trick (14)

MIND 7

Survival 10, test (15)

CHARISMA 5

Charm (20), persuasion (18), taunt (20)

SPIRIT 4

Intimidation (20), reality 8

Possibilities: 2

Natural Tools: vines, damage value STR+2/15

Note: Due to its complex root system, the rhadangea cannot *maneuver* and takes a -3 penalty when attempting to *dodge*

3

Despite protests by Germany and non-member Spain, the North Atlantic Treaty Organization voted last week to deny approval of any military action against CyberFrance.

"Despite the reports of human rights abuses by Cyberpope Malraux's church, we remain convinced that there is no longer any military threat to the world coming from that direction," said Thomas Hill, the Delphi Council liaison with NATO. "We've got dinosaurs in New York,

werewolves in Singapore, and an unstable situation in the Middle East. We have kept an eye on the Cyberpapacy's operations in the Americas, and don't feel open warfare in Europe is called for at present."

This decision brought a harsh reaction from German leader Helmut Kohl and Sweden's King Carl XVI, who claimed to have proof that Malraux was allied with the Ayslish invaders currently in Scandinavia.

Representatives of CyberFrance denied these charges, and launched a blistering attack on Germany for its alleged role in the sabotage of the Cyberpapal-funded communications satellite program. "This is blatant persecution on the basis of religion," Cardinal Alexandre de Montesquaine stated.

Despite the negative vote, Kohl said that Germany would continue to be vigilant and take whatever action it felt was necessary to protect itself. "We know Malraux's church has expanded into Spain, and we know attempts have been made to win converts in Germany. We have made it known that we will cooperate with any Storm Knights who wish to investigate Malraux's doings, and we have gratefully accepted an offer of aid in this matter from the Japanese government."

Kohl also said that Germany had agreed to ship military equipment to Turkey, which is concerned about the possibility of war with the Nile Empire in the coming months. *ave failed.*

Critical Event: Stop Descadieu and the cyberpriests and recover Torquemada's vestment before it can fall into Cyberpope Malraux's hands. Achieving this results in an adventure outcome of *Good* (6 or above). Failing to defeat the cyberpriests is a *Bad* result (2 or less).

Pierre Descadieu, High Inquisitor

DEXTERITY 10

Dodge 11, fire combat 11, maneuver 11, melee weapons 11, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Evidence analysis 11, trick 11

MIND 9

Test 10

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 10 (12)

Faith (Cyberpapist) 15/13, intimidation 13/11, reality 13/11

Possibilities: 11

Equipment: interdermal plate (head and body), TOU+7/16; ManoFique; BiV arm, STR+5/14; kreelar tendons; EM eye; chipholder 3; slicers, STR+2/11 (on BiV arm), damage value 15; NeuraCal

Cyber Value: 18

Miracle: Net Damnation (see page 35 of the *Torg World Book*)

Description: Despite his high station, Descadieu does not believe he has done enough to serve the Cyberpope. He is obsessed with proving his worth to Malraux, and believes that obtaining the vestment of Torquemada will surely ensure him a place in Heaven.

4

The people of Belize are in a panic, as rumors that the Possibility Wars have finally spread to that tiny country are rampant. Despite official denials, many people have claimed that the dead are walking in that region, with a number of witnesses swearing that the animated corpses they have seen had apparently had their hearts removed.

While police will not admit to an investigation, it is known that there has been a revival of voodoo in Belize, Haiti, and other Caribbean nations since the invasion of Earth. Incidents of kidnapping and ritual sacrifice have risen sharply, and reports of zombies — and worse — come in every day.

In many areas, these sightings have been discounted as hysteria, but some believe that Orrorshan agents may be at work in Haiti attempting to pave the way for a future invasion. Storm Knights there recently smashed a demon cult that had murdered four young women in Port-au-Prince, and later had the fight of their lives when the victims rose as vampyres.

Critical Event: Preventing Mantibo from successfully raising an army of zombies is a *Good* result (6 or above). Failing to stop this legion of the dead from marching on Port-au-Prince is a *Bad* result (2 or less).

Mantibo

DEXTERITY 9

Dodge 10, melee weapons 10, stealth 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 10

Alteration magic 13, divination magic 11, find 11, trick 11

MIND 12

Conjuration magic 13

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 13

Arcane Knowledges: *death 10, darkness 6, inanimate forces 5*

Spells: *sense undead, create zombie, mage dark, lightning*

Description: Mantibo is an agent of Thratchen's who has been ordered to destabilize Core Earth areas through occult means. Though he does intend to take over Haiti and other nearby islands, he is not responsible for the incidents in Belize.

Rumors

1

The mood in Pella Ardinay's court is reportedly a somber one: reports have filtered down the bridge from the disk-world of Aysle that House Liandar, a small but valued ally of the Light, has been implicated in the wanton slaughter of a tribe of Ice Nomads.

According to Cedric Liandar, leader of the House in the realm, a group of Ice Nomads were hunting in the Frozen Land, mere miles from the island of Liandar. They were set upon by armed knights who massacred the tribe, leaving only a small child alive. Rescued by a Freetrader vessel, the young boy stated that the murderers of his people wore the oak tree — the symbol of House Liandar — on their breasts.

This incident has resulted in a complete break between the Liandars, who maintain their innocence, and the Ice Nomads. The other Houses — including Tancred and Vareth, who never cared about the Nomads before — have demanded an accounting for the

killings. Without the support of the Ice Nomads, House Liandar is now vulnerable to an attack by the forces of House Daleron which would result in its utter destruction.

Ardinay is reluctant to commit members of her court to investigate the matter or come out in support of the Liandars, since it would lead to accusations that she was willing to overlook atrocities committed by her allies. She is hoping that Storm Knights will accept her invitation to travel the maelstrom bridge and discover the truth or falsehood of the charges against House Liandar.

2

Facing increasing pressure from the Cyberpapacy and the Soviet Union, Nippon is working to strengthen its "alliance" with Core Earth United States. Real estate subsidiaries of the Kanawa Corporation have begun investing in land around Silicon Valley, the Core Earth hardpoint which frustrated Baruk Kaah's forces in the past.

In addition, Japan and the Delphi Council have signed a pact which authorizes the sharing of intelligence information. Japan has requested any data on the activities of Cyberpope Malraux and the situation in Orrorsh. The Council has been primarily interested in information on edeinosaurs deployment, as well as any speculation on Aysle. Many Council members have expressed doubts that Pella Ardinay is as reliable as she appears, and are concerned that the existence of "forces of Light" may be no more than a blind by the Dark High Lord to keep Core Earth forces from attempting to retake England.

Thus far, most of the information provided by the Japanese has been basic and of questionable worth. They have, however, received a large number of satellite photographs of Cyberpapal installations which have been passed to the offices of the Kanawa Co.

3

Nile Empire forces have conquered Libya and made inroads into Tunisia in their first major expansion in

months. Mobius' troops have been occupied with converting mixed zones to dominant ones within the realm, and so have been largely unable to concentrate on new territory.

The relatively bloodless conquest of Libya has left the Nile Empire with greater control of the world's oil supply, something of great concern both to the U.S. and Nippon Tech. In addition, Italian sources believe Mobius may have designs on the islands of the Mediterranean and perhaps on Italy itself.

This land grab has also attracted the attention of the Cyberpapacy. Malraux is known to have his own interests in Rome. The CyberFrench embassy in Tripoli was ordered closed by Mobius immediately after the invasion, although there are reports that a cyberpriest working for the Nile Empire has jacked into the GodNet from that location and is spying for Mobius.

Libyan leader Moammar Qaddafi applied for, and received, temporary asylum in Algeria, and is rumored to be planning terrorist strikes against Mobius' realm. An attempt to bomb government offices in Thebes was thwarted by shocktroopers, and the leader of the suicide squad was consigned to the Omegatron, where he will suffer for eternity but not be granted the peace of death.

In other developments, Mobius has signed a non-aggression pact with South Africa, and has obtained rights to send engineers to several diamond mines, for purposes as yet unknown.

4

The Cyberpapal Inquisition has stepped up its investigation of the village of Provins in the French province of Champagne. The town is believed to be a hotbed of rebellion against Malraux's regime, but efforts to quell the uprising there have been unsuccessful. Frustrated Inquisitors have reported that it seems the heretics simply disappear before they can apprehend them.

Provins has become the central meeting place for the various groups opposed to Malraux: the French Resistance, Magna Verita natives, the Knights Templar, the modern-day

Catharii, and others. They have found refuge in a network of prehistoric tunnels underneath the village, used by the original Knights Templar and Catharii to hide from their persecutors. The tunnels are vast, and connect with virtually every building in Provins. The walls are decorated with graffiti, some of it dating back to ancient times, all of it detailing the struggles of men against those who would oppress them.

The Cyberpapacy believes its foes are planning a massive blow against them, possibly directed at the Data Cathedral in nearby Troyes. The total destruction of this center could cause a serious disruption in the northeastern section of the GodNet.

For this reason, cyberpriest concentrations have been doubled throughout the area, and a number of cyberdeck users have been arrested, tortured, and forced to confess part in a conspiracy they were not even aware existed. Each confession fuels the belief that Troyes is the target, and leads to more vigorous detentions and interrogations of villagers by the Inquisition.

No information has yet been uncovered relating to when or how the cathedral will be attacked, or by how great a force. Cyberpapal authorities believe that no one could penetrate their security measures around Troyes, but their confidence is being undermined by the mysterious appearances and disappearances of the Provins Resistance members.

5

Core Earth areas, including the United States, Australia, South America, and portions of Africa are seeing a rapid population rise as denizens of other realms risk disconnection to emigrate and escape the violence in their areas.

The most common immigrants seen are from Aysle, where both the cosm and the realm are wracked by civil war. Dwarves, particularly those who do not make much use of their inherent birth magic, have found their financial acumen and mechanical skills highly prized in Core Earth. Also crossing over a good deal are Terrans who

find the Nile Empire a bit too crowded with sharpies and grifters, and see the Core Earth areas as being filled with “easy marks.”

Of course, it is easier for some to cross realm boundaries than others. While a Terran can, with some effort, adjust to life in Las Vegas, it is not so easy for an edeinos to remain inconspicuous outside of the Living Land. Even those who are peace-loving and have no love for Baruk Kaah find themselves jeered at and driven away by angry and frightened people. Hate groups have sprung up in several areas of the world, warning that people from other realms will pollute the genetic strain of Core Earth humans and calling for the extermination of all NRRAs (Non-Realm Resident Aliens). Several mob attacks on Ayslish have been reported in the western U.S., particularly in those towns closest to the battle front.

Meanwhile, many of these refugees have found sanctuary with religious and peace groups, particularly those which are demanding an end to the Possibility Wars and a negotiated peace with the High Lords. Often, friendly edeinos are held up as an example of the true nature of the invader, and proof that coexistence is possible with the Living Land.

While Nile denizens seem to prefer the U.S. and Europe, the Ayslish have been made welcome in South and Central America, where their elemental

plant magic has been put to good use by those seeking to improve their crops of illegal drugs. As most of the Ayslish immigrants tend to lean toward the Light, an inordinately large number of marijuana fields have mysteriously withered and died in recent weeks.

The Delphi Council has been publicly solicitous of the NRRAs, primarily so that they can gather intelligence information from them. Privately, however, there has been talk of internment camps for those immigrant groups who can most easily be spotted (dwarves, elves, and the like) to prevent their spying for their respective realms. As yet, there has been no public airing of this plan.

6

Incidents of industrial espionage have increased dramatically in Nippon in recent weeks, as the Kanawa Corp. and its subsidiaries have stepped up their war with Hantu Limited.

Thus far, it has not gone well for 3327's forces. A corporate ninja team sent to penetrate a Hantu factory never returned — a second team ordered to bomb the offices of Hantu's chairman were returned with their minds apparently wiped clean of all knowledge of their art, or even their own identities (they were later executed for their failure to complete their mission).

Hantu has struck back at the Kanawa empire by luring Core Earth

clients away, and by supplying equipment to other High Lords which has been put to use to disrupt Nippon operations overseas. There have even been attempts to plant stories among the world press that “Ryuchi Kanawa” is a High Lord, but fears of libel have prevented their publication.

Miko Tzun

DEXTERITY 12

Dodge 13, melee weapons 13, stealth 13, unarmed combat 13

STRENGTH 10

TOUGHNESS 10

PERCEPTION 12

Evidence analysis 13, scholar (espionage) 13, trick 13

MIND 10

Willpower 11

CHARISMA 12

Charm 13, persuasion 15, taunt 13

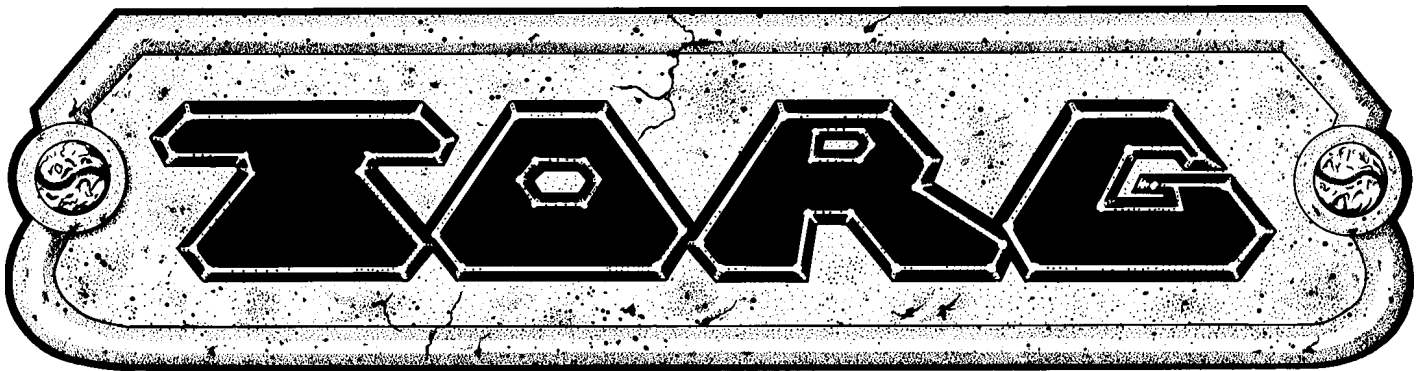
SPIRIT 9

Intimidation 11, reality 10

Possibilities: 19

Equipment: stiletto, damage value STR+3/13

Description: Radiant and charming, Miko uses her wiles to disarm opponents before finishing them off. She is a woman of many secrets — how many of them are known even to the directors of Hantu Ltd. is a matter of debate.





Your Letters

1) *That stelae planted in Egypt that connects to seven other stelae — that's some sort of weird science by Mobius, right? I mean, it's not possible for you to make a mistake, is it?*

2) *Could you do an Infiniverse article explaining Core Earth psionics (i.e., clairvoyance, astral travel, the Soviet Psychic Group, et al)?*

3) *How about a Delphi Council supplement?*

4) *Finally, a game question: do the ways of Light and Dark in Aysle constitute a significant enough difference in realities that different hardpoints and talismans are created to support either Honor or Corruption?*

— Patrick Flanagan
Freehold, NJ

1) There should not be a line subdividing the Core Earth dominant zone on the map (page 15 of *The Nile Empire* sourcebook). There is only one Core Earth dominant zone in that realm. So yes, it is possible.

2) Core Earth psionics are too large a topic to be adequately covered in *Infiniverse*. However, a sourcebook is certainly a possibility.

3) There are no plans for a Delphi Council product at this time. You tell us: Would you like to see a Delphi Council sourcebook? What do you want in it? Personality descriptions? Adventures like *The Cassandra Files*? More intrigue and backstabbing? Spartan adventures? Let us know your thoughts!

4) Light and darkness can support their own talismans and hardpoints.

According to the Aysle sourcebook Knowledge Interaction Chart (page 82), there is no knowledge which can serve as a pattern for a result of True Knowledge. Similarly, the two examples of Time as a result (page 64)

are not possible since only Magic can be used as a pattern for a result of Time. What gives? Fantastic spell design system though; the best I've seen.

— Randy Wilde
Long Beach, CA

The Knowledge Interaction Chart will be corrected in *Pixaud's Practical Grimoire*, due in April.

If a Cyberpriest isn't in the Cyberpapacy, but has a satellite up/down link and a Cyberpapacy talisman (or is at a hardpoint), could he still send and receive information from the GodNet?

— Robert Maxwell
Athens, GA

If the Cyberpriest is not possibility-rated and is in a non-Cyberpapacy pure or dominant zone, the answer is no. Uplinking to a satellite is a long-range contradiction.

A character in my game has spent all his possibilities in the reality skill. If a possibility-rated enemy gets nasty, the rest of the party runs and Travis invokes a reality storm. The transformation of the enemy usually makes for a much easier battle. How can I, without being dictatorial, circumvent invoked reality storms?

— John Maurer
Nashville, TN

A few encounters with gospog and powerful ords, with the possibility-rated foe being the same sort of being as most of the ords should help change this tactic. Remember that in almost every case a reality storm is a dramatic conflict, even if the encounter began as a standard conflict. Create a villain whose *reality* skill is slightly higher than the Storm Knight's. Invoking a reality storm against such an opponent with the cards favoring the villain is dangerous to the invoking char-

acter and his friends (as they get battered to within an inch of their lives by the effects of the storm).

1) *What is the Toughness of a Maelstrom Bridge?*

2) *After fifth-planting gospog are harvested, does a field become useless? Can another set of first planting gospog be planted?*

3) *Is it possible for a character to invoke a reality storm against another citizen of her home cosm?*

4) *Does an object in a hardpoint work even if its power source is outside the hardpoint? For example, would there be electricity in Philadelphia, a known hardpoint, if its power plant was in a Living Land Pure Zone? What if the power plant worked but the power lines pass through a pure zone?*

— Dan Viger
Bronx, NY

1) Maelstrom bridges have a Toughness ranging from 50 to 75. To destroy a bridgehead, the average Toughness is 55. The Toughness of an entire bridge is 75 or more. When Eddie Paragon blew up California's Living Land bridge in *The Nightmare Dream*, he either rolled a 215 (for a bonus of +46) or played a martyr card.

2) The field may be used for a new planting of first-generation gospog.

3) Reality storms may be invoked against characters in their home cosm (if transformed, they switch to the other cosm). If two characters are from the same cosm, a reality storm may not be created.

4) Moving the electricity is a long-range contradiction. It would be possible for possibility-rated characters in a mixed or dominant zone, or in a pure zone providing a reality bubble was created.

Herald Messages

New information on the neo-Nazis. At least some are scouts for a new realm known as "the World Empire." Technologically, das Weltreich is on a par with Core Earth, it has a higher magic axiom, and the social and spiritual axioms are lower.

— Randy Wilde
Long Beach, CA

People of Leningrad: Be on the lookout for a large metal golem with NATO markings walking in from Aysle realm (we hope he doesn't explode when he arrives).

And a warning to all Storm Knights: never give firearms to a priest! You'll regret it!

— Jim Ogle
Socorro, NM

In order to stop the spread of Keta Kalles, President Quartermain called a Constitutional convention to repeal the first amendment. Any religious congregation not previously granted government approval will be met with tear gas and arrested. Any practitioner of Keta Kalles will be executed for treason!

— John Maurer
Nashville, TN

Be on the lookout for storm riders! These beings come from a storm cosm (or is it an elaborate plot?) and seem to increase the storm's power. Some were seen in the storm surrounding the Cyberpapacy. Are they real? Will they help or hinder the Storm Knights?

— Peter Joyce
Yonkers, NY

I have received word of an underwater city approximately 20 miles off the

southern coast of Iceland. My sources say that it is surrounded by some sort of oxygen dome. No life was noted.

— Scorpion
(Inner Circle)

The Living Land has a new weapon courtesy of Orrorsh. A tribe of lycanthropes has been found in Washington, DC. Wereshessers, werokoltras and wererufkas have been positively identified, but there may be other types. Silver doesn't seem to bother them...

— Dan Viger
Bronx, NY

Tharkhold is preparing for another invasion attempt. Storm Knights needed in the Soviet Union immediately.

— John Christopher
Gloucester, NJ

Kanawa attempt at controlling Hong Kong rebuffed at heavy cost. Bridge dropped, but destroyed by "Wanderer" operatives. Premature removal of stelae causes heavy civilian casualties. Japanese and American consulates looted and burned.

— John Day
Lincoln, NE

On day 12 of the invasion, what came into my spa?

12 contradictions,
11 mad borrh aka,
10 optants chanting,
nine drunk edeinors,
eight human converts,
seven happy benthe,
six airborne stalengers,
five dying tra,
four restan groups,
three dead guards,

two ravagons,
and a High Lord named Baruk Kaah!
— Dominick Riesland
Milwaukee, WI

All Storm Knights beware reality war paranoia. Not all orientals are Kanawa agents. Not all tall, pale Eastern Europeans are vampires!

— Steve Tanner
S. Glamorgan, UK

When flying in the Living Land, all I can say is, "It's all in your glide path."

— Duster

Avatars of Neith are highly susceptible to trick actions involving pointing behind them and shouting, "Look, it's Ra!"

— Ashley Kenneth Lovins
Winston, GA

The Martian invasion of Terra has been crushed by an alliance of Storm Knights and ord super-heroes known as "Astrologers for Justice." All of them have training in divination magic and will now attempt to undermine Mobius' home base in exchange for the Knights' aid.

— Gregory W. Detwiler
Williamsburg, PA

While investigating Neuschwanstein castle, we found a map that led us into the Nile Empire to recover (drumroll, please) the Holy Grail. Pursued by Nile Shocktroopers through the Land Below, we reemerged in Canada and extinguished the flame of the Northern Lands, Testacha.

— J. Higginbotham
Litchfield Park, AZ

How can a shape-shifter increase skill adds by spending possibilities? Does one possibility raise one skill for each form or only one skill for one form?

— Michael Levay
Roscommon, MI

Shape-shifters have two separate forms. Possibilities spent for skill adds only affect skills for one form.

What is the active attribute/skill used for breath weapons? What is the appropriate defense?

— Oscar Simmons
Beverly Hills, CA

Breath weapons use the *unarmed combat* skill to hit and *dodge* for defense.

Some spells in the Torg Rulebook have been updated slightly in the Aysle sourcebook. Do the original details become void?

— Steve Tanner
S. Glamorgan, UK

Different versions of many spells exist, all constructed with varying degrees of skill. The spells in *Pixaud's Practical Grimoire* and the *Aysle* sourcebook are more potent and reliable, but they are difficult to find unless one

studies at the Arcane Academies. The *Torg Rulebook* spells are far more common.

How about some guidelines on how to handle ords in a dominant zone. The rules give the impression that they can sometimes use technology in hostile dominant areas.

— Sandy Addison
Burnaby, BC, Canada

Ords in hostile dominant areas can cause contradictions as long as they are touching the object and do not fail a contradiction check. Ords may not cause long-range contradictions.

INFINIVERSE™

VOLUME 1

C A M P A I G N G A M E

NUMBER 9



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Don't you just hate it when your character successfully escapes from a flaming plane, only to disconnect when opening her parachute? We know we do.

Product Update

Full Moon Draw is at the printer's, and should be in the stores within a week of the time you read this. The release date is True (26).

High Lord of Earth is also at the printer's. Only a rampaging Udatok can now stop this book from making an April ship date. True (41).

Pixaud's Practical Grimoire contains a revised spell laboratory sheet, additional info on spell design, several dozen new spells, and a spell index. By enchanting our editors and artists to work faster, its April release is now True (16).

The Nippon Sourcebook is in the art department. Deceit! Samurai gopog! Chains guns as personal weapons! Martial arts! Corporate wars costing billions of yen! Its May release date is True (19) ... but knowing Kanawa, that could be a lie.

The Kanawa Personal Weapons Catalog is in development. Be sure to contact your local Kanawa representative for details. June release is True (15).

Operation: Hard Sell is the renamed *Ghost in the Machine*. Set in recently liberated California, this adventure has a June release at True (15).

The Orrorsh Sourcebook is in the hands of playtesters. We cleverly man-

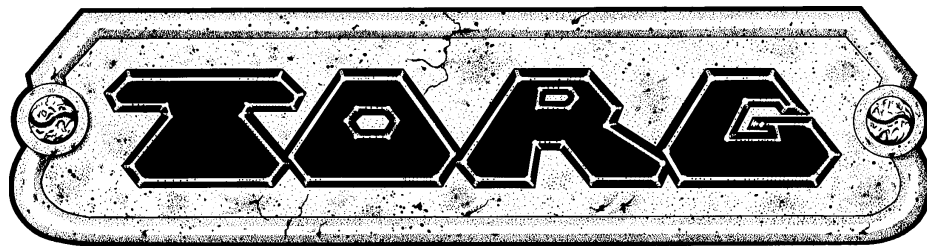
aged to put it behind schedule with work on *Pixaud's*, but its July release is still True (14).

The Land Below is a supplement describing the realm beneath the surface of the earth. Stewart Wieck's first draft was solid enough to send to playtesters. Its August release is True (19).

South America is bracing for the arrival of another realm. This realm is coming in response to the herald message sent at the end of the Relics of Power Trilogy. They are on our side. How unfortunate that they are fighting their own war. And they are losing. This sourcebook is scheduled for October release. True (14).

Brave and Crazy is a new format for us. Dan Greenberg is writing a 15,000 word Nile Empire story, then writing an adventure with the same setting and villains. We hope this blend of fiction and adventure provides a fun read and gives the gamemaster detail and a solid sense of mood for the adventure.

A Storm Knight's Guide to the Possibility Wars is the title for our proposed character handbook. Lou Prosperi is writing ways to flesh out your character and his background. The book also includes rules and descriptions for events such as crossing a maelstrom bridge ... hey, half the fun is surviving getting there.





Rumors and News



Each month we print the rumor report, which will consist of three parts. *First Indication* reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the infiniverse. For example, a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

Rumor Report

First Indication: Issue #7

1. House Liandar, a small but valiant ally of Light, has been accused (perhaps wrongly) of slaughtering Ice Nomads in Aysle's home cosm. True (15).

2. Nippon has been investing in Western United States real estate and supporting the U.S. struggle against Baruk Kaah—in return for sharing intelligence information. True (17)

3. A relatively bloodless conquest of Libya has left Mobius in even greater control of the world's oil supply.

Cyberpapal agents are rumored to be operating in the conquered area. True (16).

4. Provins, a village in the French province of Champagne, has become the central meeting place of the opposition to the Cyberpapacy. True (15).

5. Core Earth areas are seeing a rapid rise in NRRAs (Non-Realm Resident Aliens) as these people flee the strife in their homelands. Many nations welcome the new arrivals openly, but there are rumors of riots and oppression of the new immigrants. False (12).

6. Hantu Limited, the only major independent Nippon corporation, has struck back at the Kanawa empire. They have even begun a campaign to expose "Ryuchi Kanawa" as a High Lord. True (13).

Continuing Report: Issue #6

1. The Links, a New York street gang, have burned a gospog field in Central Park, enraging the edeinosaurs. Holding at True (20).

2. Mercurius, a Nile villain who is a master of disguise, has infiltrated a Storm Knight cell in Memphis, and is betraying its members to Mobius. Turnaround to True (16).

3. A transformed giant vampyre is stalking Scotland, attacking both Light and Dark forces. Still barely False (11).

4. Mysterious huge samurai who are almost impervious to pain are helping the Yakuza crack down on street gangs who refuse to follow the crime family leadership. Falling to True (21).

5. LeRoux, an Ayslish magician posing as a priest, roams France, preach-

ing against the machine-based rule of the Cyberpope. Malraux has ordered his capture. Climbs to True (19).

6. Dr. Paul Stabert, a Victorian scientist, has transformed himself into a monstrous hybrid of Other and human. He is unarmed and extremely dangerous. Slow rise to True (13).

The Wrap Up: Issue #5

1. Dwarves captured and impressed by Mobius in order to use their engineering prowess. Bottoming out at False (11).

2. Edeinos imprisoned in Biosphere II in Arizona as part of experiment to determine the nature of Living Land mist. Closing up at True (20).

3. Cyberpapal infiltration of Milan in order to prep the city for a stela. True (20). A finishing rise.

4. Strange circular designs, "black rings," appear in Aysle, which are not caused by magic. True (13), a slip from last month.

5. Covert conflict between Nippon and the Cyberpapacy is heating up, with Cyberpapal agents manipulating the Nikkei, and Nippon opening manufacturing plants in France. Levels off at True (32).

6. Enemies of Mobius causing Amon statue to kill shocktroopers in order to secure revitalizing secrets of Amet-Hu. Lowers to True (18).

7. Tarot-trademark vampyre-hunter staking a claim in Orrorsh. Rises even more to True (37).

8. Disappearances in "the Devil's Triangle" have prompted Kanawa investigation. Finishes at True (15).



The Kanawa File



**ENTER
SECURITY CODE**

3327-A17H52312

**SCANNING RETINA PATTERN.
PLEASE STAND BY ...
RETINA SCAN COMPLETE. GOOD
EVENING, 3327. ENTER COM-
MAND.**

Access File: Kanawa, R.TXT
ACCESSING ...

Subject Name: Ryuchi Kanawa

Numerical Code: None; Kanawa is assumed identity of 3327. Reference file 17H523.

Distinguishing Physical Characteristics: Facial scar, right cheek.

Place of Birth: Donglin Megaplex, Marketplace

Current Place of Residence: Tokyo, Japan, Earth

Status: Owner/Chief Executive Officer, Ursan Industries, Marketplace; Kanawa Corporation, Earth; for further holdings, reference file 17H523.1

Biography: Subject was born to 1901, executive vice-president, Ursan Industries, and 5416, marketing associate, Ursan Industries.

Cross-reference, 1901: Dismissed from Ursan following failed takeover of Weltong Pharmaceutical. Body found in Sebat Megaplex, murdered by person or persons unknown. Computer file search confirms both terminations ordered by 2174.

Subject educated at Ursan Industries Educational Facility. Age 21, subject employed by Ursan Industries as junior marketing executive. Promoted, 22, senior marketing executive; promoted, 23, junior vice-president of

operations; promoted, 24, executive vice president of operations.

Cross-reference, Ursan Industries: Subject and employer, 2174, involved in Donglin food riot. Rioters attack vehicle, and subject injured while protecting employer, suffering knife wound to face. Refused treatment.

Subject worked closely with 2174 on Soru acquisition. Computer records altered by 3327, assets increased, debts decreased. Loss to Ursan from Soru deal, 5 billion credits. 2174 unable to recompense board for loss. Poisons self.

3327 promoted to chief executive officer, Ursan Industries, as well as membership on Marketplace governing body, the Triad.

Cross-reference, Triad: Group composed of CEOs of Ursan Industries, Misaki Computers, and Shori Petroleum.

Subject authors Triad's First Article of Incorporation, stripping non-property owners of all rights under Marketplace law. Subject promotes accord with priests of Palan, radical religious group, then orders Marketplace Security to exterminate same. 5154 clerics killed in beginning of event now known as "Termination." Reference file 23-P24H.

Subject discovers alien artifact (reference file "Daikoku—2D"). Maelstrom bridge technology developed by Ursan Industries. 3327 expands financial empire into other cosms.

Cross-reference, Daikoku: Resemblance to laptop computer belies significant level of as yet unexplained power. Thrives on "possibility energy," and has made it known it will abandon subject if such energy is not delivered in sufficient amounts.

Daikoku imparts knowledge to subject which allows him to clone five duplicates of self and impart portion

of essence into each. Subject and four clones currently on Earth—fifth clone maintaining smooth operation of Ursan Industries and occupying Marketplace Triad seat.

Subject made alliance with Orrorshan Gaunt Man, who had similar pacts with Baruk Kaah of Takta Ker, Mobius of Terra, Uthorion of Aysle, and Malraux of Magna Verita, their object, assault of Earth. Subject established Kanawa Corporation in Osaka; offices later moved to Tokyo.

Progress to date: Attempt to take control of Hong Kong unsuccessful. Living Land stelae removed in California, replaced with Nippon Tech stelae. Maelstrom bridge dropped into Sacramento, and pure zone established.

Japan, Taiwan now under control. Portions of South Korea and China also dominated by 3327. Plans proceeding for further expansion of stelae boundaries.

Close file.

FILE CLOSED.

3327's Personality

Still steadfastly clinging to his Marketplace values, 3327 sees everything in terms of profit and loss. He is completely unaffected by emotions of any sort, save for greed. Although one would think that this might make it difficult for 3327 to deal with underlings and lackeys in the organizations he infiltrates, the High Lord has been able to overcome this handicap by mastering the discipline of psychology, allowing him to predict the behavioral patterns of emotional creatures and act accordingly.

When he speaks, 3327's dialogue is reasoned, carefully planned in advance, and coldly rational. It is almost impossible to shake his composure or force him into taking a rash action, but

he has been known to express impatience with those in his employ who are too slow-witted to comprehend his plans.

To physically slay 3327 would involve killing not only the original High Lord, but all five clones as well. Yet 3327 fears bankruptcy far more than assassination — like any other executive in Marketplace, he could be executed for failing to make a profit. His personal fortune is large enough that he could cover most losses, but his foray into Nippon is the costliest and riskiest venture he has ever attempted. Failure here could result in the loss of his economic power base in Marketplace.

Goals and Ambitions

3327 has a number of goals, each of which are listed here in the order of their importance to the High Lord:

1. Acquire Wealth. Following the tenets of his home cosm, 3327 is trying to acquire as much material wealth as he possibly can. To 3327, and any other native of Marketplace, wealth is linked to personal power, happiness, and longevity. The more money he makes, the longer 3327 will survive, and the more time he will have to attain even greater wealth. It was in pursuit of this goal that he originally became a High Lord.

Thus, in addition to the possibility energy he drains from each cosm he invades, 3327 also takes its riches back to Marketplace, where he maintains a huge treasure vault containing the equivalent of \$6 trillion in plunder. His agents are often sent to seek out objects of value, be they worth a great deal in monetary terms or by virtue of being an eternity shard.

2. Become Torg. 3327 knows that if he can seize the majority of Earth's possibility energy and declare himself Torg, he will live forever and gain formidable new powers, enabling him to accumulate even more wealth.

3. Keep Realm a Secret. 3327's entire plan depends upon keeping his existence as a High Lord a secret from the people of his realm and Core Earth.

If the people of Japan, Taiwan, Korea, China, and California were to realize they were being subjugated by a High Lord similar to those who have landed in Egypt, England, France, and Indonesia, 3327's maneuvers would encounter far stiffer resistance. And if the nations that make up Core Earth were able to confirm he was a High Lord, they would cease all shipments of oil, coal, iron ore, and other resources needed by Japanese industry.

So far, only the other High Lords and 3327's most trusted adviser are aware of his existence. Thratchen has considered revealing 3327's identity to the Japanese public but has so far refrained from doing so, due to the weakness of his own position and his doubts that he could withstand an all-out reprisal by the Nippon Tech High Lord.

The executive directors of the Rauru Block and some of the Grand Masters of the Sons of the Wind have identified "Ryuchi Kanawa" as a possible ally of the Possibility Raiders, but have yet to gather enough evidence to make the charge publicly. Those few realm residents who have positively identified 3327 as a High Lord have met a swift and bloody end before they were able to spread the information. Anyone they have communicated with has also been hunted down and killed, and it is a rare individual indeed who evades the clutch of 3327.

4. Expand the Realm. The more territory the realm encompasses, the more possibility energy that 3327 absorbs. He is well aware of the fact that it is the flow of possibilities which keeps his Darkness Device looking upon him with favor and allows him to seek out new cosms to plunder. He is also aware that expanding his stela bounds gives him leverage against the other High Lords in the struggle to become Torg.

5. Find Eternity Shards. Another means of appeasing Daikoku's hunger is through the use of eternity shards, rare artifacts which can be tapped by a Darkness Device for the possibility energy they contain.

Currently, 3327 has enough eternity shards in storage to maintain his present growth rate for the next seven

to eight months. He has agents searching for shards both within and beyond the borders of his realm, but has met with mixed success due to their scarcity and the interference of Storm Knights.

6. Recruit New Forces: The one thing that 3327 does spend much of his accumulated fortune on is the recruitment of personnel for his organizations on Earth. He is also interested in acquiring and studying new weapons, particularly those constructed in the Cyberpapacy or the Nile Empire.

3327 has recently become even more interested in this particular goal as a result of seeing some of the conflicts between the other High Lords. He is determined to be in a position of strength should one of his rivals challenge him in the future.

7. Contain the Other Realms. In the interests of profit as well as power, Nippon provided aid to the Soviet Union during attempts by the High Lord of Tharkold to drop a maelstrom bridge there, dealing the Gaunt Man's master plan its first serious setback. In addition, agents of 3327 have fostered contacts with Overgovernor Wu-Han of the Nile Empire, in the hope of subverting him and using him against Mobius. Also, Nippon firms have established a relationship with Core Earth United States, allowing them to aid in the fight against the Living Land as well as transform a portion of California undetected.

3327's reasons for these actions are threefold: geographically, his realm encompasses the smallest amount of territory, making him vulnerable to attacks by rival High Lords should any one grow sufficiently powerful; certain realms, specifically Orrorsh, pose a threat to Nippon's plans for expansion, owing to their proximity to still largely unconquered areas like China; and the realms of Baruk Kaah and Dr. Mobius pose a threat to the sources of raw materials Nippon needs to keep its companies producing. Thus 3327 remains on guard against any attempts to interfere with his plans for Nippon, and takes advantage of any opportunity to act as an *agent provocateur* in other realms.

3327's Bases

3327 maintains two major bases of operations on Earth, the Kanawa Corporation building in Tokyo and his private residence, Nijo Castle in Kyoto. Both are protected by security devices, both ancient and modern. Several attempts have been made to slay the High Lord in lairs, but even those which came close to being successful were frustrated by his intelligence service, which saw to it that "Ryuchi Kanawa" was nowhere to be found.

The Kanawa Building

The Kanawa Corporation has its headquarters on the Etai dori in Tokyo, only a few blocks from the main offices of the Bank of Japan. The corporate headquarters is 75 stories tall and houses the main offices not only of the parent company, but of a number of its subsidiaries as well. Also included in the skyscraper are a shopping arcade, a nightclub and 12 floors of private apartments.

The building's elevator only travels as high as the 72nd floor for most riders. To continue to the top three stories, the rider must submit to a retina scan. If he is not cleared for access, the elevator will jam between floors and automatically notify security. 3327 alone knows the access code which causes the car to continue on to the indoor heliport. When the proper controls are manipulated, the slanted roof of the building opens, allowing the Kanawa Corporation helicopter to take off.

3327's office and penthouse are located on the 75th floor of the building. A large desk sits at one side of the room, facing a huge picture window that looks out over Tokyo. Behind the desk is a bank of television monitors, which broadcasts images of the other rooms in the penthouse, the corporate board rooms of Kanawa's subsidiaries, and the living quarters of 3327's lieutenants. Security cameras are mounted in the High Lord's office and every room of his living quarters.

The monitor screens are controlled by a console on 3327's desk. Also on

the desk are a telephone and a personal computer linked to the Kanawa mainframe.

The other major feature of the office are four trophy cases, containing some of the great works of art and antiques 3327 has plundered from this cosm. He takes care not to include in these cases any artifact taken from another realm.

3327's living quarters consist of a living room, dining room, kitchen, bathroom and master bedroom. The kitchen is fully automated, the microwave pre-programmed with the settings for the High Lord's favorite dishes. The centerpiece of the living room is a large, sunken heated pool in which 3327 relaxes while watching monitor banks.

3327 spends a great deal of time in the penthouse, only occasionally traveling to his Kyoto residence (see below). His corporate office is used most often for "Ryuchi Kanawa's" business meetings.

Security in the Kanawa Building is tight. In addition to 3327's omnipresent security cameras, a uniformed security force of 90 roams the building's corridors and a number of heavily armed "undercover" Yakuza operatives are stationed inside as well (the exact number varies, but usually ranges between 10 and 30). Often, Yakuza gangsters posing as winos and bums will loiter on the sidewalk and in the alleys near the building, prepared to challenge anyone who attempts a break-in. There are no accurate estimates of the number of corporate ninja who may stalk the edifice as well.

The building is also protected by a highly-sensitive alarm system, consisting of infrared beams criss-crossing at varying heights in front of the doors and windows on the lower floors. Inside, random corridors are equipped with pressure-sensitive tiles: anyone walking down those corridors after working hours without first passing a retina scan will cause that section of the building to be sealed off and flooded with a powerful sleeping gas (damage value 16).

Kanawa Building Adventure Hook

Recent stock assaults mounted by Windigo, Inc. have revealed tremendous amounts of liquid capital, far more than would be expected based on their annual earnings report. Checks of major banks have uncovered no signs of any bond issues or other types of financing, but the Rauru Block is facing a fierce struggle to hold on to its smaller subsidiaries in the face of Windigo's maneuvers.

The truth of the matter is that Windigo is shoring up its financial position using Yakuza funds which have been sent through the Kanawa money-laundering network. Documents on the Windigo computers might expose the firm's ties to the Yakuza, but they are too well protected for hackers to penetrate and steal them. The Knights will have to break into the heavily-protected Kanawa Building and make their way to the Windigo offices to get the appropriate files. If none of the Knights have the *science (computers)* skill, it might be wise to bring a Kashi hacker along with them.

Nijo Castle

Located in the city of Kyoto, Nijo Castle was built in the 17th century and in the distant past served as the site for key imperial proclamations. Now it serves a more sinister purpose — as a private residence for 3327, the High Lord of Nippon Tech.

The castle was purchased by the city in 1939, but 3327 was able to pour enough yen into the municipal coffers to convince them to let him buy it from them, on the condition that he make no modifications to any of the buildings. This has prevented him from adding obvious security devices, although he has made some alterations in the ancient landmark.

The castle is actually two palaces, Ninomaru and Katsura. The entire estate is surrounded by a 3.5 meter stone wall and a moat, which 3327 has had spiked with acid (damage value 13 for each round that a Knight spends in the water). The water is two meters

deep and 10 meters across. Beyond the moat there is another stone wall. There are two entrances which allow the moat to be crossed, the East Gate and the North Gate. Both feature wooden bridges, which are rigged to collapse at times when 3327 is not expecting visitors. There are two additional gates in the interior wall, on the south and west sides, but these do not have bridges.

Once inside the East Gate, the building immediately to the right is the former Kyoto administration building, which 3327 has converted into a guardhouse. Approximately 30 corporate ninja reside here, while 10 Nagara Security 44TS robots patrol the grounds at all times. In addition, concealed "tiger pits" filled with sharp stakes await the unwary in various places.

Passing through two more gates, the visitor finds himself before Ninomaru Palace, which consists of four buildings linked together by corridors and a fifth set apart and surrounded by its own stone wall. The first building is Samurai Hall, which features a collection of ancient weapons and armor; the second, a large Reception Hall for formal banquets; the third, an Audience Hall where petitioners once met with representatives of the Emperor; and the fourth,

guest apartments for visitors. The corridors are wooden, and set up a horrifying creak at any footfall. Only adept ninja who have passed the rice-paper test can travel these halls without alerting others to their presence.

The fifth building is Shiro-shoin (private apartments), and contains the elaborate Jodan-no-ma (Hall of the Imperial Emissary).

To the west of Ninomaru Palace is another set of stone walls and another, smaller moat. The water in this pool is pure and only about 1.5 meters deep, though 10 meters across. However, the floor of the moat is fitted with shackles (*Strength* 14) which automatically grab the ankles of anyone who breaks the sensor beam built into the stones that line the sides. This allows 3327 to hold captives there until he grows weary of them and has them shot.

Katsura Palace is a huge, ornate building which 3327 makes home on the infrequent occasions when he visits. The palace features over 100 rooms, and is linked by computer with the High Lord's Tokyo penthouse. The building is protected by 25 MarSec agents who make up an elite bodyguard for 3327.

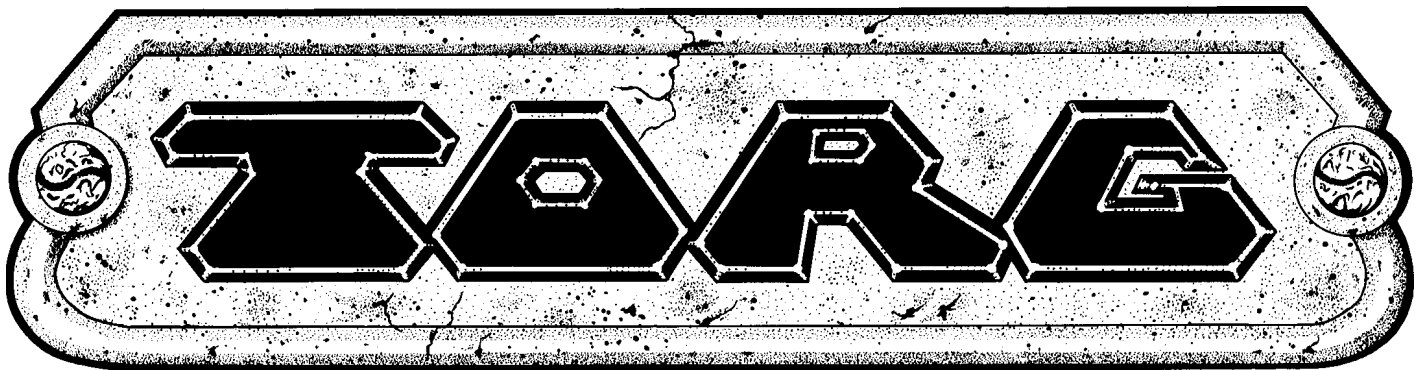
3327 has made an effort to maintain friendly relations with the Kyoto authorities, and is currently negotiating

for the rights to build a helipad on the Nijo Castle grounds. If he wins this concession, he can be expected to add a more sophisticated security system to the estate in the near future.

Nijo Castle Adventure Hook

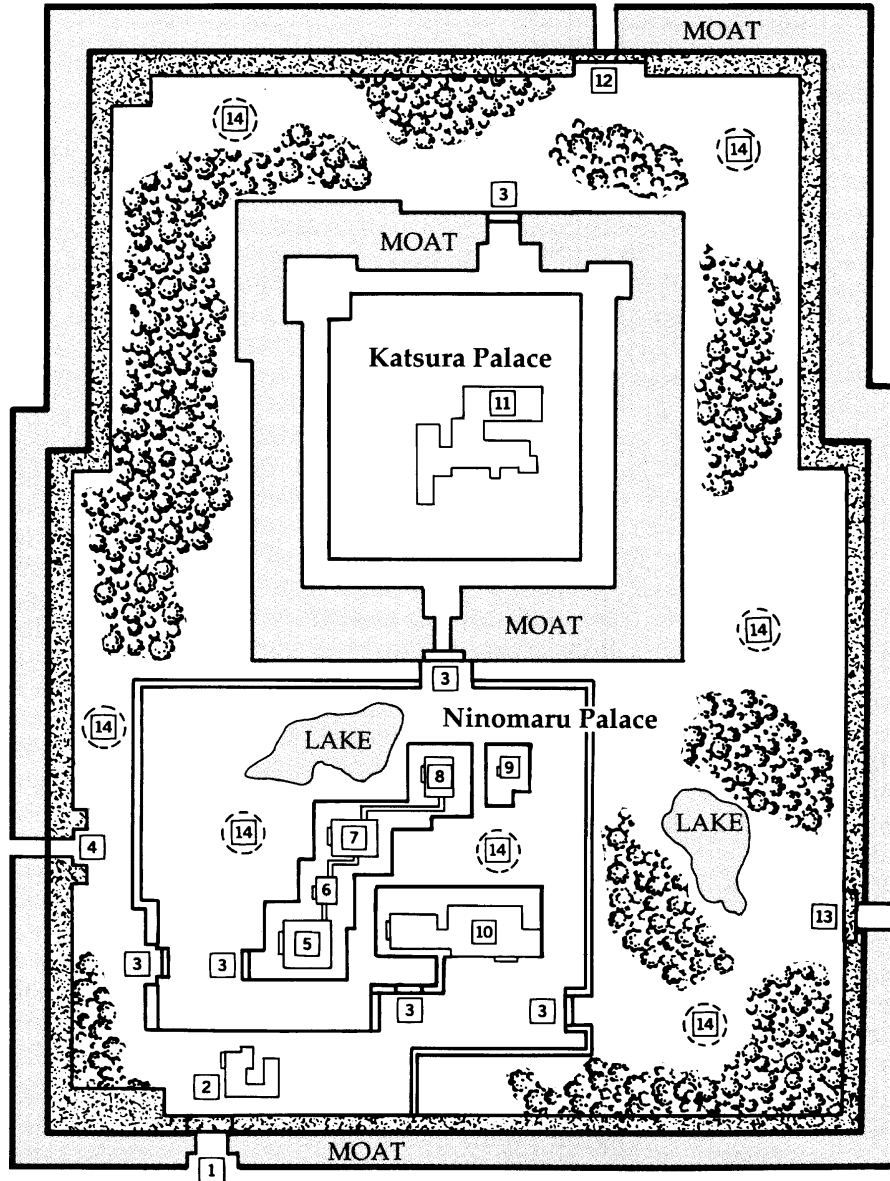
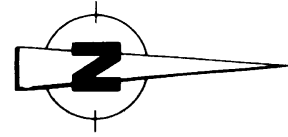
Breaking into Nijo Castle without an army to support you is not a wise maneuver. But that is exactly what a Storm Knight attempted, and he was captured with relative ease by MarSec agents. 3327 is in Tokyo at the moment, and he has reportedly sent MarSec instructions to torture what information they can out of the prisoner and then dispose of him.

The situation is serious enough, but the Knight in question is aware of plans to stage a hostile takeover of a Kanawa undersubsidary, a move that could be blocked by 3327 and cause the collapse of a Rauru Block firm. The Knight must be rescued by his comrades before he is broken and gives this information to MarSec. With the absence of electronic security devices such as retina scanners on the grounds, the Knights may wish to use the human element against the High Lord and rely on their *disguise* skills to get into Katsura Palace and break their friend out.





Infiniverse 9: The Kanawa Files
Nijo Castle



- | | | |
|---------------------------------------|-----------------------|----------------|
| 1. East gate | 6. Reception Hall | 12. West gate |
| 2. Administration building/guardhouse | 7. Audience Hall | 13. North gate |
| 3. Gate | 8. Art gallery | 14. Tiger pits |
| 4. South gate | 9. Private apartments | |
| 5. Samurai Hall | 10. Kitchens | |
| | 11. Katsura Palace | |



Dispatches and Rumors

Dispatches

1

A new hero has surfaced in the section of Baruk Kaah's realm known as the Northern Land. Operating out of a secret base near Fort Smith, just south of the Great Slave Lake, "Major Mapleleaf," as he is widely known, is calling all surviving mounties and able-bodied Canadian citizens to fight the annexation by Baruk Kaah.

The hero has banded together Storm Knights, Ords, and even renegade edeinos against the forces of the High Lord. His favorite tactic seems to be to get a group of 20-30 followers together, move somewhere along the pure zone's border, and then strike quickly and vanish back into the wilderness. His followers seem well-disciplined and more concerned with causing damage to the High Lord's followers than random looting or destruction.

The Storm Knights, seeking "Major Mapleleaf," find instead a large group of edeinos and Living Land creatures camped around his supposed hideout. They realize that Baruk Kaah has set an ambush for the Canadian hero, and they must find some way to warn him before he returns—without getting discovered and killed themselves.

Major Mapleleaf (true identity unknown)

DEXTERITY 15 (12)

Beast riding (horse) 16, dodge 16, fire combat 18, melee weapons 16, missile weapons 17, stealth 16

STRENGTH 11

TOUGHNESS 10

PERCEPTION 10

Evidence analysis 12, find 11, tracking 13, trick 13

MIND 8

Survival 11, test 9

CHARISMA 12 (9)

Charm 15, persuade 14, taunt 13

SPIRIT 10

Intimidation 12

Possibilities: 12

Equipment: padded jacket (Nile gadget), armor value TOU+4/16, and *chameleon* power (duration, six rounds); .455 Webley revolver, damage value 15, ammo 6, range 3-10/15/40; modern compound bow, damage value STR+7/17, range 3-10/100/250; spear, damage value STR+4/14, range 3-5/25/40

Description: "Major Mapleleaf" is really a former Canadian mountie who, on leave in the Middle East when the Possibility Wars began, was transformed into a Nile hero. Since that time, he has operated under many different guises and in many different realms, but has at last found his way back to Canada.

He wears the traditional mountie uniform (red jacket, black hat, black pants with red piping) but he has added a black mask that covers his entire head—including his eyes (it is transparent from his side). The mask is emblazoned with a red maple leaf on the front.

Powers: Two *super-attributes*, *Dexterity* and *Charisma*

Critical Event: The Storm Knights must evade the edeinos and Living Land scouts and track down the Major and his followers. If the Storm Knights are able to warn Major Mapleleaf and help ambush the edeinos, they get a *Good* result (6 or higher). If they cannot find the Major in time, or if they are unsuccessful in evading the ambush (perhaps they lead the edeinos to him), then they get a *Bad* result (no greater than 2).

2

More chaos has appeared in the Aysle realm. The small village of Rye has seen the return of a legend: the Scarecrow of Romney Marsh. But, instead of resuming his freedom-fighting ways, the former smuggler has turned his strange powers and abilities against his former protectorate. He has virtually halted all trade between Rye and London, and his name is whispered with terror amongst the townspeople.

The Scarecrow is thought to be a reincarnation of the original, but with frightening new powers and a cruel and murderous attitude that could only be caused by the Light/Dark struggle of the Patchwork Realm.

Operating out of a hidden base in Romney Marsh, the Scarecrow has so far eluded all attempts at capture or destruction. Waylaying trade convoys, he and his gang of henchmen appear seemingly out of nowhere and vanish into the night, leaving only the Scarecrow's mocking laughter to taunt his frustrated pursuers.

The new Scarecrow of Romney Marsh is not a ghost, nor is he a magical reincarnation. He is a former resident of Rye, transformed by the Aysle axioms into a wizard of no small ability.

The Scarecrow

DEXTERITY 14

Beast riding 15, dodge 16, fire combat 15, lock picking 15, stealth 17

STRENGTH 9

Climbing 11

TOUGHNESS 12

PERCEPTION 12

Alteration magic 13, divination magic 13, find 14, tracking 13, trick 15

MIND 10

Apportation magic 13, conjuration magic 11, test 11

SPiRiT 13

Intimidation 15, reality 14,

Possibilities: 16

Arcane Knowledges: *darkness* 4, *water* 1

Spells: *fog*, *mage dark*

Equipment: wheellock dag pistols (2) (enchanted), damage 13, ammo unlimited (see below), range 3-5/10/25; black horse; torches; saddlebags; leather armor, armor value TOU+2/20

Description: The Scarecrow wears the tattered outfit of his namesake, including a misshapen burlap mask. He is over six feet tall, and the outfit is designed to make him look even larger.

The Scarecrow's pistols were the beneficiaries of a *conjuration metal* spell cast by a fellow sorcerer. Focused into the weapons, the spell causes new ammunition to materialize inside them as soon as a shot is fired, meaning the Scarecrow can never run out of bullets.

Critical Event: The Storm Knights either hear of the disruption of trade through their sources in London, or they actually encounter the Scarecrow on the way to Rye. Either way, they must track him down through the Marsh or set a trap for the Scarecrow and his Ord henchmen. Keep in mind, the Scarecrow, in his secret identity, could be anyone in Rye, and his henchmen are likely scattered throughout the area—keeping their ears open and their mouths shut. Tracking down and catching the Scarecrow is a *Good* (6 or above) result, while letting him escape completely is a *Bad* result (2 or less).

3

Dr. Kelsey Turnbull, a Victorian scientist stationed in Sumatra, was apparently attempting to perform a ritual that would transform *gospog* into harmless vegetable matter. The effect would be placed on an area that *gospog* traveled through frequently and, as they passed, the spell would slowly cause them to decompose.

But something went horribly wrong. Turnbull and a few assistants made an expedition to Borneo and set the trap in a dominant zone near the coast. Waiting offshore in a small boat, they observed the area with a spy glass.

They watched for two days in miserable weather until, in the midst of a thunderstorm, what looked like a First Planting *gospog* shambled up to the area.

The only survivor of the mission, a former Victorian guard named Benedict Kithcairn, describes what happened like this:

"The 'orrible thing shambled up to the Doctor's talisman like nothing was wrong. I could barely see, what with the rain and the lightning flashing every so often, but it seemed that the ritual had no effect. Everybody was moanin' about wastin' time, an' I finally got my turn at the spy glass.

"When I held it up to my eye an' focused on the beastie, there was this great flash o' lightning and it looked to me like it struck the talisman and the creature at the same time. There was this 'orrible scream an', just as everyone was recoverin', the Doctor shouted, "Look!" and pointed at the shore.

"What I saw then, I never 'ope to see again. The creature's arms had straightened out—stiff, like a porcupine's quills—an' lightning was cracklin' between them. Its face was twisted into an evil mask of pain an' rage. It was looking right at us.

"Well, I'll tell you, that was enough for all of us. Everybody started yellin' about rowin' and getting the little steamer started, and we all got busy.

The next thing I remember was the Doctor screaming, 'It's coming; it's coming!' and then this terrible crunch as something hit the side of the boat. The captain started yelling for us to abandon ship and that we were sinking, but I got hit on the head by a spar or something an' knocked out."

Kithcairn was found, half-drowned and delirious, off the coast of Malaya by a group of native fishermen. He was clinging to a board and muttering about lightning and monsters. That was a week ago, and he had been adrift for at least two days.

Critical Event: The Storm Knights have to locate, and destroy, the *Gospog Monster*. It has been sinking ships and terrorizing the coasts of Java, Sumatra, and Malaya. It is apparently amphibious, but it spends most of its time in the water. The natives of Malaya call it

"Joskaltra," "the Sea Evil." Finding and defeating the Joskaltra is a *Good* result (6 or higher), while letting it get away virtually unscathed is a *Bad* result (2 or lower).

Joskaltra

DEXTERITY 12

Dodge 14, maneuver 13, swimming 16

STRENGTH 22

TOUGHNESS 18

PERCEPTION 10

Find 11, tracking 13

MIND 5

Survival 12, willpower 13

CHARISMA 4

SPiRiT 10

Intimidation 14

Possibilities: 4

Natural Tools: teeth, damage value STR+3/27; spines, STR+4/30

Note: When the Joskaltra has been out of the water for more than six rounds, the electricity imbued in its spines begins to spark. It may then hurl electrical bursts at ranges up to 30 meters with a damage value of 19. Use the Joskaltra's raw *Dexterity* to hit (it is, as yet, unskilled in *energy weapons*).

The Joskaltra looks like an Other, but is bloated and more horrible. When out of the water, its spines (formerly arms) are rigid and sharp. Its mouth is large and filled with shark-like teeth.

4

Even though Sacramento and much of the West Coast has been liberated from the Living Land, there are relatively few Core Earthers remaining in the area. Many people in the southeastern and middle United States are looking to return to the West Coast, and the Delphi Council seems to be encouraging resettlement.

Though the easiest (and safest) way to get from the East Coast to the West would be by boat, few of those looking to return can afford the fares. So, word has gone out from Florida to Texas: "Wagon train!"

An Old West-style wagon train will be leaving from Houston, Texas and heading towards California. The sponsors of the trek, a loose confederation of expatriated Californians calling themselves "Westward, Co.," are calling on realm-runners and Storm

Knights to be escorts. The Delphi Council is concerned about overland travel to Sacramento, since the route goes through the Living Land, but has been unable to stop the firm's plans.

Critical Event: The Storm Knights, employed by Westward, Co., will lead a wagon train through the Living Land to the Sacramento area. They will have to contend with edeinos, Spartans, and the machinations of the Delphi Council. The Council and Spartans, however, will not act overtly until the train is well within the Living Land—the liberation of Sacramento has been such a boost to the country's morale, even the Delphi Council doesn't want to spoil it.

A *Good* result (6 or higher) means the Knights get most of the wagon train into the Nippon pure zone around Sacramento (there should be about 20 wagons; if 15 make it, that's good). A *Bad* result (2 or lower) comes if the Knights can't get the train through or if almost all of it is destroyed.

Rumors

1

Sailors in the Mediterranean have witnessed strange events of late. Ships bearing the flag of CyberFrance have been sailing the sea at night and dropping large, box-shaped objects into the water. Some witnesses state that, when the box hits the water, there is a brief, bluish flash and a crackling sound before the strange object sinks like a stone. Those who have ventured towards the area afterwards (waiting, of course, until the ship has departed), swear the smell of ozone lingered in the air.

Three incidents of this sort have been reported, and the latest is said to have taken place only a few miles from the shores of the African continent.

The objects may be the altar-shaped stelae of Jean Malraux I. If so, this could mean the Cyberpope is setting up a line of stelae between CyberFrance and the Nile Empire. When he gets close enough, Malraux can drop a stela in the middle of any of Dr. Mobius' triangles, converting it instantly to a Nile-Cyber mixed zone. This could open up the Nile Empire for a CyberFrance invasion.

2

Reports from the West Coast indicate that the effectiveness of the Spartans in "relocating" Core Earth resistance communities has increased dramatically. The new Nippon-Living Land mixed zones seem partially responsible, but some believe that Kanawa agents have been teaming up with the Delphi-run Spartans.

The Nippon agents have been working mainly on eliminating the remaining edeinos and other Living Land denizens from the mixed zones, and the Spartans have been making raids deeper into Baruk Kaah's territory. The customary ruthlessness of the Spartans in their "relocation" efforts has been augmented greatly by Kanawa-supplied weaponry.

3

Some reports state that Jean Malraux I, the Cyberpapal High Lord, is having some difficulty with his home cosm of Magna Verita. While CyberFrance is currently under his sway, things across the maelstrom bridge are less than ideal.

Malraux, after leaving Magna Verita, installed Cardinal-Bishop Gerrard-Pierre as Papal Legate, and instructed him to rule for the duration of the Cyberpope's absence. While he believed the Cardinal Bishop to be loyal, Malraux desired assurances—

he still took the precaution of "bugging" the man's cybernetic eyes, and installing a Faith chip in the legate without his knowledge.

Or so the Cyberpope believed. Recently, the output of the "bug" has been frequently interrupted and is threatening to cease altogether. There is a rumor that some of the remaining 21 Cardinals of Magna Verita have discovered his ploy and have convinced Gerrard-Pierre that his position is in jeopardy. If this is true, the Cyberpope could have a serious threat to his rule ... coming from his home cosm.

4

Though there has been little contact between the Islands and the mainland in some time, it is believed that Hawaii has not suffered at the hands of the Possibility Raiders. Moreover, rumors state that the Hawaiian Islands may have declared themselves independent.

The Delphi Council neither confirms nor denies these rumors. They have been very tight-lipped on the subject of the Pacific state. It is thought that the Council has either decided Hawaii is too remote to govern, or that there may be forces at work they are ill-equipped to handle at the present time.

Whatever the true story, Hawaii, and Honolulu especially, has become a sort of modern-day Casablanca: an area where people can go to do business away from the interference of governments ... or High Lords.

Hawaii, a service-oriented state in a paradisaical environment, has become a favorite retreat of the wealthy—and of those who follow the wealthy: sycophants, prostitutes, and those looking for employ. It is said that, in Hawaii, any pleasure can be had and any service can be purchased ... for a price.



Your Letters

Aysle is fantastic and I love the honor/corruption laws. I did notice a few things I needed to ask about:

In *Infiniverse #1*, you mentioned a character template called "Unwilling Seer." Are you going to publish it in a later book or *Infiniverse*?

In *The Possibility Chalice*, you said there would be more on the *Uvwe*. So, where is it, guys?

Also, to Valerie Valusek and Daniel Home: the illustrations were beautiful. Keep up the good work.

—J. Higginbotham
Litchfield Park, AZ

Unwilling Seer

DEXTERITY 11

Beast riding, dodge, melee weapons, stealth, swimming

STRENGTH 7

Climbing

TOUGHNESS 10

PERCEPTION 12

Divination magic 15 (tag skill), find, first aid, land vehicles, language, water vehicles

MIND 9

Apportation magic, artist, test of will

CHARISMA 9

Charm, persuasion

SPIRIT 8

Faith (Catholic or a Protestant religion), reality

Skill Notes: The unwilling seer, not being a full-fledged magician, only receives nine points for arcane knowledges and spells.

Cosm: Aysle (transformed)

Background: It was a blessing and a curse. As your grandmother before you, you had "the gift." Dreams, more real than unreal, would warn you of upcoming events. Always the dreams were accurate. Always the events were

tragic. While the dreams were rare, they scared you and would cause you to be an outcast if you told anyone. The dreams didn't mix well with your strong religious beliefs. You couldn't tell if they were a blessing from God or an evil curse.

When reality shifted, you investigated the new ways of magic. You have slowly learned spells that help you to interpret your dreams. It is your destiny to use these visions for the good of your family and village. You have told no one and try to keep your actions secret, but there is comfort in knowing that you can alter the events the dreams portend.

Personality: Your visions no longer scare you as much as they once did. Your interest in magic is high, but commitments to your family keep you close to home. You are quiet and often unsure of yourself, an expression of your inner conflicts and your desire to reconcile your religious beliefs with your magical abilities.

Equipment: Herbal teas; scrying cups; mace, damage value STR+4/11; leather armor, damage value STR+2/12

Quote: "It is time to take fate in our own hands. We must act now or risk tragedy."

Skill Notes: Visions appear to the unwilling seer in dreams and are used solely at the gamemaster's discretion. All of your visions are accurate and since learning the ways of magic you can divine information from these visions and change the fate shown in your dreams.

The *Uvwe* appear in the "Beachhead" scenario in *Queenswrath* (pages 23-25).

Does the Nile Empire have time travel? If yes, why isn't it mentioned in The Nile Empire Sourcebook (this

could be a vital weapon in Mobius' arsenal)? If no, why is it mentioned in both the Worldbook and The Destiny Map?

One more comment: more dispatches! In issue #6, there is only one new dispatch. Three continuing ones are okay, but how about two new ones, for a total of five per issue?

Keep up the great work! Thanks!

—Stephen Crow
North Liberty, IA

Time travel, at this point, is only a plot device and it is quite unpredictable. There are plenty of theoretical questions that have to be ironed out before anything is made official. For example, what prevents Storm Knights from going back in time to halt the invasion or killing the Gaunt Man before he found his Darkness Device?

Could illusions be better explained? The rules for casting are sketchy.

—John Maurer
Nashville, TN

Illusions are magical "cheats" because they use magic to simulate reality and may be disbelieved. Other spells are real for their duration.

Disbelieving takes an action (*Mind* or *willpower* check). Anyone not choosing to disbelieve accepts the illusion as real. Find the value of the believers on the One-on-Many chart and add it to the disbelief difficulty for other characters. Only characters within the spell's area of effect or whose senses are affected by the spell are used for the Many-on-One (for example, if 1,000 people have believed an illusory bridge, but none of them can see it or are within the spell's effect, they are not used for the Many-on-One). The gamemaster shouldn't tell the characters a spell is an illusion; they must decide for themselves what they will attempt to disbelieve. Characters can

waste several rounds trying to disbelieve a spell that is real.

Characters from Nippon Tech and the Living Land are apt to disbelieve because magic doesn't work in their reality. In Aysle, magically trained individuals will attempt to disbelieve; most common people often can't distinguish between real magic and illusion magic. Once a character has accepted something as real, he will not attempt to disbelieve until prompted to disbelieve the spell.

The spell ends once anyone disbelieves the illusion. To those who disbelieved, the spell's effect disappears. Those who believed will perceive reality but also will have lingering perceptions of the illusion. In the example on page 114 of the *Torg Rulebook*, the falling characters will see the bridge slowly fade from sight as they fall toward the ground.

What are the pre-tech axioms and link difficulties for Magna Verita?

— Michael Levay
Roscommon, MI

The *Cyberpapacy* sourcebook explains Magna Verita. Only the Tech axiom changed during the transformation (it was originally Tech 15).

The first number is the difficulty for a character from that realm to link in Pre-Surge Magna Verita. The second number is the difficulty for a Pre-Surge Magna Verita character to link in another realm:

Realm	Difficulty	
Core Earth	11	8
Living Land	12	14
Nile Empire	11	3
Aysle	11	3
Orrorsh	10	3
Nippon	12	11
Cyberpapacy	11	3

1) *How do you do damage for explosives? For example, someone caught in the blast of a grenade would not take the same damage as he would if he was shot.*

Herald Messages

Know all that LeRoux is neither a fraud nor a sorcerer. His noble martyrdom has secured the True Cross and crashed the GodNet for two days.

Karzak the Unholy has invaded Antarctica! Chilean government is most concerned.

— Mark L. Chance
Scho Bks, HI

Polyphebo,

It has come to Our attention that the Storm Knight Olin and his out-worlder comrades are riding from Land's End to Oxford. It is Our will that they not reach Pella Ardinay. If you wish to retain Our favor, do not fail.

— Thorfinn Bjanni

Mobius is working on some sort of gizmo that when powered by an eternity shard will allow the sphinx to rise, walk and terrorize the countryside.

— Chad Fretz
Columbia Falls, MT

S/W/M Storm Knight seeks sensitive, intelligent S/W/F. Must enjoy Weird Science, moonlit walks on the beach, and grinding High Lords into a mangled, bloody pulp. Ability to reload quickly a plus. No fatties or lycanthropes please.

The original Rider-Waite Tarot deck has been found in Madrid, and seems to be an eternity shard. Is this linked to recent vampire hunter activity in Orrorsh? Film at eleven.

— Brian Schoner
Lake Worth, FL

The master assassin, Rathsten, has been captured by Storm Knights and turned over to Lady Ardinay after a protracted search throughout the southern parts of Aysle.

— James Stoner
Troy, NY

The Victorians seem to have a new combination of magic and technology. Flying steam-powered boats with 15-pound cannons have been sighted by Australian flyers. How the Victorians have done this is unknown at this time.

— Sandy Addison
Burnaby, BC, Canada

The Pacific Northwest is changing ... it doesn't appear to be hostile, just different ...

— Scott Shafer
Delaware, OH

2) *What do the cyber-enhancements look like? Do they look like normal limbs?*

3) *When do weapons overheat and blow up?*

— Stephen Zabinski
Warminster, PA

1) While weapons do different kinds of damage, only the amount of damage matters for healing, first aid and other game mechanics.

2) Cyber-enhancements can appear identical to human limbs when covered with NeuraSkin. Most people with cyberware prefer it to be easily identifiable both to intimidate foes and show their faith in the Cyberpope.

3) This is beyond the detail of the game as it now stands. Send in your ideas...

Folk,

Thanks for coming up with the first original and worthwhile role-playing game system I have seen in a long while. Enclosed is a check for my Infiniverse subscription. I am stepping into this in midstream, so to speak, so is there any way to purchase back issues?

— Dennis M. Bohannon
Los Angeles, CA

Thanks for the kind praise and we'll do our best to keep interesting products coming your way. Back issues of *Infiniverse* are available direct from West End Games for \$2.00 per issue.

INFINIVERSE™

VOLUME 1

C A M P A I G N G A M E

NUMBER 10



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Greg Farshtey, Greg Gorden, Bill Smith, Ed Stark; not them again!



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By the time you read this, Earth should have seen and survived another Opening Day of baseball season. We hope. We are going to keep looking at the clouds, just in case.

Crystal Ball Time

Torg's schedule is moving along its normally bumpy path. Here we look through the mists of time to the far future (1992). As we haven't written any time travel rules yet, you can imagine how accurate these projections are. If you see any glaring gaps, any products we are not doing that you *absolutely must have*, now is the time to let us know. If you want to sway the editors of *West End* about the content of one of the products below, write us now.

The *Tharkold Sourcebook* is under contract. It becomes the first sourcebook produced because of *Infiniverse* play and pleas. Believe it or not, we thought the Tharkoldu were through when they were defeated in the Soviet Union.

A Storm Knights Guide to the Possibility Wars is Lou Prosperi's name for the character handbook. More detailed ways of building characters, new rules, fancy background material ... looks like a solid proposal.

Nigel Findley has more tech up his sleeve. First up is a heavy weapons catalog. Having successfully pen-

etrated the personal arms market, Kanawa seeks to expand its niche. A vehicles book is also in the early planning stages.

We have a slew of adventure proposals, and a few rough drafts inhouse. *Central Valley Gate* and the *Temple of Rek Pakma* are two proposals which have received on-acceptance contracts, the break from the gate in the arduous race to publication.

Paris Jaz is a proposal for a full-blown campaign book on Paris. It appears that Jean Malraux has decided enough is enough. A raging battle is fought in Paris Liberte. The book details Paris, the dangers of its neighborhoods, the street gangs, the politicians, and should have maps galore.

The Infiniverse Update brings the Possibility Wars up to date. It will contain material from *Infiniverse*, so you will have seen some of it before. But several thousand *Torg* players have no idea what you guys have been doing. You have changed the Possibility Wars through your responses to dispatches, rumors, and adventures. Your notes and herald messages have changed product decisions and added depth to the *Infiniverse*. We think it has been an exciting experiment; we want to let others know how it is working. Originally planned as a 64-page book, we now think this will just shoe-horn itself into a 128-pager.





Rumors and News

First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

As most of you have probably already noticed, last month's *Infiniverse* rumor results were in error. True (40). Our apologies to all of you.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #8

1. The House Liandar, a small but valiant ally of Light, has been accused (perhaps wrongly) of slaughtering Ice Nomads in Aysle's home cosm. False (12).

2. Nippon has been investing in real estate in the western United States and supporting the U.S. struggle against Baruk Kaah — in return for sharing intelligence information. An impressive True (35).

3. A relatively bloodless conquest of Libya has left Mobius in even greater control of the world's oil supply. Cyberpapal agents are rumored to be operating in the conquered area. True (24).

4. Provins, a village in the French province of Champagne, has become the central meeting place of the opposition to the Cyberpapacy. True (21).

5. Core Earth areas are seeing a rapid rise in NRRAs (Non-Realm Resident Aliens) as these people flee the strife in their homelands. Many nations welcome the new arrivals openly, but there are rumors of riots and oppression of the new immigrants. True (15).

6. Hantu Limited, the only major independent Nippon corporation, has struck back at the Kanawa empire. They have even begun a campaign to expose "Ryuchi Kanawa" as a High Lord. True (23).

Continuing Report: Issue #7

1. Uthorion's possession of Thorfinn Bjanni commonly known. Assassination plans in the making. True (17).

2. Unusual rise in radiation levels near Siberian site of mysterious explosion of 1908. Japanese and Cyberpapal agents may be investigating. True (19).

3. Entertainment industry responding to war effort, including the popular Five Realms role-playing game. Ty Gardner planning to run against Dennis Quartermain for President. True (15).

4. Subliminal messages placed in movies by Kanawa subsidiary. Ichi Enterprises trying to build popular

support for Nippon involvement in the United States. True (15).

The Wrap Up: Issue #6

1. The Links, a New York street gang, have burned a gospog field in Central Park, enraging the edeinosaurs. Drops slightly to True (19).

2. Mercurius, a Nile villain who is a master of disguise, has infiltrated a Storm Knight cell in Memphis, and is betraying its members to Mobius. Holding at True (15).

3. A transformed giant vampyre is stalking Scotland, attacking both Light and Dark forces. Still barely False (12).

4. Mysterious huge samurai who are almost impervious to pain are helping the Yakuza crack down on street gangs who refuse to follow the crime family leadership. Finishes at True (21).

5. LeRoux, an Ayslish magician posing as a priest, roams France, preaching against the machine-based rule of the Cyberpoppe. Malraux has ordered his capture. Drops to True (17).

6. Dr. Paul Stabert, a Victorian scientist, has transformed himself into a monstrous hybrid of Other and human. He is unarmed and extremely dangerous. Climbs to True (15).





The Villains of Terra



hen the Mystery Men discovered that their old foe, Dr. Mobius, had escaped to another cosm, there to pursue his mad dreams of conquest, the heroes wasted no time in pursuing him. Now they battle the Nile Empire High Lord throughout the Middle East and Africa, alongside Storm Knights from Core Earth and other realms.

But what of the world they left behind? Abandoned by its most powerful protectors, Terra has become a playground for costumed villains and their violent gangs, and the heroes who remain on that beleaguered planet are hard-pressed to contain their evil.

Thus, the Mystery Men have asked that any Storm Knights who have the courage should travel to Terra, there to challenge some of the most insidious foemen ever to darken a rogue's gallery. Mystery Men founder Dr. Alexis Frest has built a gizmo similar to the one he constructed on Terra, which will allow Storm Knights to pass breach the barrier between cosms. But the machine will only work once before being destroyed by the energies unleashed, so Knights who go to Terra must be prepared to search out Mobius' maelstrom bridge while there to have any hope of returning.

Among the villains currently stalking Terra are:

Conundrum

As a child, the man who would one day become Conundrum was consistently blamed for acts he had not committed, and brutally punished by his parents. This had the combined effect of embittering him toward all authority, and leaving him with a pathological fear of apprehension and punishment.

Conundrum's first criminal act was the murder of his parents, accom-

plished by tampering with the brakes on their car in such a way that it resembled normal wear and tear. In one evening, he set fires at his home, the school he had attended, and the hospital in which he was born, effectively destroying all records of his existence. Now for all practical purposes a man with no identity, he became Conundrum, a master criminal whose signature, strangely, became crimes without any clues left behind.

Even with the relatively primitive police science (seen from a Core Earth perspective) of Terra, Conundrum's career might have ended quickly had he not encountered the Silent Partner, a mysterious man of apparently unlimited means who outfits and advises pulp villains in exchange for a small percentage of their take. He provided Conundrum with a black bodysuit woven from a special "weird science" material that would leave no fibres behind at a crime scene. In addition, the Silent Partner gave Conundrum the formula for a chemical solution that would bestow the *dispersal* power upon him. Finally, he gave him instructions on how to create dispersal grenades using the formula.

Combined with his own natural abilities, the potion and costume allowed Conundrum to slip in and out of crime scenes unnoticed. His fear of capture leads him to carefully eliminate all possible clues after committing a crime, making him extremely difficult to track down. Though the Mystery Men have frustrated a number of his schemes, they have never caught him, nor even learned who he is behind his ebony mask.

Conundrum

True Identity: Unknown
DEXTERITY 13

Dodge 16, lock picking 14, maneuver 15, missile weapons 16, stealth 17, unarmed combat 14

STRENGTH 10
TOUGHNESS 11
PERCEPTION 10

Evidence analysis 12, find 14, scholar (criminology) 11, trick 13

MIND 9

Science (chemistry) 11, test 12

CHARISMA 11

Charm 13, persuasion 15, taunt 12

SPIRIT 11

Intimidation 13, reality 15

Inclination: Evil

Possibilities: 21

Powers: *dispersal*, adventure cost 5, value TOU+10, DEX -4 penalty when in use (see page 70 of *The Nile Empire*). Conundrum's *dispersal* power has a *stymie flaw* — if he is unmasked, he is stymied anytime he uses his power until he gets the mask back on or the scene ends. The flaw is worth three Possibilities when invoked.

Equipment: black bodysuit and mask; dispersal grenades, blast radius 0-5/10/15. These have the *dispersal* power at a value of the target's TOU+10. Duration of the attack is a number of rounds equal to the target's raw *Toughness*. The grenades are effective against both organic and inorganic matter, and Conundrum normally carries four on a job. Conundrum must be to solid to throw a grenade.

Description: Mystery Men files list Conundrum as probably being in his late 20s, cunning and intelligent. He tends toward theft rather than murder, but has been known to kill without compunction when in danger of being captured.

Mind-Master

Dr. Matthew Kent was a highly successful police psychologist when he decided there was more profit to be had on the other side of the law and assumed the mantle of Mind-Master.

No one had realized that his triumphs with hardened criminal patients stemmed from a head injury he had suffered as a child which left him with the power to cast illusions into the minds of others. Kent was able to transmit comforting images to patients when they behaved correctly, and frightening ones when they did not.

For a while, Kent experimented with manipulating his patients into committing crimes for him, but found second-hand evil lacked the thrill he desired. Eschewing violence, he embarked on a criminal career in which he pitted the power of his mind and illusions against the minions of the law.

Of all the Mystery Men, only Dr. Frest has been able to consistently resist the power of Mind-Master's illusions. The villain has made numerous attempts to kill Frest, but failed each time. Now that the scientist has left Terra, Mind-Master is bent on destroying all of Frest's inventions that remain behind.

Mind-Master

True Identity: Dr. Matthew Kent

DEXTERITY 10

Dodge 12, fire combat 12, maneuver 11, stealth 11, unarmed combat 11

STRENGTH 10

TOUGHNESS 10

PERCEPTION 13

Evidence analysis 15, find 14, trick 17

MIND 17 (14)

Science (psychology) 19, test 18, willpower 19

CHARISMA 12

Charm 14, persuasion 14, taunt 13

SPIRIT 11

Intimidation 13, reality 14

Inclination: Evil

Possibilities: 25

Powers: Mind-Master has the *illusion* power, adventure cost 6, value MIN+2 (see page 71 of *The Nile Empire*). He also has one *super-attribute*, applied to Mind, for an adventure cost of 3. Mind-Master has a stymie flaw — if one of his targets shakes off an illusion in the round it is cast, Mind-Master is stymied until the scene ends, or he successfully casts an illusion on that target.

Equipment: Mind-Master carries a police-issue .38 revolver, damage value 14, ammo 6, range 3–10/25/50

Description: Mind-Master hides behind a facade of respectability, and uses his position in the police department to gain hot tips about payroll shipments, valuable museum exhibits, and the like. He is not above using his illusions to attempt to frighten foes to death.

The Raptor

Klaus Schmidt was an aerial ace during the last of Terra's World Wars. Decorated by his government and lauded by his people as a hero, Schmidt thoroughly enjoyed his newfound fame.

Unfortunately, as people learned more about Schmidt, they grew less enamored of him. He was a gambler, a wastrel, and, it soon turned out, a murderer: during a crucial bombing mission, Schmidt had shot down one of his own squadron so that he could be the first to hit the target (and reap the attendant glory).

Reviled by the press and cast aside by the public, an angry Schmidt decided to use his talents to make war on society and reclaim the notoriety he so cherished. Schmidt fashioned a costume for himself, consisting of his old aviator's uniform with a mask attached to the helmet, then assembled a gang of crooked barnstormers. Together they broke into a military base and made off with six Gu88-Herusers ("terror hawks").

The citizens of Terra's large cities soon came to fear the frightening scream of the Gu88s. As "The Raptor," Schmidt demanded ransom payments from various Terran metropolises, and when the municipal governments failed to pay, he and his Flock made strafing runs down midtown streets, bombed train stations and radio towers, and reduced defiant citizens to cowering sheep.

The Raptor's reign of terror was temporarily halted when "Diamond" Jack Murphy took to the air in a plane of his own devising and shot down half of the Raptor's Flock. Schmidt returned to his secret base and over the coming months recruited and

trained a new group of pilots. With the aid of the Silent Partner, Schmidt rebuilt his private air force and has recently renewed his attacks on the cities of Terra.

The Raptor

True Identity: Klaus Schmidt

DEXTERITY 11

Acrobatics 12, dodge 13, fire combat 14, melee weapons 13, missile weapons 15, prestidigitation 12, unarmed combat 13

STRENGTH 10

TOUGHNESS 10

PERCEPTION 16 (13)

Air vehicles 19, find 17, scholar (air combat techniques) 18, tracking 17, trick 18

MIND 10

Test 11

CHARISMA 10

Charm 12, persuasion 12

SPIRIT 9

Intimidation 10, reality 12

Inclination: Evil

Possibilities: 16

Powers: *super-attribute* applied to Perception, adventure cost 3

Equipment: 9mm Luger, damage value 15, ammo 8, range 3–10/25/40; dagger, damage value STR+3/17; Gu88-Heruser, speed value 400/250/15, TOU 18, pass. 2 — armament, four .55 Onslaught machineguns, damage value 26, ammo 8, range 3–250/1k/2k, .30 Khaifu machinegun, damage value 25, ammo 11, range 3–250/1k/2k, bombs (4), damage value 25, burst radius 0–3/8/15

Description: The Raptor is an arrogant, egotistical man, who desires attention, positive or negative, above all else. The sky is his element, and he specializes in daring aerial maneuvers designed to catch an opponent off-guard.

Typical Flock Pilot (11)

DEXTERITY 8

Dodge 9, fire combat 9, melee weapons 9, missile weapons 9, unarmed combat 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10

Air vehicles 13, trick 11

MIND 8

Test 9

CHARISMA 7

Charm 8, persuasion 8

SPIRIT 7

Intimidation 9

Additional Skills: two at +1 adds**Inclination:** Evil**Possibilities:** some (40)**Equipment:** K08 pistol, damage value 15, ammo 8, range 3–10/25/60; dagger, damage value STR+3/17; GU88-Herusernt (see above)

The Syndicate of Sin

Formed to be an evil counterpart to the Mystery Men, the Syndicate of Sin was forced to drop its plans for revenge when the Mystery Men vanished from Terra. The Syndicate took advantage of their absence to go on a crime spree, only to be challenged by the Stellar Squad, a group of former sidekicks who joined together when their mentors departed to pursue Mobius. Led by Kid Mystico (who mistakenly believed his guardian, Dr. Mystic, to be dead), the Stellar Squad encountered the Syndicate during a bank job, and were murdered in cold blood by the villains.

Flushed with this victory, the Syndicate of Sin has gone on to bigger and better crimes, and none of Terra's remaining solo heroes have been able to stop them. The Syndicate occasionally breaks down into teams when on a caper.

The Syndicate's membership varies, but the core of the group includes:

Cerebrum

Leader of the group, a "weird science" genius and accomplished mind-reader. His ability to sense disloyal thoughts in his allies has allowed him to quash rebellions quickly. In addition, though he is not the combatant some of his fellows are, he is able to use his power to anticipate his opponent's actions and move to counter them. Cerebrum's chief weapon is his Synapsitron, which scrambles the mental processes of his foes.

Cerebrum**True Identity:** Professor Angus Martine**DEXTERITY 9**

Dodge 10, energy weapons 12, maneuver 10, melee weapons 11, stealth 12, unarmed combat 10

STRENGTH 9**TOUGHNESS 9****PERCEPTION 12**

Evidence analysis 16, find 14, scholar (criminology) 14, trick 15

MIND 13

Hypnotism 15, test 15, weird science 18

CHARISMA 11

Charm 13, persuasion 13, taunt 14

SPIRIT 10

Intimidation 13, reality 13

Inclination: Evil**Possibilities:** 28

Powers: *mind-reading*, adventure cost 5, value MIN+5, range 25 meters (see page 72 of *The Nile Empire*). The power comes with a *shock flaw* — if a *mind-reading* attempt fails, Cerebrum takes a shock point per round until he makes a successful effort, the target who resisted him is killed, he falls unconscious, or the scene ends. This flaw is worth three Possibilities whenever applied.

Equipment: silver-headed cane, damage value STR+4/19; Synapsitron, damage value 0, ammo 12, range 3–10/40/50. The Synapsitron does not cause any direct physical damage, but instead scrambles the electrical impulses in the target's brain. Anyone struck by a blast from this weapon has his *Perception* and *Mind*-related skills reduced by -3 for five minutes. At the end of that time, all skill levels will return to normal.

Description: Cerebrum is middle-aged, and vastly prefers planning crimes to taking an active part in them. He tries to stay in the background during combat, but keeps within range of his mind-reading ability.

Barracuda

Once she was a petty thief named Margaret Allen, until the Silent Partner hired her as the subject for a genetic experiment. When it was over, she had the ability to breathe underwater, enhanced strength and swimming ability. She pulled a series of bold thefts on the water making full

use of her amphibious talents, coming to the attention of Cerebrum in the process.

Barracuda**True Identity:** Margaret Allen**DEXTERITY 13**

Dodge 15, maneuver 15, melee weapons 16, stealth 14, swimming 17, unarmed combat 15

STRENGTH 15 (12)

Lifting 16

TOUGHNESS 14**PERCEPTION 9**

Find 10, tracking 12, trick 10

MIND 9

Survival 11, test 11

CHARISMA 10

Charm (13), persuasion (13)

SPIRIT 9

Intimidation 12, reality 11

Inclination: Evil**Possibilities:** 15

Powers: *swimming*, *water breathing*, and one *super-attribute* applied to *Strength*, total adventure cost 8 (see pages 73–74 of *The Nile Empire*). *Swimming* and *water breathing* have left Barracuda with a *roll again vulnerability* to flame or heat attacks. This is worth six Possibilities when invoked, unless she takes no damage from the attack, in which case it is worth three Possibilities.

Equipment: trident, damage value STR+4/19

Description: Margaret Allen was, at one time, a very beautiful woman. But the treatment which gave her her powers left her with scaly skin and gills. She is extremely sensitive to taunts about her appearance, suffering an automatic *stymied* result in any round where a successful comment is made about her looks.

The Mammoth

A circus strongman caught in the explosion of a "weird science" research center who suddenly discovered he had the power to grow up to 18 feet in height. His strength and toughness increased as well, and he became an unstoppable juggernaut until finally laid low by the Guardian. Cerebrum coordinated his escape from jail and offered him a position in the Syndi-

cate, which he gladly accepted.

The Mammoth

True Identity: Wolf Menkenkopf

DEXTERITY 10

Dodge 11, melee weapons 12, unarmed combat 14

STRENGTH 13

Lifting 15

TOUGHNESS 11

PERCEPTION 8

Find 9, trick 9

MIND 8

Test 10

CHARISMA 9

SPIRIT 11

Intimidation 14, reality 12

Inclination: Evil

Possibilities: 13

Powers: *grow*, adventure cost 5, value STR+7, TOU+7

Description: Mammoth considers Cerebrum and Alterox his best friends, and will react violently to any attempt to harm them. He and Raze hate and distrust each other.

Alterox

Gifted with the ability to instantly change his appearance, Alterox made a fair living as a con artist until Cerebrum showed him much more profitable uses his power could be put to. Alterox's successful impersonation of Kid Mystico in the midst of the battle with the Stellar Squad contributed a great deal to the eventual defeat of the heroes.

Alterox

True Identity: Sam Bascombe

DEXTERITY 11

Acrobatics 13, dodge 13, fire combat 14, lock picking 12, long jumping 12, maneuver 13, melee weapons 13, stealth 12, unarmed combat 13

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Land vehicles 11, trick 13

MIND 9

Test 11, willpower 11

CHARISMA 12

Charm 15, persuasion 16, taunt 14

SPIRIT 9

Intimidation 10, reality 11

Inclination: Evil

Possibilities: 15

Powers: *chameleon* power, adventure cost 5, value CHA+5 (see page 69 of *The Nile Empire*).

Equipment: .22 revolver, damage value 12, ammo 6, range 3-10/15/25; brass knuckles, damage value STR+3/17; stiletto, damage value STR+3/17

Description: Alterox is suave, charming, and can talk his way out of virtually any situation — or at least confuse his opponent long enough to plunge a stiletto into his back.

Raze

Capable of absorbing electrical energy of any kind and discharging it through his hands, Raze is able to cause

immense destruction. Along with Mammoth, he is the raw power of the Syndicate, and his talents are most frequently used to blast holes in bank vaults.

Raze

True Identity: Richard Lang

DEXTERITY 11

Dodge 12, energy weapons 14, maneuver 12, unarmed combat 12

STRENGTH 10

TOUGHNESS 10

PERCEPTION 9

Find 10, scholar (electronics) 11, trick 10

MIND 9

Test 11

CHARISMA 9

Charm 10, persuasion 10

SPIRIT 9

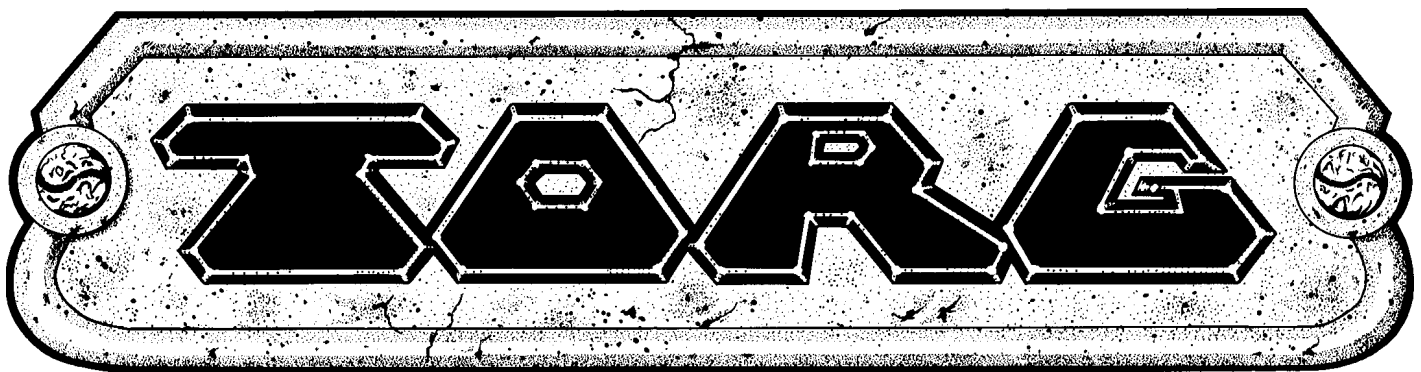
Intimidation 12, reality 11

Inclination: Evil

Possibilities: 15

Powers: *electro-ray*, adventure cost 4, value STR+10 (see page 70 of *The Nile Empire*). Raze has a *roll-again vulnerability* to water-based attacks. This is worth six Possibilities when invoked, unless he takes no damage from the attack, in which case it is worth three.

Description: Raze is a young, hot-tempered man, who has vowed vengeance not only on Terra's costumed heroes, but on the Silent Partner as well. Richard Lang had been Margaret Allen's lover, and hates what "weird science" has done to her.





Dispatches and Rumors

Dispatches

1

Strange happenings have been reported in Florida in recent days. Although the ActionLand theme park is closed for renovation, neighbors report bizarre happenings on the grounds in the middle of the night. Lights come on, music plays, and rides start running. When the authorities arrive, however, everything is quiet once again.

Last week, park security decided to set a trap for the pranksters. Several guards disguised themselves as workers and hid throughout the park when everyone went home. According to observers, the lights came on, the music played, and then gunshots and screams were heard. The next day, the guards' bodies were found, mangled in gruesome ways. One had been run over by a roller coaster, another had had the park's receipts safe dropped on his head. One more had died from horrible burns when a custard pie laced with sulfuric acid was slammed into her face.

Security cameras picked up nothing but the guards' movements and demise — no villains were in evidence. It was as if they were fighting imaginary foes.

The true story behind these events is that Dr. Mobius has decided to expand his influence into the United States while Baruk Kaah is occupied by the war with Nippon. His agents, led by the mysterious villain Imagineer, engineered the breakdown of the park, and they are now causing the "strange happenings" with "weird science" devices. If this test of their

abilities is successful, they will go on to "haunt" government facilities and financial centers, wreaking havoc in Core Earth.

Imagineer

DEXTERITY 8

Dodge 10, missile weapons 14, unarmed combat 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 12

Evidence analysis 13, find 13, language 14, scholar (master criminal) 15, tracking 14, trick 15

MIND 13

Test 15, weird science 17, willpower 15

CHARISMA 15

Charm 17, persuasion 17, taunt 18

SPIRIT 13

Intimidation 14, reality 16

Inclination: Evil

Possibilities: 15

Equipment: invisibility belt, value 17, adventure cost 2, duration one minute; K08 pistol, damage value 15, ammo 8, range 3–10/25/60; five "acid-cream pies," damage value 23, range 1–3/5/10; long red cloak; red mask; red body armor (TOU +3/11); illusion device, value MIN+2, adventure cost 4, range 1,000 meters, duration equal to power value (see page 71 of *The Nile Empire Sourcebook*).

Henchmen (2)

DEXTERITY 10

Dodge 12, fire combat 12, maneuver 11, stealth 13, unarmed combat 11

STRENGTH 10

TOUGHNESS 9

PERCEPTION 10

Find 11, trick 12

MIND 11

Test 12, willpower 12

CHARISMA 8

Charm 9, persuasion 9, taunt 9

SPIRIT 8

Intimidation 10, reality 9

Inclination: Evil

Possibilities: 5

Equipment: K08 pistol, damage value 15, ammo 8, range 3–10/25/60; bulletproof vest, armor value TOU+4/13, -1 to all Dexterity-based actions; invisibility belt, value 17, adventure cost 2, duration one minute; illusion device, value MIN+2, adventure cost 4, duration equal to power value (see page 71 of the *Nile Empire Sourcebook*).

Critical Event: The Knights must stop the Imagineer and his henchmen. The modus operandi of the villains is to create illusory figures based on the characters in the park to distract opponents, and then, using their invisibility power, to dispatch their foes in gruesome ways appropriate to the theme of the park.

If the Knights defeat the Imagineer and expose his connections to Mobius, they get a *Good* result (6 or above). If the Knights fail to defeat the villains, they get a *Bad* result (2 or less).

2

The Japanese government is investigating the appearance of a creature on the island of Mikurajima. The beast is over five meters tall and has been terrorizing the island's 200 residents. The government is slowly evacuating the island, but poor weather is hampering efforts. The Storm Knights have been summoned by a wealthy Tokyo scientist, who wants them to discover the origins of the creature and capture it (preferably alive).

The Storm Knights will have to charter a boat or plane to get to the island and will face opposition from local officials. Upon arriving at the island, they will find that only about twenty people have been left behind. The Storm Knights are made welcome if

they offer to save the people from the monster.

Asking a few questions reveals that a team of Kanawa operatives landed several days ago, and headed toward the cliff's on the southern part of the island. If the Storm Knights follow the trail, they will find that all but one of the investigators was killed by the creature. The surviving Kanawa agent will explain that they were exploring some caves when the beast attacked. The creature left them for dead and wandered away.

The creature, a werligar, is a new arrival from the Land Below and has taken residence in the caves, occasionally venturing outside for food. If the Knights investigate the caves, they will encounter the creature very quickly. If they prefer to wait, it will emerge in a couple of days and head for the town.

If the Knights defeat the beast and decide to investigate further, they may get lost in the caves for a lengthy period of time, encountering a significant number of monstrosities.

Werligar

DEXTERITY 14

Unarmed combat 17

STRENGTH 19

TOUGHNESS 16

PERCEPTION 4

Tracking 9, trick (8)

MIND 5

Survival 9, test (12)

CHARISMA 4

Charm (16), persuasion (21), taunt (14)

SPIRIT 3

Intimidation 11

Possibilities: none

Natural Tools: shell, armor value TOU+3/19; bite, damage value STR +3/22; tail whip, damage value STR +2/21; poison stinger, damage value 19

Description: The Werligar is a creature created by the reality flux in the initial days of the Possibility Wars. It survived for some time in the caves by feasting on weaker creatures, but eventually it discovered an opening to the surface and went searching for other prey. The creature has very good olfactory senses, but minimal sight.

The werligar is over five meters tall, with red interlocking shells. The

creature has four limbs, all used for walking, and a huge tail with a poison stinger on the end. Its maw is lined with oversize teeth. With careful exploration, the characters may correctly conclude that the cave network of the Land Below connects most of the realms on Core Earth.

Critical Event: Defeating and capturing or killing the werligar nets the Knights a *Good* result (6 or above) — failure to stop the werligar is a *Bad* result (2 or less).

3

The Storm Knights are summoned to Memphis, Egypt by a longtime ally, who explains that the mad High Lord Mobius has finally perfected a time machine. Several agents have been sent to December of the year 1941 to assassinate Winston Churchill. Once the Core Earth time line has been altered, the resulting invasion of England by Germany will allow World War II to continue for several more years. Mobius is preparing his armies for global conquest once the "time ripple" catches up to the present. He believes that the other High Lords and the nations of Core Earth will be paralyzed with disorientation.

The time machine has been built inside a weird science research center (see pages 46–52 of *The Nile Empire*). Every item of scientific interest has been removed except for the time machine, which is a huge monstrosity, taking up the entire R&D building. Numerous wires, coils and unidentifiable devices are hanging from the many appendages of the machine.

The "time machine" is actually a trap set for unwary Storm Knights. Any character who sees the machine can make a weird science skill total. On a result of 15 or higher, she is able to figure out that the device is actually a booth containing seven disintegration rays, each having a damage value of 35.

The booth is designed so that it can only hold one Storm Knight at a time, who must be working the controls. Mobius has gone to great lengths to deceive the unwary — there are "chronological controls," indicating dates and times the user can travel to, and

there are even controls that appear to govern how long a person would stay in the past.

The Knights must first break into the lab containing the "Time Machine," and then defeat a group of shock troopers who guard the machine. They believe the device is real.

If the device is activated, each observer may make a *Perception* or *evidence analysis* roll. A total of 14 will allow them to figure out that the person in the booth was not transported to the past, but utterly vaporized.

Weird scientist Ari al-Kesar has remained with the device to ensure that the Storm Knights enter. Al-Kesar has fallen out of favor with the High Lord, although he is unaware of this. He has just been assigned to "the project" and has not had a chance to examine it. Once he takes a close look at the machine, he will realize it's an elaborate trap and try to escape before the Storm Knights injure or kill him.

Ari al-Kesar

DEXTERITY 7

Maneuver 8

STRENGTH 6

TOUGHNESS 7

PERCEPTION 14

Evidence analysis 16, find 16, scholar 15, trick 15

MIND 14

Science 17, weird science 17

CHARISMA 11

Persuasion 13, taunt 12

SPIRIT 7

Intimidate 9

Inclination: Evil

Goals: To serve Dr. Mobius and become renowned as one of the greatest scientists who has ever live

Nile Shocktroopers (15)

See 49 of the *World Book*.

Equipment: KK81 semi-automatic, damage value 19, ammo 24, range 3–40/400/1k

Critical Event: If the Knights successfully break into the lab and determine the device is a trap, without losing one of their number to it, they get a *Good* result (6 or above). If the Knights fail to break into the lab, or lose one or more Storm Knights to the device, they get a *Bad* result (2 or below).

Conjuring futures in Aysle are soaring. Dwarven traders are suspicious that something may be going wrong and hire the Storm Knights to find out the truth behind the market surge. The Storm Knights discover that a trio of investors are directing this burgeoning growth. Two are operatives of Nippon Tech, and will be using the profits to finance Nippon oil drilling in the North Sea and other manufacturing operations in Aysle. The Nippon agents are quietly sending out assassins to kill off moderate and low-level conjurers to continue driving up the value of those remaining.

The final investor is more of a mystery man, and is, in fact, a Cyberpapal agent. He is also encouraging the assassination of conjurers, but has secretly established a new school of magic in the northernmost region of Norway. The school will accomplish two objectives:

1) When the new mages enter the Aylish economy, they will cause the bottom to fall out of the conjurer's market (leading to huge losses for Nippon);

2) The new mages are being so indoctrinated as to feel fanatic loyalty to Uthorion, which will give the Dark High Lord a great advantage in the long term. The school currently has over 300 students.

The gamemaster should feel free to make this dispatch a long term adventure, or even have the Storm Knights fail to find out about the Cyberpapacy's involvement. If the plan succeeds, Aysle will see an incredible shift of power almost overnight.

Critical Event: The Storm Knights must find out the cyberagent's plan, probably by going to Norway and discovering the school. If they are able to warn the Aylish about the plot (and supply proof) and protect the good conjurers, they get a *Good* result (6 or above). Any other result is *Bad* (2 or less).

Note: If the Knights somehow are able to protect the Aylish mages but make both the Cyberpapacy and Nippon take a bath in the market, then they might get a bonus — perhaps a reward from Pella Ardinay.

Rumors

1

The federal government in Houston faces a new threat. A radical new movement is calling for mass secession and the formation of a new Confederate States of America. The most vocal secessionist group, Legacy of the Confederacy, claims the federal government is too incompetent and unstable to hold the union together, and feel the Southern states should go their own way once more.

The idea of a new Confederacy is quickly gaining widespread support because it is widely believed that the Houston government and the Delphi Council are inefficient and on the brink of collapse. Critics point out that the United States has made minimal gains while the enemy still dominates a large part of the country. The Alabama and Georgia legislatures are considering bills to withhold all Federal revenues.

Delphi Council operatives have been reassigned to Atlanta to observe a rumored secret meeting to organize a new government. The Council is considering a nationwide crackdown to control the secessionists and "any other organization or body that would endanger the health and future of the Union."

2

Storm Knights in Orrorsh have ventured over to the cosm of Orrorsh in an attempt to stem the flow of Victorian immigrants. It is believed that they have met with some success after conversations with important scholars and businessmen. The Storm Knights reportedly gained access through an unguarded bridge on Java.

However, Thratchen, the "regent High Lord," is unhappy with this development. Already confronted by a hostile Darkness Device and beset by other High Lords, the techno-demon is taking action. He has sent minions back up the bridge to destroy those Knights and to bring down even more horrific monsters from the cosm.

Specialists believe that Thratchen may have gone insane with despera-

tion. The monsters he contemplates bringing down to the Orrorsh realm are ones the Gaunt Man had left behind to dominate his cosm in his absence. If Thratchen's ploy succeeds, the Orrorsh realm will erupt in chaos and bloody violence that will make the present situation seem like a holiday.

3

Australian extremists may have been responsible for a bomb planted in an NRRRA (Non-Realm Resident Aliens) camp which killed over 250 immigrants from Orrorsh. A terrorist group calling itself "Australians for Genetic Purity" (AGP) is suspected. The Australian government has been threatened with similar bombings from groups such as "The Red Knights" and AGP, and it is believed that a secret branch of government, similar in power and intent to the Delphi Council, may be created to contain domestic problems.

The existing government is naturally resisting such an action. They are afraid of declaring martial law, for fear of an armed coup, but there have been rumors of secret agencies being set up to work for the government, but outside its regulations. Many of the agents employed are supposedly Storm Knights from other realms.

On the surface, the Australian government seems to be doing its best to control the situation. However, major corporations are reportedly looking to relocate as other extremist groups are predicting large scale food riots, massive unemployment and outbreaks of disease due to unsanitary living conditions. More and more opposition leaders have started to vanish from public view, some never to return, others coming back and renouncing their former radical views.

4

An edeinos Storm Knight has been sighted driving through the ruins of Detroit on a souped-up Harley Davidson. Calling himself "Elvis," he has taken to imitating "the King of Rock and Roll" — in his own special way. The only thing he truly knows about Elvis is what he has read in old

newspapers like the *Meteor* and *Teen Age Trivia*.

He carries an electric guitar on his back (with a battery pack, of course), and gives impromptu concerts at edeinovillages and resistance communities alike. His strange manner amuses the war-weary denizens of the Living Land and he has gained quite a following.

Although he appears to most to be a buffoon, Baruk Kaah, for one, is taking him seriously. Though the new Elvis seldom indulges in acts of violence, his songs have had the effect of reclaiming some of the people under Kaah's yoke of oppression. The Storm Knights who find him will be able to accelerate the stelae-ripping process dramatically—if Baruk Kaah doesn't find him first. A major record label is reportedly trying to sign him to a multi-album deal.

5

Mobius is threatening to use his aquatic star (*Infiniverse* #8) to kill all Aylish born in the month of Asten. Envoys sent to discuss terms of surrender with Lady Pella Ardinay will demand that she turn over control of the realm to Mobius' agents and pay a

tribute of 10 million crowns. Mobius plans to use the England as a springboard for a future invasion of the Cyberpapacy. If Ardinay resists, the device will be activated immediately.

House Daleron has learned of the device and is planning to pledge its loyalty to Mobius in exchange for the right to govern Aysle. Manfred Daleron feels that he would be better suited to govern the realm, and would provide ample resources and manpower to aid in Mobius' many schemes.

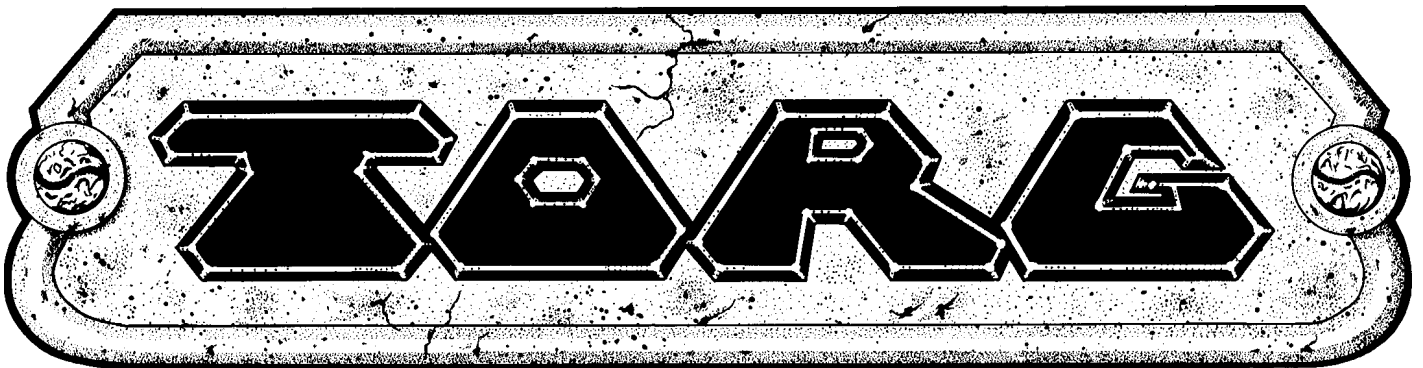
Ardinay has publicly expressed a willingness to negotiate with Mobius and House Daleron, but is secretly incensed. She has not only called upon all trusted Storm Knights to go and destroy the device, but she is rumored to have put out a Queenswrath on Manfred Daleron. She would like nothing better for her birthday than the leader of House Daleron's head on a pike.

6

Spirit chips from GodNet Purgatory are reporting the existence of entities from The Deep. Several chips from the factories in Avignon report

that they encountered a huge glowing cylinder, with a myriad of cybernetic attachments of an alien nature. They claim to have been summoned to the cylinder, at which time their VX selves grew neural jacks, several cybernetic tentacles and other horrific attachments. The cylinder extended and reformed one of its limbs, connecting with the lost soul. The victims reported being linked with several other souls in Purgatory, all of them united in thought and perception. Visions of horrible creatures tormenting souls in what appeared to be heaven flooded their minds. The cylinder transformed into a flailing monster, and a voice boomed, it seemed, from everywhere, "I am your salvation and damnation! I am pleasure beyond eternal torment! Necrar has risen!"

Anyone encountering such a chip will find its personality paranoid and self-destructive. The chips will have all skills reduced by one add and the chip will attempt to kill anyone who it gains domination over. Spirit chip manufacturers seem unable to detect chips of this nature, and rumors indicate that the Cyberpapacy may cease Spirit chip production until the mystery can be solved.





Your Letters

A

Can a character with pulp powers use them in the GodNet? If I built an invisibility gizmo using a cyberdeck as the housing, would that increase the deck's stealth rating? What would the modifier be for Keta Kalles and Egyptian miracles performed inside the Cyberpapacy?

If a realm's maelstrom bridges are destroyed, what would happen to the realm?

—J. Higginbotham
Litchfield Park, AZ

If a Nile hero somehow found herself within the GodNet (a scary thought in and of itself), she would find that her powers worked — to some extent. Nile powers are part of that person, so would be part of that person's VX self. However, certain powers would be ineffective within the GodNet — the *super Attribute of Strength*, for example — *illusions* would work, however, as long as the hero had that as a power.

Devices, however, would have to be left behind when the decker enters the GodNet. The Nile hero, like everyone else, would have to obtain programs to increase the *stealth* of the deck. A gizmo like you describe would only work outside the Net. See *The GodNet* supplement for further information about the GodNet.

As for using Keta Kalles or Egyptian miracles inside the Cyberpapacy: it can be done, but it is difficult. The difficulty modifiers are listed on page 67 of *The Cyberpapacy Sourcebook*, but here they are anyway:

Keta Kalles: Increase the DN by 7
gyptian: Increase the DN by 5

As for the maelstrom bridges, as long as the Darkness Device remains within the realm and still has stelaes surrounding it and feeding it Possibility energy, the realm remains intact. However, this situation would seri-

ously mess with the plans of any of the High Lords, as they could no longer bring anything from their home realms across until a bridge was reestablished.

With all the shifting stelaes boundaries, the maps in the worldbooks/sourcebooks are already becoming pretty obsolete (and we're not even a year into the Possibility Wars yet)! How about putting out an all-realms update toward the end of this year listing the major changes, and maybe doing them as annual supplements? Obviously there wouldn't be much long-term appeal (who'd want a '91 supplement in '93?) unless you included a couple of adventures/new ideas?

—Steve Tanner
S. Glamorgan, UK

We are planning to do an update of the Possibility Wars soon. Currently, we are trying to decide when the best time for its release would be. We would like to get all the sourcebooks for all the realms out first, and then consider the letters and responses from all our *Infiniverse* subscribers. At the present time, the update would be a synopsis of events since the war began, plus updates on the realms, plus new stuff and new adventure hooks.

The plan will probably be changing even as you are reading this. *Torg* was designed to be a dynamic, ever-changing game that kept the characters in the campaigns moving forward. The game system remains the same, but the campaign simulates real time. In this way, the Possibility Wars are affected by events described by our *Infiniverse* subscribers.

I wouldn't worry about the appeal of an "update" after future updates were produced. To you, someone who began playing *Torg* near or at the "real time" beginning, updates would need to be current to be useful. However,

someone who starts running a campaign today or next year would probably want to start with the beginning of the Possibility Wars and continue from there. They could buy back issues of *Infiniverse* and plug the updates into their campaign in sequence.

We try to be as thorough as possible in our "Realm Update" section of *Infiniverse*. If you are keeping up with them, then you should be on track ... for now.

If a character is under the effect of the Cyberpapacy miracle Fanaticism and then receives a flurry from Drama Deck card play, does she receive any additional actions that round?

—Tony Perkins
Layton, UT

Yes and no. (Don't you just love those definite answers?) Say the character under the effect of the *Fanaticism* miracle has it working for three rounds. That means, for the next three rounds, she has an automatic *flurry*—regardless of what the Drama Deck says.

If a *flurry* result should come up during those three rounds, the player would enjoy the benefits of that conflict line result in addition to the remaining effects of the *Fanaticism* miracle. A player with a three round *flurry* from a miracle would then have four *flurry* rounds. This will be fair to the Knights and the game master, but will prevent silliness like four separate full actions in one round (followed by the playing of a *haste* card, most likely).

Keep in mind, though, that other Drama Deck cards could affect the miracle in another way. A *hero setback* would probably cause the miracle to stop working entirely.

Now that Uthorion has been rendered powerless, what happens to Aysle? Does Ardinay succumb to the

Herald Messages

In the Cyberpapacy, Cardinal de Payen has established a Data Cathedral in Dteppe (primary data path to Roven, secondary to Atratnes and St. Wandrille). The Cardinal has taken several Kanawa factories and "converted" them to the Cyberpapacy, instantly making Dteppe a major producer of holy cyberware.

— Sean Holland
Oregon City, OR

Iberian Storm Knights beware!
No one expects the Spanish Inquisition!

— Tony Perkins
Layton, UT

Attention is being turned towards space. Several large objects have appeared (the largest appears to be 8,000 km in length) near Earth's orbit. Each apparently acts as a hardpoint for a new reality. The High Lords are silent!

— Scott Shafer
Glenmont, OH

A Nile hero whose costume resembles a large rabbit has obtained an invisibility belt. He fights crime under the *nom de guerre* of "Harvey."

The obese "Doctor Zap," a confused Nile hero, succeeded in fighting off a band of MarSec agents, but only by accidentally immolating one of his compatriots.

A British corporation called Arbor Inc. has been recruiting Storm Knights for strikes against the High Lords. Operations planned in Orrorsh and CyberFrance. Where do the corporation's loyalties lie?

— Stephen Kenson
Merrimack, NH

Lady Pella Ardinay, in the name of the Realm of Aysle, sends her warmest wishes to Karinna Wave-Runner of the Uvwe and the valiant Storm Knight Kevin Middleton on the occasion of their forthcoming marriage.

— Steve Tanner
S. Glamorgan, UK

It is believed that lottery tickets for such contests as (Canadian) 649 and Wintario, the Irish Sweepstakes and several American lotteries are being manipulated by the Kanawa Corporation ...

— John M. Kamane
Ottawa, Ontario Canada

A joint Soviet-Sudanese thrust into the Nile Empire has yielded spectacular success. With the aid of the Soviet Psychic Group, six stelae were deactivated. In retaliation, Mobius has had four psychics murdered by Nile assassins. In other developments, commandos from Battlegroups Wu Han and Sesetek have captured Crete and Cyprus.

— Patrick Flanagan
Freehold, NJ

"Viking settlements in Scandinavia suffer under Plague.

"Mental hospitals hold captive Storm Knights.

"Indonesian Boat People reach Australia.

"Quartermain links to Japanese Conglomerate revealed."

— This week's top headlines

S/W/M Storm Knight *still* seeks sensitive, intelligent S/W/F. Must enjoy Weird Science, moonlit walks on the beach, and grinding High Lords into a mangled, bloody pulp. Ability to reload quickly a plus. No freaks.

whispers of the Darkness Device, forcing the Storm Knights out of that realm until he can gather the necessary power to bring to bear upon her, or what? To be honest, the PC Storm Knight hadn't expected to do so well—but then a few Eternity Shards have been a great deal of help as of late.

— Duane R. Tant
Fairfax, VA

Um, ah, yeah, Duane ... I just bet they have.

To tell you the truth, Uthorion involving himself in and losing a reality storm, not to mention being transformed, caught us at WEG completely by surprise. And Ardinay? Well, gee, maybe she will "go over" if Uthorion is gone. You know, maybe you'd better keep us posted on the situation ...

Oh, and by the way — you're dealing with a Dark High Lord who has the habit of leaving one body and possessing another, and he usually has a contingency plan ready in case of defeat. So maybe your Knights should be certain to post a guard when they camp, hmmm?

Get someone to do a sourcebook on the Land Below.

— Gregory W. Detwiler
Williamsburg, PA

Okay.

Actually, the first draft of just that product currently being revised by the author, and the final draft is expected on our collective desk in a matter of weeks.

Is there a way to get back issues of Infiniverse?

— Mark Carnes
Phoenix, AZ

As a matter of fact, there is. We will sell back issues, from Issue #2 on, of *Infiniverse* to anyone who wants them at a cost of two dollars an issue. If you are interested in purchasing back issues, please send a check or money order to:

West End Games
Sales Department
R.R. 3 Box 2345
Honesdale, PA 18431
wegsales@aol.com

With your order, *please* include a clear listing of which issue numbers you would like. We are sorry, but copies of Issue #1 are not available (except on this site).

INFINIVERSE™

VOLUME 1

C A M P A I G N G A M E

NUMBER 11



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Remember those blank cards in the boxed set? Here is the first card face. Photocopy and add this to the deck if you wish. While meant for the Living Land, it can be used in the other realms as well.

Survival

In the Living Land this card counts as a +3 bonus modifier and a *second chance* card simultaneously; the character gets the bonus, and if she fails, may immediately re-attempt the action, again with the bonus. In other realms, the card is only the +3 bonus modifier.

Survival may be played whenever the character performs an action to avoid imminent danger, or to overcome a threat posed by the environment. A character who had been poisoned may use the card to help overcome the effects of poison. A character leaping across a ravine may play the card to make it to the other side. The card may be used to defuse a

bomb at the last second, or to resist the effects of decompression of a space suit. The card may not be used to attack another character. A friendly gamemaster may choose to let the card be played to aid a desperate interaction, but he is under no compulsion to do so.

A *Life Rage* that appears on the conflict line counts as an *up* for any character whose reality is the Living Land. Characters from, or transformed to, the Living Land are filled with rage inspired by Lanala. The rage is directed against those who use dead tools. This righteous rage gives the characters an *up* for the duration of the scene, or until all characters (of which the Lanala worshipper is aware) stop using dead things as tools, preferably dropping or otherwise breaking contact with the tool. If the tool operates automatically without character action, *life rage* often results in the character attempting to destroy the tool until it stops operating.

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 Greg Farshtey, Greg Gorden, Bill Smith, Ed Stark; three in a row!



20811

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The will of Lanala!

S: V — H Life Rage

D: H — V Life Rage

Act: ATTACK/ MANEUVER

Skill A B D

+3 bonus to any action which avoids danger or overcomes environment; plus *second chance* if played in Living Land.

Survival

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Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #9

1. Cyberpapacy ships dropping mysterious crates into the Mediterranean, only miles from the shores of Africa. True (17).

2. Nippon agents eliminating eideinos from California mixed zones

while Spartans "relocate" resistance communities. True (11).

3. A possible threat to Malraux's rule emerging among the Cardinals of Magna Verita. Papal Legate Cardinal-Bishop Gerrard Pierre may have discovered the "bugging" of his cybernetic eyes. True (15).

4. Hawaii, largely untouched by the Possibility Wars, has become a modern-day Casablanca. Hawaii may have declared independence. Delphi Council refuses to comment. False (15).

Continuing Report: Issue #8

1. House Liandar accused, perhaps falsely, of the massacre of a tribe of Ice Nomads. Incident causing schism between Nomads and Liandars. Climbs to False (15).

2. Nippon agrees to help Core Earth United States against Baruk Kaah, in exchange for intelligence information. Remains very True (35).

3. Nile troops have conquered Libya and made inroads into Tunisia in major land grab. Qaddafi receives asylum in Algeria. Mobius signs non-aggression pact with South Africa. Drops to True (17).

4. Provins a center of resistance to Malraux's regime. Inquisition investigating, and expecting a massive blow

directed at Data Cathedral in Troyes. Slight drop to True (19).

5. NRRA (Non-Realm Resident Aliens) populations on the rise in Australia, South America, elsewhere. Refugees encountering prejudice in many places. Holds at True (15).

6. Kanawa Co. has stepped up its war with Hantu Ltd. Hantu considering plan to expose "Ryuchi Kanawa" as High Lord. Increases to True (35).

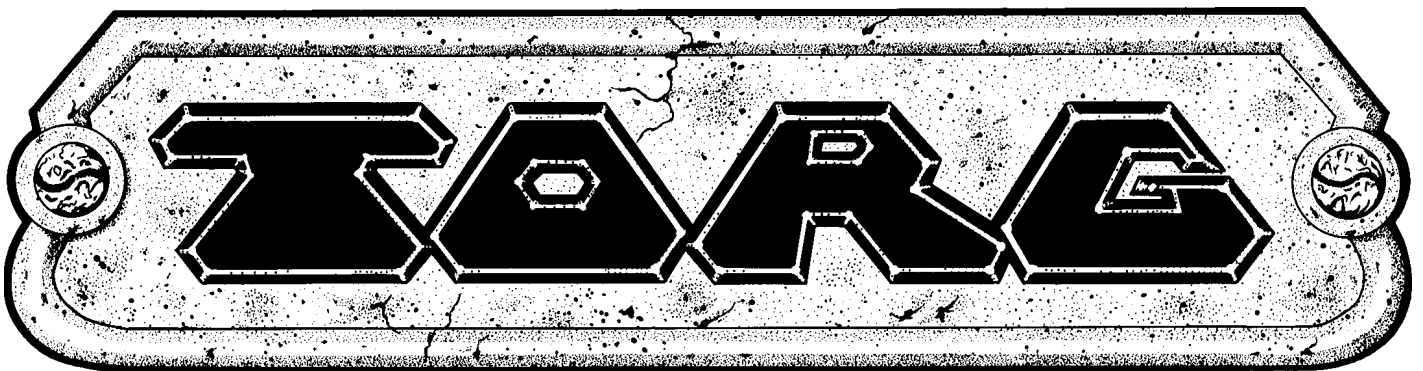
The Wrap Up: Issue #7

1. Plans underway to assassinate Viking chieftain Thorfinn Bjanni, whose body is possessed by Dark High Lord Uthorion. Finishes at True (24).

2. Soviets scientists report increasing radiation levels at site of Tunguska explosion. Nippon, Cyberpapacy investigating. Ends at True (25).

3. US entertainment industry reacting to eideinos invasion with war films, Spartan dolls, and *Five Realms* roleplaying game. Senator Ty Gardner contemplating run for president. Up slightly to finish at True (17).

4. Kanawa subsidiary slipping pro-Nippon, anti-Living Land subliminals into American films. A slight jump to finish at True (17).





Monster of the Dark



Monster of the Dark is an adventure set in the mysterious Land Below. This strange place has been a subject of speculation and wild rumors among Storm Knights, but little hard information has come to light. Until now.

Going Below

The Land Below is an incredibly complex network of caves and tunnels honeycombing throughout the planet. But it is also far, far more.

Gaining access to the Land Below is not easy. Entrances exist in all of the various realms, but they are well hidden. The Nile Empire's Land of the Dead and a massive chasm in the Living Land are known entrances, but both are largely inaccessible. The same is true for the hundreds of surface caves which lead to the Land Below. The dangers below the surface of the planet have prevented any visitors from returning to the surface to document their findings and end the speculation.

All of the following information is provided to give the gamemaster an idea of the kinds of challenges and dangers in the Land Below. More complete information on the caverns, as well as a detailed look at the pocket realm of Merretika will be published in the *Land Below Sourcebook*.

The Land's Origin

The Land Below is actually a misnomer for both the subterranean network of caves and a pocket realm which appears to be hidden deep within the Earth's core. However, the realm's connection to the Earth is only through the dimthreads created by RecPakken and the Kefertiri idol. Their interest in the realm represents a grave threat to Earth.

The Darkness Devices identified a pocket realm on the fringes of Earth's reality, similar to the aborigine Dream Time. For their own evil reasons, they have attached their dimthreads to the realm. The dimthreads make use of Earth's cave network, which has been greatly extended since the invasion, as well as the cave network of Merretika. To the unsophisticated adventurer, the realm appears to be deep inside the Earth.

Land Below Adventures

The Land Below is especially dangerous for unwary Storm Knights. These dangers are too numerous and too lethal for anyone, no matter how powerful, to wander the caverns without adequate preparation. Aside from the creatures who make the caves their home, there is also the danger of becoming hopelessly lost.

New dimthreads are continually being sent down to replace older dimthreads that have exceeded their duration. The constant flux of the dimthreads creates new caverns, while the expiration of the older ones destroys some passages. This makes mapping of the land almost impossible for travelers.

Distances between places on the surface of the Earth seem much shorter when traveling in the Land Below. It is possible that Storm Knights could become lost and travel the caverns for months, but there is a greater probability that they will emerge at a point quite a ways distant from where they entered.

Inhabitants

The inhabitants of the Land Below are creatures both familiar and strange. Creatures from all of the invading realms will be encountered below, with creatures from the Living Land and the Nile Empire the most common.

Large creatures never before encountered during the Possibility Wars reside in these caverns. Some seem to have evolved specifically for cavern living, while others appear hopelessly out of place, although they still represent a threat to most travelers.

Several small tribes of heretofore unknown humanoid races have settled in the Land Below, their origin remaining a mystery. In general, they are shorter than the human norm and seem well adapted to the dark. Information on them remains sketchy, but it is obvious that they have an excellent supply of food and have found a means to protect themselves from the fearsome creatures.

The Caverns

The passages running through the planet boast a tremendous diversity in terms of size and local conditions. Many caves are only a couple of meters across, with ceilings only two or three meters high. Other passages, however, are much smaller, requiring travellers to pass through the area by crawling, while some caverns have ceilings scores of meters high.

Most of the passages are structurally sound, but a few have been known to collapse, opening the way to other caverns or sending explorers plummeting into bottomless pits.

Many forms of plant life have adapted to the caverns, so nourishment is available to Storm Knights. Underground streams, rivers and pools are also quite common. As mentioned above, animal life is abundant. Precious metals and gems are also common, which acts as a lure to many greedy individuals.

Prior to the invasion, the deepest known caves were gold mines in South Africa, well over three kilometers deep. Even at that depth, temperatures are hot enough to burn away a person's

skin on contact. These caverns are much cooler, with temperatures rarely warm enough to cause discomfort.

The gamemaster must pay attention to the depth of the caverns. At 150 meters, the reality of the caves switches from whatever realm the adventure started in to that of Core Earth. At a depth of anywhere from 200 meters down to three kilometers, reality will change to that of the pocket realm (*Magic 12, Social 7, Spirit 17, Tech 10*). If the Storm Knights are not traveling by way of dimthreads, they will encounter reality storms at each of these borders.

If they are within a dimthread passage when crossing the border, they will not have to deal with a storm. Of course, the dimthread is attuned to its natural reality (at this point, only the Nile Empire and the Living Land are using dimthreads). The Storm Knights will probably not know whether they are in a dimthread passage, as they wind unpredictably amongst the other tunnels in the cave network.

Relics of the Past

In the course of their adventures in the Land Below, the Storm Knights may come across ancient cities from cultures long past, including the Greeks, Romans and Mayans. While the Land Below has not been connected to Earth in modern times, these ruins are obvious indicators that it was at one time.

Reality Warps

Reality warps are transitory areas with their own axioms and world laws. Most of the warp areas are small (less than a kilometer across) and their effects seldom last for more than three to four days. They occur infrequently, but when they do, the results can be spectacular, as any inhabitants can be transformed into appropriate representatives of the newly created reality. These warps are similar in function to reality storms, as Core Earth attempts to fight back against the High Lords' realms.

Many of the warp areas are bordered by what appear to be miniature reality storms, although sometimes there is no physical indication that the area is unusual. However, encounter-

ing creatures capable of using powerful sorcery or advanced technology will alert the characters to the fact that they have entered an unusual region.

The Adventure

Player Information: The strain of the flight had been too much on the Fokker-Ramses. As the plane plummeted toward the Sahara, you braced for impact.

Seconds later, you emerged from the flaming wreck, battered but not too seriously injured. However, the matter of survival was still in question. Where were you? Where was the nearest oasis or village? Where could you find shelter?

Beneath the scorching sun, there were no ready answers. As the wind kicked sand into your face and the twisted wreckage continued to burn, you knew that this might be your final adventure.

Gamemaster Information: This adventure is designed to introduce characters to the Land Below. The entrance they will be using is deep in the Sahara Desert of the Nile Empire, although entrances to the caverns could be anywhere on Earth. If necessary, the oasis setting can be altered, using an abandoned subway tunnel, mountain cave or other alternative entrance to the caverns.

This adventure is especially entertaining if another outside element of danger is added, such as pursuing Nile shocktroopers. This can be customized to the needs of your individual campaign.

The adventure begins deep in the Sahara, at about three o'clock in the afternoon local time. The first part of the adventure is trying to survive in the desert (*survival* total of 15) — a successful check will reveal that an oasis is 25 miles to the southwest.

As the day turns to night, the Storm Knights should notice that the desert is beginning to come to life. If they waste time and don't reach the oasis by nightfall, they could face several animal attacks before being able to find shelter.

During the course of the journey to the oasis, the Storm Knights might

encounter a giant desert beetle, asp or tarantula (see the *Nile Empire Sourcebook*). The Storm Knights will also have to somehow keep track of their position or they could easily become lost.

Upon arriving at the oasis, the Knights will see a gruesome sight: the corpses of nearly a dozen desert nomads, rotted from days in the sun. The cause of death appears to have been an animal attack, as each body has been slashed by jagged claws. Any tracks in the area have been erased by one of the numerous sand storms.

Allow the Storm Knights time to rest and gather water. Any character making a *Perception* total of 12 or higher will see what looks like a wide, round hole in the ground. Investigation will reveal that it is a cave mouth (in the desert?!).

If the Storm Knights do not immediately enter the cave, a brutal sand storm will roll in from the north within an hour of their arrival. Considering their isolation from the outside world, their options are limited. The storm can last only a few minutes, or much longer if the gamemaster desires. The storm reduces *Perception* and all related skills by -3, while the storm inflicts a damage value of 10 for each round the Knights are exposed. Just dropping to the ground will give them a +2 to effective armor against the abrasive effects of the sand, but there is the chance that a character will be buried. The cave provides complete protection from the storm, although sand will be blown into the cave, ultimately blocking the passage back to the surface.

After a few minutes inside the tunnel, the spirits of the dead nomads appear. If the Knights generate a *language* total of 11 (6, if one of the Knights speaks Arabic), they will understand that the spirits are speaking of a huge creature which emerged from the sands. They are trying to warn the Storm Knights of the evil inside this tunnel, but also ask that the monster be killed to release their spirits. Then it seems as if they are reliving the moment of their deaths, as one by one the nomads scream in terror, fall to the ground and disappear. If the Storm Knights attack or take any hostile action, the spirits will slowly fade from sight, proclaiming numerous curses

upon their souls (if this happens, feel free to make the adventure much more difficult; the Storm Knights should be given hints that the only way life will get easier is if they somehow help the spirits move on to the afterlife).

The tunnel is dark and cool. There is the constant sound of trickling water, and portions of the cave wall are damp. The air has an unpleasant, stale odor. The mouth of the tunnel is only about one meter across, but within a few dozen meters it widens to four meters across, with a roof about three meters high. The tunnel seems to gently slope downward.

Any Storm Knights generating a *Perception* or *find* total of 10 will notice numerous marks in the floor and walls of any of the larger caverns. They were made by the same creature that killed the nomads.

Unless the Storm Knights have brought a source of illumination with them, they will spend most of the adventure blindly stumbling about. For the first hour of constant travel, the tunnel will be a Nile Empire dominant zone. After that, they have gone so far into the ground that they are in a Core Earth dominant zone. The cave is a dimthread, so as long as they don't leave the main passageway they will not have to deal with reality storms when crossing the borders.

The cave winds but has no branch-offs for the first half hour of travel. After that, the branches will be so numerous that the Storm Knights will have to generate a *Perception* or *tracking* total of 13 to stay on the main trail.

Encounters in the early stages of the tunnel exploration should consist of snakes and spiders dropping onto the Knights from unseen ledges or striking from behind rocks. More unusual creatures may be encountered if the gamemaster wishes. There are many small pools of water and occasional streams, normally bordered by fungus and other growth. Creatures drinking at the streams and pools are a common sight.

The gamemaster should keep track of the path that the Storm Knights take so that future adventures can be consistent in terms of any discovered artifacts. After leaving the main tunnel, the caverns do not have a consistent

size — some are several meters wide, while others are so cramped that the characters will have to crawl through on their hands and knees.

The deeper the Storm Knights venture into the caves, the more unusual the creatures will be.

Chaggua

DEXTERITY 6

Acrobatics 7, dodge 8, long jumping 7, maneuver 8, stealth 8, unarmed combat 7

STRENGTH 4

TOUGHNESS 3

PERCEPTION 9

Find 12, first aid 10, trick 11

MIND 4

CHARISMA 9

Charm 12, persuasion 11

SPIRIT 6

Possibility Potential: some (40)

Natural Tools: fur, armor value TOU+1/4

Description: The chaggua are crafty scavengers who have somehow managed to survive in the dangerous caverns. They are normally less than a meter tall with dark grey or brown fur. They have small, hairless heads, and their extraordinarily large mouths are capable of an incredible range of sounds.

They are foul smelling creatures due to their reliance on carrion as a food source. They are curious about strangers, and will take no hostile action toward them. They flee if attacked.

They are fascinated by unusual devices, but are frightened away by anything that makes a loud noise or bright flashes of light. They are normally found in groups of five to fifteen.

The Temple

Eventually, the Knights will round a bend and see an opening up ahead, illuminated by a light source from within.

Venturing forward, they will feel a slight breeze coming from the opening. Up ahead, the tunnel becomes a massive cavern over 120 meters across, with a roof 25 meters high. The light comes from a glowing blue orb near the roof.

If any Storm Knight examines the orb, she will see that it is roughly three meters in diameter and gives off an

eerie, blue glow, but no heat. There are no clues concerning its origin, but a *detect magic* rite will reveal strong traces of the principle *light*, indicating a sorcerous origin.

The cavern floor is a reddish brown, with streaks of blue and orange forming a series of overlapping rings. There are also several illustrations of several monstrous creatures that the Storm Knights have not yet encountered.

There are six entrances leading to other caves in the walls, all equidistant from each other. Three of the openings are only about two meters high and wide, but the others are a full four meters high and five meters wide. A *Perception* or *find* total of 12 or higher will reveal more of the claw marks that the Storm Knights saw upon first entering the caverns.

The walls of the cavern feature an intricate work of primitive art. Ten meters above the floor and extending for the length of the chamber is a representation of the surface world, complete with mountains, oceans and vast cities. The sun shines over a flat area with a large body of water. Storm Knights, assuming that the artists were being ethnocentric, can correctly assume that the sun shines over ancient Egypt. Hundreds of lines, some wide, some narrow, run from the land, down along the walls, until they all meet at a large circle straight below the sun and about one meter above the floor. Surrounding the circle are a large number of creatures, none of which are common Earth creatures. This is a representation of the Land Below, at least as it was conceived to be by the primitive artists.

Egyptian hieroglyphics have been carved into a small section of the far wall. The hieroglyphics are ancient and very crude, so a *hieroglyphics* skill total of 18 is necessary to read the passages. If successfully translated, the message relates the tale of two young Egyptians who became lost while traveling in the desert. They found and entered the cave which led to this massive temple. There, they inscribed a warning to their people that the god Anubis intended to cause a great evil to befall Egypt. The inscription went on to refer to the creatures whose images filled the walls of the temple,

great and terrible beasts the like of which the explorers had never seen, no doubt servants of Anubis.

One of the openings in the cavern wall leads to the lair of one such creature, the gerlan, who will react violently to the intrusion of the Storm Knights into its domain. On a *Perception* total of 7, the Knights recognize the creature as one that figures prominently in the primitive mural.

If the Storm Knights do not explore the gerlan's nest, it will be roused by the noise the party is making and attack the Knights.

Gerlan

DEXTERITY 12

Maneuver 13, stealth 13, unarmed combat 15

STRENGTH 18

TOUGHNESS 21 (23)

PERCEPTION 5

Tracking 10, trick (12)

MIND 5

Test (9)

CHARISMA 4

Charm (11), persuasion (10), taunt (13)

SPIRIT 5

Intimidation 12

Possibilities: none

Natural Tools: claws, damage value STR+3/21, armored hide, TOU +2/23,

Description: The gerlan is a large carnivorous creature native to the caverns of Merretika. Since the dimthreads were dropped by the two Darkness Devices, it has migrated to Earth's caves.

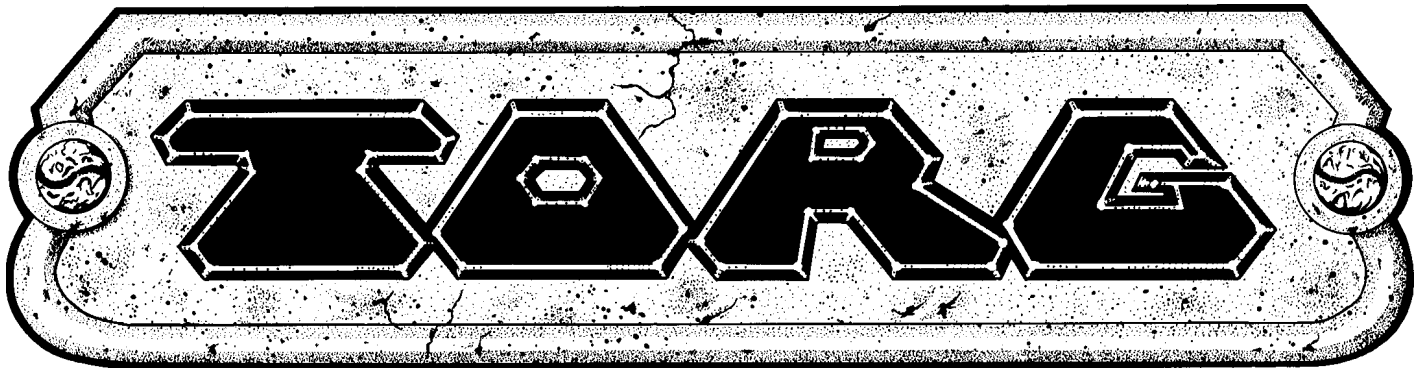
The creature is about 10 meters long, with over half of that distance taken up by its thick tail. It stands about 1.5 meters tall at the shoulder. It is reptilian in nature, with a muscular build and four legs ending in sharp claws. Its black scales help camouflage it within the tunnels.

The creature is aggressive and fearless. Gerlans are normally found in packs of three to five, although this one is by itself. If the Storm Knights investigate its lair, they will find five eggs beginning to hatch.

Continuing On

After the gerlan has been defeated, the Storm Knights may opt to delve deeper into the caverns to see what truth (if any) there is to the drawings, or they may decide to try and find their way to the surface. Either decision will require further exploration, unless they attempt to return to the oasis (it will require two hours of digging to remove the sand blocking the tunnel's entrance).

The gamemaster can either do a detailed map of the area or have the continued exploration be random in nature. Eventually, they should be lucky enough to find their way out, although the surface entrance should be remote, such as a cave in the mountains. They can emerge in any of the realms (at the gamemaster's discretion), although as a general rule of thumb, for each time zone they have crossed there should have been at least six hours walking travel (assuming they had a rather direct route).





Dispatches and Rumors

Dispatches

1

A fearsome warrior has appeared in Norway. Roaming the land near Bergen, she is a terror to the remaining supporters of Light. When last seen, she was in the company of a group of twenty or so half-folk warriors (minotaurs, harpies, and centaurs) who appear to be following her lead. She is known only as the "Warrior of the Dark."

While this motley collection seems to have no central purpose, other than destruction and terror, the warrior's abilities make it a fearsome force. The forces of Light are dismayed by the group's activities, and hope that someone can turn them from their southerly course.

Warrior of the Dark

DEXTERITY 12

Beast riding 13, dodge 13, fire combat 13, maneuver 14, melee weapons 17, unarmed combat 13

STRENGTH 13

TOUGHNESS 10 (25)

PERCEPTION 9

Alteration magic 11, tracking 10, trick 13

MIND 9

Survival 10, test 12

CHARISMA 9

Taunt 13, charm 11, persuade 10

SPIRIT 12

Corruption 15, faith (Kalim) 14, intimidation 15, reality 15

Possibilities: 4 per Storm Knight

Arcane Knowledges: *metal* 4

Spells: *keen blade*

Equipment: wheelock dag pistol (damage value 13, ammo 1, range 3-5/10/25), two-handed sword (damage

value STR+7/22), plate mail, armor value TOU+15 (enchanted by the spell *armor of the Draconis Metallica*, see page 80 of *Pixaud's Practical Grimoire*).

Note: The Warrior of the Dark's armor was enchanted ten days prior to the Storm Knights' encounter with her. It will remain enchanted for twenty more days. After that, the Warrior must return to Sweden, where the armor can be re-enchanted by her wizard ally.

Description: The Warrior dresses entirely in black, but her armor is encrusted with many sapphire, emerald, and black opal gems. The armor is worth approximately 40,000 trades. Her helm is in the shape of a dragon's head, and she wears a long, flowing black cloak.

Companions: The Warrior's companions are a variety of half folk seduced by the Dark. They fear and serve her and will fight with abandon as long as she is able to command them. If she is defeated or obviously losing a fight, however, they will flee. They are poorly armed, as the Warrior does not wish for mutiny to be a possibility.

Tactics: Riding through the northern Aysle realm on a coal black mare, the Warrior leads her minions against small villages, travelers, and anyone else outnumbered by her band. Knowing that her group is limited in its loyalties, she avoids pitched battles and tends to lead from the rear. She is not overly concerned about losses among her raiders, except as it affects her future success. She allows her minions to pillage and torture, as long as she can still maintain discipline.

Half-Folk (20)

See page 107 of the *Aysle Sourcebook*

Critical Event: The Storm Knights have heard that the Warrior of the Dark is heading south towards some

Ayslish villages still controlled by the Light. One village in particular, Reidal, has called for aid. The Knights must drive off or defeat the Warrior of the Dark and stop her rampage before she can gather more troops.

Defeating the Warrior of the Dark and scattering her minions is a *Good* result, even if she herself is not captured. Allowing her to continue her raiding of Norway is a *Bad* result.

2

Something very frightening has happened in CyberFrance. A group of Resistance fighters left Free Paris to strike back at the Cyberpapacy, among them a heretic named Ernst Castigir. Along with his other skills, Castigir is — or was — a heretic mage of impressive ability. The mission — a relatively simple espionage operation — was complicated when the mage failed casting an unlearned *altered fireball* spell ... by a lot. The resulting backlash incapacitated the mage and, while he lay unconscious, he was possessed by a demon from the GodNet. The demon, in Castigir's form, slaughtered his former compatriots, a group of Resistance operatives and a cyberlegger.

Ernst Castigir

DEXTERITY 9/12

Dodge 11/15, energy weapons 10/14, lock picking 10, unarmed combat 10/15

STRENGTH 8/11

TOUGHNESS 10

PERCEPTION 11/12

Alteration magic 14/14, divination magic 12/16, cyberdeck operations 13, find 12/14, scholar (computer science) 12, trick 12/14

MIND 12/13

Apportation magic 14/16, conjuration magic 13/15, medicine 14, test 13/15

CHARISMA 8/11

Charm 9/16, persuasion 9/12/
taunt 9/12

SPIRIT 12/13

Intimidation 13/16 reality 14

Possibilities: 8

Arcane knowledges: fire 5, water 1, inanimate forces 3, magic 2 (after possession: darkness 3, death 3, earth 3, metal 3, folk 3, earthly 3, avian 3, enchanted 3, entity 3, living forces 3, inanimate forces 3)

Spells: several, including altered fireball, detect magic, flickering fire shield

Equipment: Since being possessed by the demon, "Castigir" has picked up quite a bit of equipment. It managed to scavenge a suit of GWI Destroyer Armor, armor value +10/30; two GWI God Meeters, damage value 20, ammo 30, range 3–12/30/50; GWI GodLight, damage value 24, ammo 50, range 3–10/25/40

Note: Figures before the slash refer to Castigir prior to possession; those after the slash, to the period after the demonic possession. Those skills with only one number listed belong to Castigir alone, and cannot be used by the demon.

The demon has +1 adds in *faith* and *focus*. Castigir cannot break the demon's hold himself, as he does not possess the *faith* skill (see page 68 of *The GodNet*).

Cyberpriests (5)

See page 83 of *The Cyberpapacy Sourcebook* or page 35 of the *Torg World Book*

Critical Event: The Storm Knights must rescue Castigir from possession by the demon. But first they must save him from Cyberpapal agents who plan to slay him so that the demon will be forced to return to the GodNet. Once Castigir is "safe" from assassination, the Knights must drive out the demon and escape with the mage.

Currently, the possessed Castigir is operating in a small town near Strasbourg. The demon is trying to cause as much havoc as possible before being sent back to the Net.

If the Storm Knights are forced to kill Castigir, or if they are unable to drive the demon from his body, or if they are captured by the Cyberpapal forces, then they get a *Bad* Result. If

they can get rid of the demon somehow and free Castigir, then they get a *Good* Result.

3

Deathhawk (mentioned last in *Infiniverse* Vol. 1, No. 6) has returned to the streets of Cairo. He is fighting crime and breaking up the plans of the Overgovernors.

But wait a minute — isn't "Deathhawk" really Dr. Mobius in disguise? Wasn't the Deathhawk persona a facade used to trick Storm Knights to their doom?

Yes, it was.

But this is not the same Deathhawk. Or is it?

The Storm Knights just don't know. Reports of a Nile "hero" calling himself Deathhawk and displaying similar abilities to the "original" abound in Cairo. The Storm Knights don't know what to think. Is it possible that the insane Dr. Mobius is trying a plan that has already failed?

Shocktroopers under Wu Han are frantically trying to locate the mysterious "new" Deathhawk, whose main targets are pulp-powered Nile villains and crimelords in Cairo. But this means nothing — before, Dr. Mobius had not informed Wu Han of his plans. Is this another insane plot?

No. This is a different Deathhawk (if your players have not exposed Deathhawk as being Dr. Mobius, then this adventure idea will probably not work in your campaign. Of course, you can use the "new" Deathhawk as an NPC, or you can go back and play the original scenarios).

This Deathhawk is a genuine Nile hero. His real name is Kenneth Nagat, an Egyptian-American transformed by the Nile axiom wash. Nagat was a member of a resistance group based in Cairo at the time the original "Deathhawk" (Dr. Mobius in disguise) put his ruse into action. In fact, Nagat was one of the original targets of Dr. Mobius' plan.

Nagat escaped the trap (either due to intervention by the Storm Knights, or through his own ingenuity) and plotted revenge against the mad High Lord. Knowing he could not strike back directly at Mobius, he found another way.

Nagat used his knowledge of *weird science* to build an exoskeleton similar to the one used by Dr. Mobius in his Deathhawk guise. Then, he broke into the laboratory/storage facility containing the original Deathhawk suit and destroyed it. He hopes that, by appearing in public as Deathhawk and fighting the forces of the Nile Empire, he will aggravate the High Lord's already troubled mind. With any luck, Nagat figures, Dr. Mobius will believe he has developed a split personality.

Kenneth Nagat, aka "Deathhawk"

DEXTERITY 10/13

Acrobatics 15, dodge 15, flight 14, energy weapons 16, melee 14, stealth 15

STRENGTH 12/14

Lifting 13 (16)

TOUGHNESS 10/16

PERCEPTION 10

Find 11, scholar (streetwise) 11, trick 13

MIND 10

Weird science 14, test 11

CHARISMA 8

Charm 9, persuasion 9, taunt 10

SPIRIT 9

Intimidation 12, reality 14

Possibilities: 14

Note: Numbers after the slash refer to battlesuit values. Increase all relevant skills accordingly when Nagat is wearing the armor.

Equipment: Deathhawk battlesuit, armor value TOU+6/16; four smoke grenades, damage value 10, range 0-5/10/20, -4 to all *Perception*-related skills in the blast radius; gauntlet blasters, damage value 24, range 3-15/40/60; flight "wings" and jet pack, speed value 12, duration two minutes (11); battle staves, damage value STR+5/20; 400 royals

Inclination: Good

Goals: To drive Dr. Mobius crazy and to fight his minions. Also, to avoid being cheerfully annihilated by the citizens of Cairo (who just *know* Deathhawk is a villain).

Description: In his "Deathhawk" battle suit, which covers his entire body, Nagat looks nearly identical to the original Deathhawk, except for the wings and jetpack addition. On a *Perception* or *evidence analysis* total of 15 or higher, anyone who has seen the original Deathhawk will know that

this is not the same suit or the same man.

Power Setback Flaw: The Deathhawk armor that Nagat constructed has a flaw in its manufacture. If it is subjected to a strong electrical charge (damage value 22 or greater), then the systems will shut down. Since Nagat relies on the suit's servomotors to allow him to move freely, this means that his *Dexterity* will drop to 6 until he is able to leave the suit and make a *weird science* repair roll of 11 on its overloaded systems (it will take him a minute to get out of the suit and another minute to make the repairs). This flaw is worth six Possibilities.

Nile Shocktroopers (12)

See page 23 of the *Nile Empire Sourcebook*.

Critical Event: The Storm Knights, having already battled Dr. Mobius in his Deathhawk guise, are compelled to investigate this reappearance of the "hero." Nagat will be *Enemy+4* versus any *persuasion* attempts directed at revealing his secret identity (as this would foil his whole plan), but will still try to avoid fighting any known heroes. If the Storm Knights are able to track down Deathhawk (not too difficult — find a crime in progress, especially one involving Nile villains, and Deathhawk will show up eventually), they may try to reason with him, fight him, or whatever they wish.

Partway through any "negotiations," the Knights and Deathhawk will be interrupted by a dozen Nile shocktroopers (sent by Mobius and Wu Han to find out what the heck is going on). Figuring out that this Deathhawk is a good guy (and not just Dr. Mobius going schizo) without revealing his identity (or the fact that it isn't Dr. Mobius going schizo) to the general public is a *Good Result* (defeating the shocktroopers wouldn't hurt either). Exposing Nagat, destroying his suit, or having no clue as to what is going on (or getting captured by the shocktroopers) is a *Bad Result*.

4

Why do bad things happen to good lizards?

After escaping Baruk Kaah's trap (with the help of a group of Storm

Knights), the Canadian/Nile hero Major Mapleleaf has gone on a rampage against the Living Land High Lord. He has been using his abilities and his ever-growing number of followers to spread the tales of his glorious deeds throughout the Northern Living Land. In fact, he has been so successful that Baruk Kaah is getting worried about a possible attempt at stelaeripping.

The Living Land High Lord has dispatched a group of edeinosaurs, two gospogs of the third planting, and a ravagon to deal with this threat to his power. Unfortunately, rumors regarding the party have reached the ears of the intrepid Major. Not wanting to expose his forces to unnecessary danger, Major Mapleleaf has asked the Storm Knights to intercept and destroy the group of Living Land warriors before they reach his base. The Major himself will not go with the Knights (he has to stay and lead his "troops") unless the gamemaster feels they will be slaughtered without him.

Edeinos Warriors (3 per Storm Knight)

See page 83 of *The Living Land Sourcebook*.

Equipment: hrockt shoot spear, damage value STR+4; hrockt shoot club, damage value STR+3

Note: The edeinosaurs also have access to all the Living Land miracles (and will probably be pumped up fairly high for this mission).

Ravagon

See page 90 of the *Torg Rulebook*.

Gospog of the Third Planting

See pages 84-85 of *The Living Land Sourcebook*.

Equipment: Each gospog carries a MAC 10 submachine gun, damage value 18, ammo 10, range 3-15/25/50

Critical Event: The Storm Knights must move to intercept the party of assassins. This will require a *tracking* roll of 12, as the group is maintaining a fairly straight course. Once they find them, they need to ambush the group and destroy as many as possible. If the party of Living Land creatures is wiped out (or nearly so), the ravagon will break off its attack (if it can) and flee south to report to Baruk Kaah.

A *Good Result* is achieved if the Storm Knights are able to head off the attack. If the ravagon and its minions are able to continue to the camp of Major Mapleleaf, effectively endangering his charges and delaying any plans he had up to that point, then it is a *Bad Result*.

For statistics and details concerning Major Mapleleaf, see *Infiniverse* Vol. 1, No. 9.

Rumors

1

Some travelers in Aysle have told stories of a dwarven settlement beneath the earth near Steinkjer, Norway. The rumors say that a group of dwarves dug themselves into the earth immediately after Uthorion invaded, and have not been heard from since. The rumors also state that the dwarves have been studying the technology of Core Earth and, through their obsessive devotion, have raised the *Tech* axiom of the immediate area by one to 16.

If this rumor is true, it could be of great benefit to either the forces of Light or Darkness. Currently, the settlement lies inside a Dark region of Norway.

The court of Aysle, upon hearing these rumors, is desperate to investigate. However, sending a large force into the area is out of the question. Not only would it probably be massacred, but it would alert Uthorion that something is going on that he should know about. Currently, there is no sign that he has heard of the settlement.

Lady Pella Ardinay wants to send a small group of Storm Knights into the region to investigate. She must recruit cautiously, however, because Uthorion's spies are everywhere. She will only employ those she can trust implicitly—and those she feels have a chance of survival.

Any group used on this mission will have to face the Dark Forces at nearly their worst. They will have to brave the powers of corruption and remain true to their mission, or be utterly lost.

What is happening in CyberFrance? Pope Jean Malraux is inordinately quiet. After his attempts at military conquest and clandestine takeover of Europe, he has seemingly suspended his efforts at expansion.

There are those in CyberFrance that speak out against the Cyberpope, and they are not all being silenced. Some say that those he left to rule Magna Verita are turning slowly away from his doctrine. Slowly but surely, more and more of his attention is being drawn back across the bridge toward his former home.

Some Resistance organizations have discussed the idea of sneaking agents back into Magna Verita to find out what is going on. Unfortunately, going back up the maelstrom bridge is next to impossible for all but the Cyberpope's trusted allies.

A new figure of prominence has shown herself in Hawaii. Those who go to the island state speak of a woman known only as the Guildmaster. She is, apparently, an organizer of Stormers

and talented ords. "If you want something done right," the saying goes, "you go to the Guildmaster and she'll deliver."

The Guildmaster, apparently, is completely neutral, hiring her agents out to the highest bidder. It is rumored that both Kanawa and the Rauru Block use her connections frequently. She refuses to comment on her clients.

While the Guildmaster herself is seldom seen outside her penthouse apartment in Honolulu's largest hotel, her agents seem to be everywhere. They search not only for clients, but for talented prospective employees. Rumor states that those who work for her will perform any service — as long as the money is right.

The Guildmaster (true identity unknown)

DEXTERITY 9

Dodge 10, fire combat 11

STRENGTH 7

TOUGHNESS 8

PERCEPTION 12

Evidence analysis 13, find 13, language 14, scholar (streetwise) 15, trick 16

MIND 11

Test 13, willpower 14

CHARISMA 13

Charm 14, persuasion 17, taunt 15

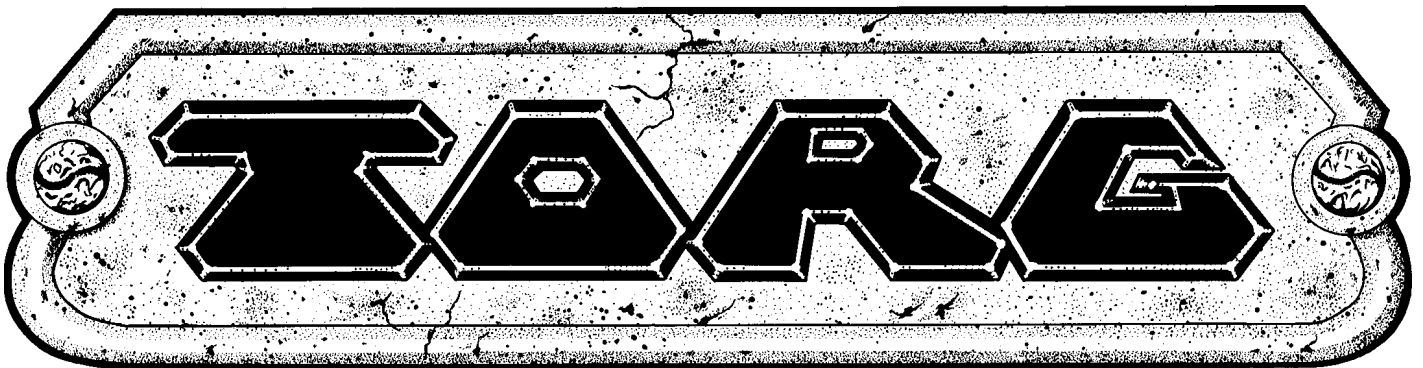
SPIRIT 11

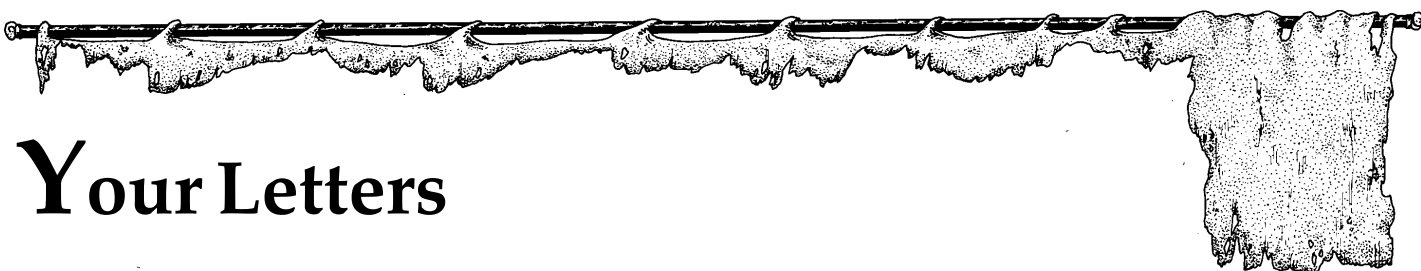
Intimidation 13, reality 15

Possibilities: 28

Equipment: Irimesh armor (looks like a coverall evening dress), TOU+3/20; 9mm Beretta, damage value 15, ammo 9, range 3–10/25/40; \$2000; makeup kit; mutable latex facial mask; fingernails, damage value STR+1/8; injection needles. The Guildmaster has 10 of these implanted under her fingernails. Those on the right hand are treated with poison which does damage value 20 (automatically injected following any successful *unarmed combat* attack). The needles attached to her left hand contain knock-out drugs. Injected on a successful unarmed combat attack, this drug does damage value 25 to a target, KO and shock damage only. *First aiding* a drugged character has a difficulty equal to that of treating a *heavily wounded* character.

The Guildmaster owns the top two floors of the building she lives in. The bottom of the two floors is occupied by her bodyguards, three Stormers and seven ords. The bodyguards are of various backgrounds, and the Stormers are from Aysle, Nile, and Core Earth.





Your Letters

1) *Can werewolves suffer damage other than shock from creatures akin to Orrorsh, such as vampyres?*

2) *Are Nippon Tech player characters aware that the Kanawa Corporation is being run by a High Lord?*

3) *How many rounds does it take a shape-shifter to change form?*

—Scott Mitchell
3125 S. Racine
Chicago, IL

1) A werewolf will take physical damage greater than shock only from magical attacks or physical attacks in which silver is used as a weapon. Orrorshan characters do not have any special physical advantages when attacking a werewolf.

2) Some are; some have very strong suspicions. Any character who emigrated from 3327's home cosm of Marketplace would know he was a High Lord — others, like members of the Sons of the Wind or the Yakuza, are aware that something is very wrong in Asia and may suspect that the Kanawa Corporation is involved in some way. But they are not necessarily certain that "Ryuchi Kanawa" is a High Lord.

3) It takes one round for a shape-shifter to transform.

1) *Do stories told in one stela area go to other stela areas or are they confined to that area only?*

2) *Does it take any time to increase skills or does it happen overnight?*

—Robert Courtemache
San Angelo, TX

1. A story-seed can only affect a single stela area. Remember that, to be effective, the story-seed must relate to the people and their lives, and so must arise from an adventure the Storm Knights had in that particular area. To refill the people in an adjacent stela area, the Knights will have to

accomplish some great deed there, and get a *glory result*, so that a seed can be planted and the process begun.

2) Storm Knights can undergo training to increase skills in place of spending Possibilities to do so (training is the only way Ords can increase their skills). To train, a character must devote himself exclusively to training in that skill, spending eight hours a day, at least 25 days a month to count as one month of training. The number of months needed to improve a skill is equal to the value of the number of Possibilities which would be required to raise the skill to the next level.

A Storm Knight may either train for a skill add, or spend Possibilities for the add, but he may not mix and match. The expenditure of Possibilities increases skills automatically.

How much time passed between the coming of Magna Verita and the creation of the Cyberpapacy? Did BelleView, GWI, CSI, etc. just spring up full-formed, and if not, how much time passed before the Cyberpapacy became as it is in the sourcebook? Unlike the other realms, the Cyberpapacy has no history of its own, so would Cyberpapacy Stormers remember their past lives as Core Earthers?

—Victor A. Wood
Havana, IL

Sixty days went by between the Magna Verita axiom wash in France and the Tech Surge which created the Cyberpapacy. The GodNet was created shortly after the cyber axioms struck France, and some physical transformations occurred immediately, with others taking longer. The conversion of existing factories to produce cyberware was extremely rapid, but did not take place immediately after Malraux crossed off the maelstrom bridge. *The Cyberpapacy* source-book

can be regarded as an up-to-date picture of conditions in France.

All Stormers, Core Earth natives or otherwise, remember their pasts. That is part of being able to maintain one's own reality.

1) *How is it possible for a maelstrom bridge to be created by a Storm Knight, as Tolwyn of House Tancred did, considering that the bridges the High Lords use are created by their Darkness Devices?*

2) *Is it possible for a non-Cyberpapal character to receive cyberimplants? Is it necessary for a character with cyber enhancements to make a link with the enhancements while in other realms?*

3) *If a pilot was flying an airplane during the invasion of a realm, and the pilot was transformed, is it possible for the airplane to transform in flight?*

—Casey Childers,
Rex, GA

1. It's not possible without the use of a Darkness Device and charged stela, which is why Tolwyn never did it. You may be thinking of the incident in which Uthorion and Malraux passed into the Dream Time — that was a case of the power of the Dream Time being used to intersect with an Aysle bridge, so anyone traveling down it would have to pass through that legendary domain.

2. Yes, it is possible. An Ayslish wizard, for instance, could use cyber implants in the Cyberpapacy and would be creating a one-case contradiction. Using them in any other realm would be a four-case contradiction.

3. Yes, it is possible for the plane to be transformed by the axioms of the realm over which it is flying. It would remain inorganic, however — if, for instance, it were over the Living Land it might turn into a thing of stone and plummet to the ground.

Can unplayed subplot cards be traded for a Possibility at the end of an adventure or only during it?

—Paul Bethke
Waukesha, WI

When a player plays a subplot card into his pool, he must claim it or **immediately** discard it for a Possibility. Subplot cards cannot be saved to gain Possibilities at the end of an adventure.

1. Could you describe what a "tool" is in relation to magical and spiritual powers?

2. If someone spends Possibilities to increase an attribute, do all the skills related to that attribute also increase? If an attribute is increased due to unnatural means (blessing vow, cyberware, magic spell, etc.), do the related skills increase?

This game is too much. I've been forced to start a second campaign to allow for more people who want to play.

—Sandy Addison
Buraby, BC, Canada

1. In magical terms, a tool would be a spell; in spiritual terms, a miracle.

2. Yes to both questions.

1. If Mobius' cosm of Terra is so like Earth, does its Orient have its own martial artists and ninja?

2. If a predatory animal or monster physically entered the GodNet via extradimensional gate, could it "live off the land" by eating deckers, jack priests, angels and demons, or would it eventually starve?

—Gregory Detwiler
Williamsburg, PA

1. Yes. Core Earth and Nippon-style martial arts require a *Social* axiom of 21 and a *Spirit* axiom of 7. Martial artists on Terra, like those in Core Earth's early history, were able to work together to temporarily raise their axiom limit the needed notch to be able to practice their art. However, they have been unable to cause a per-

Herald Messages

"The Ripper" has escaped from jail in Singapore. Storm Knights pursue, taking the *Nocturna* with them. They are wary of using its powers, however, as it claimed a Storm Knight with madness. Only a reality storm invoked by a comrade freed him from its power.

— Scott Mitchell
Chicago, IL

The Gaunt Man has resurfaced. Thrachten was quickly dispatched. The Nightmares have decided to follow the Gaunt Man, out of fear of being reduced in power to the level of underlings. This could be a turn in the wrong direction.

— Benjamine,
Storm League

The Delphi Council has started "Project Apollo," the US version of "Project Omen," the Soviet psychic studies group. Project head Dr. Ernest Geissman is rumored to be a powerful psi himself.

— Stephen Kenson
Merrimack, NH

Working with the Metropolitan Protectorate in New York, the Plague Paladins have valiantly fought off Delphi Council Spartans and rescued President Douglas Kent, taking him and 300 citizens of Long Island on a barge to Charleston, SC.

— Tasha,
Plague Paladins

Inclination/seduction can be used against divine mummies! But it does lead to some unusual situations ...

— Jim Ogle
Socorro, NM

The bridge from Das Weltreich has been destroyed — but not without cost. The Storm Knights have been trapped in the Nazi cosm with no way home, hunted by the Gestapo. All Weltreich agents in Germany are now at serious risk of disconnection and transformation, and are no longer considered a threat.

— Randy Wilde
Long Beach, CA

"The Reality Rangers are no more — send more fools!"

— Dr. Mobius

Mike Liverpool has escaped from his cell with the help of Nippon Tech agents. Liverpool was last sighted in Tokyo, where it is believed he agreed to assassinate Baruk Kaah. In return, Kanawa will supply high-tech weapons to Living Land gospog after Liverpool becomes the new High Lord.

— J. Higginbotham
Litchfield Park, AZ

manent increase in the axioms, so it is possible to disconnect when using martial arts in Terra.

2. Although the GodNet is an extradimensional pocket, it is composed of electronic signals and data impulses. It is impossible to exist physically inside the Net. The beast could exist as a VX image of itself, and yes, could hunt and slay inhabitants (or try to, at least). However, a VX image does not require sustenance, so it would not need to eat nor would it run the risk of starving. The creature's physical body, however, could starve while its mind was in the Net.

What, exactly, happens to a cosm when its invading realm is repelled? In other words, what would happen to Magna Verita if the Cyberpapacy's stelae were all destroyed?

—Dan Viger
New York, NY

If the Cyberpapal reality were to fall before Core Earth's, Magna Verita would not be affected, save that the bridges that link it to Earth would of necessity have been destroyed. The cosm's integrity is not linked to that of the realm, and the only way to affect the reality of, say, Magna Verita, would be for someone to invade it as it invaded Earth.

INFINIVERSE™

VOLUME 1

C A M P A I G N G A M E

NUMBER 12



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Issue 12. A year's worth of Infiniverse is now history. Infiniverse is still an experiment, a first attempt to integrate the actions of the players of a game into the campaign world run by West End Games. I have to tell you, the results have been pretty neat. Infiniverse responses have changed the Possibility Wars, sometimes in large ways, sometimes in small ways. We predicted a couple of the changes, and you managed to surprise us on a couple. To me, that is what is neat. Torg, Infiniverse and the Possibility Wars are a fun combination. I believe we have something unique ... sometimes good, perhaps sometimes bad. The infiniverse is becoming a shared world where the players and designers help each other shape the future of the world. I think that is pretty darn cool. I hope you continue to participate. I look forward to the surprises you have in store for us. Thank you for being a part of it.

—Greg Gorden

Malibu News

The *Torg* comic book is scheduled to be released in Spring, '92. It will be

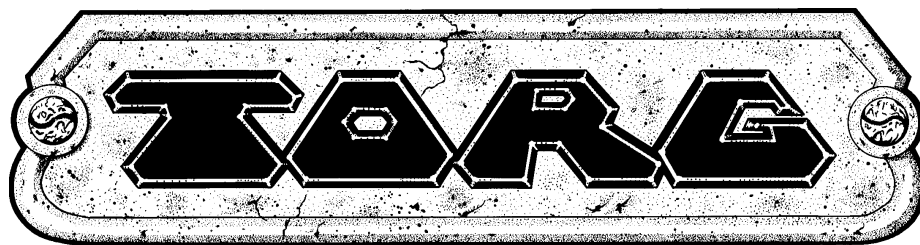
released through the Adventure Comics branch of Malibu Graphics. First up is a four-issue limited series, chronicling Tharkold's invasion. The artist has not been named yet. The scheduled writer is Greg Gorden.

Computer Games

West End is negotiating the rights for a *Torg* computer game. We are very excited by the prospect. The other company involved has a whole lot of talent. We just want everyone to hurry up and make everything official, so we can play the game. Think they could design the game in a week? Okay, okay ... how about eight days? Sheesh! All right, we'll wait.

Novels

More *Torg* novels? We think so. These plans are very tentative. A publisher is currently looking at doing a line of *Torg* novels, in the same manner that ROC is doing the *Shadowrun* novels. Keep your fingers crossed. These could be a lot of fun.





Rumors and News

First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #10

1. Secession movement in the South gaining popular support. Delphi Council considering drastic measures to preserve the nation. True (17).

2. Storm Knights in Gaea trying to convince Victorians to end immigration to Core Earth. True (15).

3. Australia facing internal strife from extremist groups, with food riots and other disasters looming on the horizon. True (13).

4. Edeinos calling himself Elvis is helping people in the Living Land reconnect with their reality. Amazingly enough, this rumor is True (15).

5. Mobius threatening to kill all Aylish born in the month of Asten with aquatic star. False (15).

6. Spirit chips reporting GodNet entities from The Deep. Many of these chips have been driven insane by the encounter. True (13).

Continuing Report: Issue #9

1. Cyberpapacy ships dropping mysterious crates into the Mediterranean, only miles from the shores of Africa. Rockets to True (45).

2. Nippon agents eliminating edeinos from California mixed zones while Spartans "relocate" resistance communities. Climbs to True (17).

3. A possible threat to Malraux's rule emerging among the Cardinals of Magna Verita. Papal Legate Cardinal-Bishop Gerrard Pierre may have discovered the "bugging" of his cybernetic eyes. Up to True (19).

4. Hawaii, largely untouched by the Possibility Wars, has become a modern-day Casablanca. Hawaii may have

declared independence. Delphi Council refuses to comment. Flips to True (13).

The Wrap Up: Issue #8

1. House Liandar accused, perhaps falsely, of the massacre of a tribe of Ice Nomads. Incident causing schism between Nomads and Liandars. Holds steady at False (15).

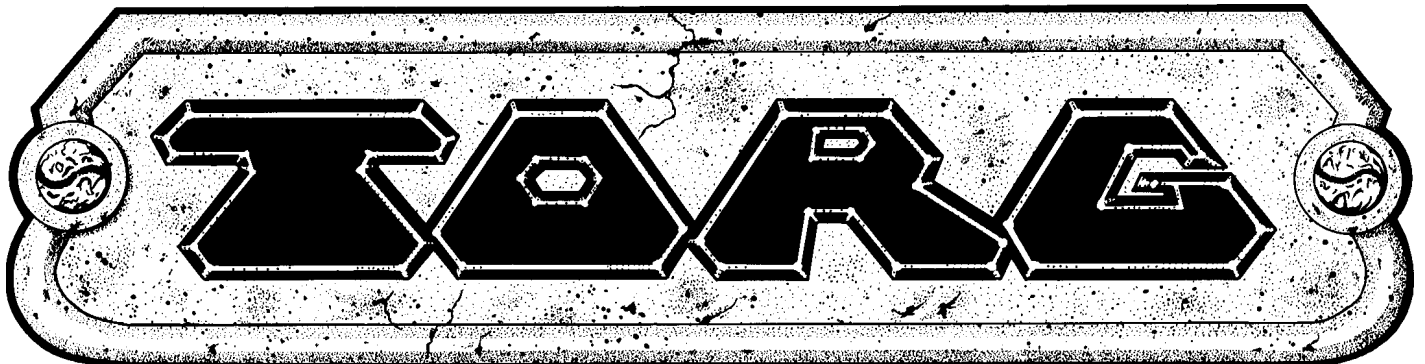
2. Nippon agrees to help Core Earth United States against Baruk Kaah, in exchange for intelligence information. Finishes at an amazing True (65).

3. Nile troops have conquered Libya and made inroads into Tunisia in major land grab. Qaddafi receives asylum in Algeria. Mobius signs non-aggression pact with South Africa. Mobius' agents with subscriptions have increased this to True (47).

4. Provis a center of resistance to Malraux's regime. Inquisition investigating, and expecting a massive blow directed at Data Cathedral in Troyes. Rebounds to True (32).

5. NRRA (Non-Realm Resident Aliens) populations on the rise in Australia, South America, elsewhere. Refugees encountering prejudice in many places. Finishes at True (19).

6. Kanawa Co. has stepped up its war with Hantu Ltd. Hantu considering plan to expose "Ryuchi Kanawa" as High Lord. Finishes at a steady True (45).





Fortress of the Dead

When the Portuguese first invaded the kingdom of Malacca nearly five hundred years ago, the first thing they did was to build a fortress made of Muslim tombstones on the island of Sumatra. The action showed complete disrespect for the dead and shocked the Indonesians. Over the years, the fortress was worn away by the elements and by the time the Earth was invaded, only the foundations were left. These in turn were barely visible under the jungle vegetation that grew over the stones during the last few centuries.

When the reality of Orrorsh swept over Sumatra (now Majestic, as renamed by the Victorians) a strange and horrible thing began to happen. The mystic residue of the countless spirits whose resting places had been desecrated five centuries ago became empowered by the supernatural energy of the Orrorsh reality. For three days, a terrible storm brewed on the shores of Majestic, across from Singapore on the Strait of Malacca. People who witnessed the storm said they heard screams and wails — and every once in a while a frightening, bone-chilling laugh. Trees were ripped

up, waves in the strait reached heights of fifteen feet, and a darkness so thick hung over the area that torches were needed to see even in the middle of the afternoon.

When the storm cleared, the screams and cries stopped. A company detached from the Queen's Own 17th Lancers were sent from New London to investigate. They travelled for almost two weeks over the island's mountainous terrain to the other side of the island. When they arrived, they were confronted with a terrible vision. The company doctor described it in his journal (see "Journal," below).

J ournal

" — Tuesday Afternoon

"We have formed a camp at the base of the mountain. Above us is a sight that still chills me, and yet stirs my imagination. Upon the cliff overlooking the Strait of Malacca is a solid fortress made of stone. Each of the stones seems to sport carvings in the language of the native heathens of Majestic. Even from our camp, some distance away, we can discern this, because the letters glow with an unearthly red light — they seem almost to be alive, proclaiming their intent.

"We gave one of our guides a spy glass and asked him to decipher the obscure script for us. After a few moments, I noticed the muscles in his jaw tighten. He then lowered the glass and would not speak for several minutes, even at our insistence. Finally he revealed that the words were written in an ancient language that he was not very fa-

miliar with, but he could make out enough to be certain that the words were akin to the inscriptions found on tombstones. He went on to tell us a tale of ancient invaders who ripped up the natives' tombstones and built a fortress from them. The guide believes — and we are not in any position to deny it — that the fortress has returned, but this time the dead are proclaiming their right to respect. And if these dead heathens want revenge for something that happened hundreds of years ago, there is no telling what sort of danger we and the colony on the other side of the island might be facing.

"We have sent a messenger back to New London with our report. A hush has fallen over the company as the guide's words have travelled up and down the ranks. The sun is setting and we are continuing to prepare camp. We will investi-

gate the fortress in the morning.

" — Same evening

"Against the star-filled sky, we have begun to see shapes moving about on the battlements of the fortress. Rutherford saw them first, but we were not sure if it was simply a trick of the eyes until a few moments ago. But we are certain now, and there are more of things appearing every moment.

"The letters still glow, forming thin, broken lines around the surface of the keep. The colour pulses dimly, a dying, glowing heart.

"—A call to arms has been raised in the camp. A noise at the fortress door? I leave. Caroline, my love to you and I pray to see you again soon."

When the reinforcements from New London arrived, they discovered the corpses of the company strewn about the campsite. The soldiers had died by strangulation and sword. The reinforcements tried to storm the fortress, but discovered they could neither get the door open nor scale the walls. They waited until nightfall, whereupon an army of undead swarmed from the fortress and attacked. The corpses were wearing the garb of 15th century Indonesia — all of it bright and shiny and new — and in stark contrast to the rotted corpses that wore the clothes.

A pitched battle was fought, but having seen the fate of the other group of soldiers, the Victorian regiment sounded the retreat. With countless other concerns to deal with, the Victorians have left the Fortress of the Dead to be dealt with at another time. The corpses who reside within the fortress have not forgotten the Victorians, however.

Each night the undead rise up from within the accursed keep and wander the countryside looking for anyone who is not of pure Asian blood. Since the area has been colonized for centuries, there are countless people on Majestic who consider themselves “pure” Indonesians but who have traces of European blood in their lineage. The distinction is not lost upon the undead, who slaughter everyone they encounter with such mixed heritage. The Victorians, of course, are an obvious target, and many have already perished at the decayed hands of this ghastly army.

The undead of the fortress are an especially tough variety of zombie. They have retained their memories and intelligence, and can speak and show emotion just as if they were still living.

There are 350 undead in the fortress. When night falls, four groups of 10 zombies apiece are sent out to hunt for foreign blood. The area that the zombies might be encountered in is marked on the map.

If anyone is in the vicinity of the fortress at night, all the zombies race down from the fortress and slaughter them.

The zombies can be reasoned with, but it is very difficult. They start with an attitude of *Enemy* toward anyone

who is non-Asian or travelling with non-Asians. They all have very high willpower due to their commitment to Allah. If a group of zombies can be *persuaded* to stop their rampage, they might then be taught the history of their nation and the fact that the real threat to Indonesia is currently the Gaunt Man and his minions. (The fortress zombies know nothing of the Orrorshan invasion.) It can also be explained that the Victorians will leave as soon as the invasion of Orrorsh is stopped, thus shifting the object of the zombie’s hatred.

On the other hand, depending on the disposition of the Storm Knights toward the Victorians, they could make a pact with the zombies to help them get the Gaean invaders off of Earth.

If the Storm Knights prefer to destroy the zombies (not the worst of ideas, since the creatures are killing many innocent people), there are two possible methods:

Method One

The Knights must find the weakness of the zombies. The information the Storm Knights need is that to put the zombies to final rest, they must be able to drink the blood of the Portuguese who desecrated their graves.

Although it sounds impossible, since the Portuguese died more than 500 years ago, such a goal can be accomplished owing to the nature of the realm in which it is being attempted. However, such an action will require calling upon the dark forces of Orrorsh — which means tapping into the Power of Corruption.

The Knights must do two things: find the ancient burial site of the Portuguese and call forth the blood of the soldiers who built the fortress.

Finding the burial site requires investigation. Gypsies, occult magic, and ancient records buried near the fortress all might reveal the location of the graveyard.

The trickier part will be the gathering of the blood. The Knights must, through some supernatural power, gather the spiritual residue of the Portuguese soldiers. They might do this by using a demon, by going to a occultist, or, if one of the Knights has the *occult* skill, working up the proper incantation all by themselves. The incantation has an *occult* difficulty of 39;

it could also be a *conjunction magic* incantation with a difficulty of 42. Either way, the ritual requires an hour to complete, once all preparations have been made.

When they’re ready and the spell has been cast (or the demon wills it), the special effect should be something like this: the sky is overcast and dark, they stand in an overgrown field, alone, far from any village. They cast the spell. The ground trembles. The ground takes on a barely imperceptible red tint, and then droplets of blood begin to rise slowly from the ground, floating as if there is no gravity. The air around the Storm Knights becomes filled with these droplets, like a rainstorm of blood frozen in time. The droplets then make their way to the receptacles the Storm Knights have brought with them to collect the blood. Soon the blood is all gone from the air and the Knights have two gallons of the ancient liquid.

All the Knights need to do then is bring the blood to the base of the hill the fortress rests upon. The gate opens and the zombies walk slowly down the hill in a long single file. Each walks up to the container of blood and takes a sip, then keeps walking into the jungle. If the Storm Knights follow and observe the zombies, they see that they fan out, slowly disintegrating as they walk. Eventually, they are all gone, leaving nothing but a jungle floor strewn with bones.

When all the zombies are gone the fortress fades away.

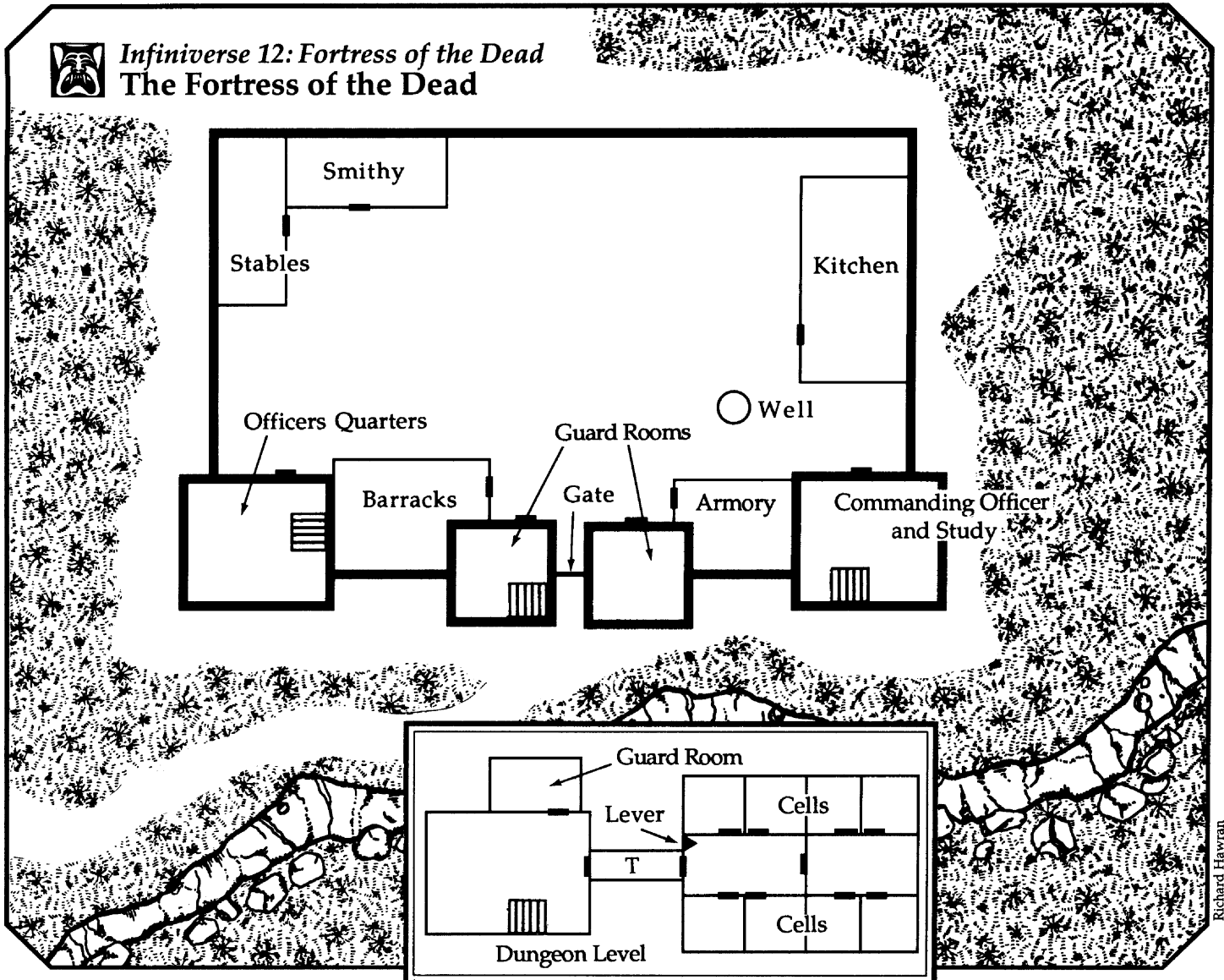
Method Two

The Storm Knights might want to deal with the zombies directly, utilizing the other bit of information they discovered when investigating the weakness of the zombies. The zombies can also be put to rest if consecrated hosts are placed in their mouths and a short prayer spoken over them. While this is not easier than getting the blood, it does not require drawing upon the Power of Corruption.

Getting the hosts should not be too difficult — there are plenty of Sacellum priests, as well as priests of Core Earth faiths, willing to prepare several hundred hosts to put the undead to rest. A cleric will need guarantees that the Storm Knights are sincere about what



Infiniverse 12: Fortress of the Dead
The Fortress of the Dead



Richard Hawran

they intend to do with the sacred articles.

Once the hosts are ready, the Storm Knights have got to get them into the mouths of the zombies. Although impractical, the characters might want to capture some of the zombies when the monsters are out prowling and force the hosts down their throats. The only problem with this is that the short prayer that must accompany the action takes three rounds. That means that the zombie must be forced to hold the host in its mouth for three rounds. This is going to be very hard, but Storm Knights have been known to do even more amazing things.

After the zombies have lost 30 of their kind in this fashion, they will

send 100 zombies out to hunt down the people who have been killing their companions. It may take some time, but the zombies will find out about the Knights. They will sneak into towns and villages and brutalize anyone who might know anything about the situation. (As a creepy detail, if the priest who blessed the hosts was a game-master character, the Storm Knights might hear word that villagers found him torn to pieces outside of his church. It will set up an "Oh-no, they're coming for us next," feel.)

This might prompt the Knights to make a frontal assault on the fortress (or they might have tried the frontal assault from the beginning).

Entering the Fortress

During the daylight hours, the fortress is protected by a mystical barrier. It is nearly impossible to open the fortress door, scale a wall into a window, or fly into the courtyard from above. A Knight attempting to enter the area of the fortress in any way (teleportation, flight, climbing, digging, whatever) needs to generate a *Spirit* or *faith* total of 20. If he makes the roll, he enters without a problem. If he fails the roll, he is blocked by an invisible shield that rebuffs him. The shield also assaults him, automatically hitting (as the Knight ran into it) with a damage value of 15, plus a bonus. The barrier over the courtyard cannot be

walked on. It bounces the character out of the way if need be, sending him flying over the edge of the castle for a fall of ten meters.

The fortress does not prevent anyone from leaving it.

The Fortress of the Dead

Only the fortress walls are made of the Muslim tombstones, and these only line the exterior of the fortress. The inner walls are all made of standard stone and wood. The condition of the fortress is rotted and decayed. There are no tools left (for example, in the kitchen the racks for utensils hang empty) as if the place were deserted a long time ago and the former owners took their belongings with them.

There is only one trap in the fortress, marked with a "T" on the map. When four (or more) Knights step on the floor of the room, it gives way and they fall into a pit six meters deep. The floor then swings up and shuts. (*Find* difficulty 22 to spot the trap, *science* difficulty 18 to jam it).

Once the characters hit the bottom of the trap, an iron grating slides out from the pit's wall three meters from the floor of the pit and seals their escape from the pit. (iron bars have a *Toughness* of 30). The Knights will have to work their way through the bars before sunset, at which time the zombies will get up, open the bars, and drop into the pit to kill the Storm Knights. They can then use each other to climb back out of the pit.

The first cell on the right contains two levers. One sets the floor to either open or stay in place when people walk over it. The other opens the iron bars after they have been sprung.

The bars are very tough and unless the Storm Knights find the levers it should take them a while to get out of the pit (hours, say). The gamemaster should make it come as close to sunset as possible. This way the Storm Knights can work up a good panic wondering what's going to happen to them once the sun sets and hundreds of zombies wake up.

Dispatching the Zombies

The advantage of working your way through the barrier in the daytime is that most of the zombies are asleep

then, resting in various chambers throughout the fortress. It will be much easier to perform the ritual with the hosts if they cannot respond. There are, however, 10 zombies that are always awake in the daytime. They travel in two groups of five. They cannot expose themselves to the light of the sun and will not pursue the characters into the light. If they are exposed to sunlight, they suffer an automatic KO result. Their location at any given time is up to the gamemaster.

There is no trouble getting out of the fortress during the day.

One person can perform the ritual on 10 zombies every five minutes.

Between sunset and sunrise, there is no difficulty getting into or out of the fortress, but the place is crawling with zombies. If the Storm Knights are not done with the rituals by the time the sun sets, they could be in big trouble.

Zombies that go through the ritual dissolve, and when all the zombies have vanished, so does the fortress.

Fortress Zombies

DEXTERITY 7

Stealth 10, unarmed combat 9

STRENGTH 12

TOUGHNESS 14

PERCEPTION 1

Trick (10)

MIND 1

CHARISMA 3

SPIRIT 7

Faith (Islam) 14, Intimidation 8 (18)

Possibility Potential: None

Powers: armor defeating attack, resistance to normal weapons

Corruption Value: 13

Fear Rating: 1/2

Perseverance DN: 12

Weakness: none

True Deaths: occult ritual conjuring blood of Portuguese soldiers, consecrated wafers placed in mouth for three rounds.

Note: The second True Death is worth three power points, making these zombies tougher than those listed in the *Orrorsh* sourcebook.

Armor Defeating Attack: When attacking characters protected by armor, this power negates the adds of the armor, up to a maximum of +10 adds negated. The gamemaster should describe how the attack defeats the armor. Possibilities include acid at-

tacks modified by the occult to seek the flesh under armor, claws which can be made insubstantial until they rip flesh, or a fine mist which poisons its target. In the case of the zombies, their limbs can become fluid and ethereal, passing through the armor of their opponents to land a blow.

Resistance to Normal Weapons: The creature can transform wound damage from standard weapons (non-magical swords, lead bullets) into shock damage. The first five wounds taken from an attack are converted into shock damage, one shock point per wound. Knockout conditions are ignored. A single attack which causes six or more wounds can wound a creature with this power. In addition, the "shock wounds" are treated as wounds when spending a Possibility to remove damage.

Example: A vampyre takes "2Wnd O 4" from a conventional weapon. Spending a Possibility allows the creature to cancel the two "wound shocks" and three of the four regular shock. He takes one shock point from the attack.

If the proper weapon is used against a creature with this power (for example, a blessed bullet) it does normal damage.

So What's All This Then?

Oh, you mean the stuff on Corruption Value, Fear Rating, Perseverance DN, and Weakness? The occult? The Power of Corruption? There was just no way we could compress the *Orrorsh* rules into this adventure idea. Honest. We just wanted to give you a taste, to hint at the fact that monsters in *Orrorsh* are a little different, and far nastier, than creatures elsewhere. *Orrorsh* is a scary place for Storm Knights to adventure.





Dispatches and Rumors

Dispatches

1

Osaka is alive with reports that an attempt has been made on the life of Ryuchi Kanawa's top aide, Murasaki Yamato, on the grounds of Nijo Castle. Yamato was at Kanawa's summer house for a meeting with executives from Borubokan Textiles and Soto Investments, both of whom were killed. Yamato himself was wounded in the shoulder by an explosive bolt fired from what was described by witnesses as a "miniaturized crossbow."

Over 30 MarSec troopers were slain in the assault on Nijo, and three Kanawa R-1 Defense Robots were destroyed. What is most shocking is that all reports indicate this bloodletting was the work of one person, a beautiful Eurasian assassin code-named "Red Wind." The small amount of information that has been compiled about her by Japanese authorities indicate that she first appeared in Shanghai shortly after Kanawa Co. first purchased properties there. She is said to be proficient with virtually any weapon, as well as being a mistress of the martial arts.

It is generally believed that she may be in the employ of the mysterious agent known only as "Haiku," whose identity and loyalties remain unknown. Why she was targeting Yamato (aka, 7710, the Nippon High Lord's aide) is unclear, although the Tokyo underworld believes "Haiku" may have been retained by a foreign power to destabilize Japanese industry. These suspicions have been passed on to Kanawa.

Security has been strengthened around Nijo Castle and the Kanawa

Building in Tokyo, and Kanawa Co. has posted a ¥5 million reward for information leading to the arrest and conviction of "Red Wind."

"Red Wind"
(real name unknown)

DEXTERITY 13

Acrobatics 15, dodge 18, energy weapons 15, fire combat 19, lock picking 15, long jumping 14, maneuver 16, martial arts (Red Lotus) 19, melee weapons 17, missile weapons 17, stealth 19, unarmed combat 18

STRENGTH 11

Climbing 12

TOUGHNESS 10

PERCEPTION 12

Evidence analysis 15, find 16, first aid 14, language 14, tracking 15, trick 16

MIND 11

Artist (actress) 14, meditation 13, test 15, willpower 13

CHARISMA 13

Charm 18, persuasion 18, taunt 16

SPIRIT 12

Intimidation 16, reality 16

Possibilities: 25

Equipment: LOV 9mm, damage value 16, ammo 12, range 3-10/25/40; hand laser, damage value 17, ammo 20, range 3-30/100/200; S-L stiletto, damage value STR+6/20; throwing stars, damage value STR+3/17, range 3-5/10/15; IriMesh armor, TOU+3/20; mini-crossbow, damage value 22/19, range 3-10/150/300 — crossbow bolt does initial damage of 22. If *missile weapons* result was Good or better, bolt embeds itself in target and explodes one round later, doing damage value 19. Target must generate *Strength* total of 12 to pull shaft from body before explosion.

Description: "Red Wind" is an incredibly beautiful, unbelievably lethal woman. She will first attempt to *charm* the Storm Knights — if they fail

to surrender to her wiles, she will fly into a rage, and her resistance to *taunts* will drop by -3.

Critical Event: The Knights must find "Red Wind" and discover who she is working for, before Kanawa launches a wave of retaliation against all his enemies, real and imagined, and sheds the blood of countless innocents in the process. Getting her to reveal her employer is a *Good* result; failing to get the needed information, or failing to capture her at all, is a *Bad* result.

2

Dr. Mobius has set a new phase of his conquest into motion, dropping a second maelstrom bridge into the Land of the Dead, near the city of Aseb. In the weeks prior to the actual event, there were reports of increased activity by shocktrooper units. Most of this was centered on the region that served as jumping-off point for Major Hopten-Ra's expedition into a network of tunnels rumored to connect the various realms extant on Earth. Neither Hopten-Ra nor any of his men ever returned from this trip.

Troops and equipment have been pouring down the bridge in recent days, including a number of "weird science" devices whose function is not yet known, although they are believed to have something to do with Hopten-Ra's expedition.

The troops currently guarding the area around the bridge are under the command of Colonel Hased Al-Sidda, a transformed Egyptian who has rapidly become infamous for his brutal treatment of the Ethiopians. He has set up elaborate torture centers used to punish "threats to the Pharaoh," and despite certain qualms about his behavior voiced by the Red Hand, the local overgovernor, no steps have been

taken to ease his bloody repression of the populace.

Al-Sidda has boasted that he has knowledge which the Pharaoh would give his weight in gold to prevent slipping into the wrong hands. He has vowed that when he was done with his mission in the Land of the Dead, he would strike a deal with Mobius and retire a rich man.

Colonel Hased Al-Sidda

DEXTERITY 11

Beast riding 14, dodge 16, fire combat 17, maneuver 15, melee weapons 15, unarmed combat 17

STRENGTH 12

Lifting 13

TOUGHNESS 12

PERCEPTION 11

Evidence analysis 13, find 14, trick 17

MIND 11

Test 18, willpower 16

CHARISMA 12

Charm 16, persuasion 19, taunt 14

SPIRIT 9

Intimidation 19, reality 14

Possibilities: 18

Inclination: Evil

Equipment: K08, damage value 15, ammo 8, range 3-10/25/60; stiletto, damage value STR+3/17; sabre, damage value STR+5/20

Description: A large, beefy man whose speed and dexterity belies his bulk, Al-Sidda is a sadist who takes great pleasure in cruelly subjugating the people of Ethiopia.

Critical Event: The Knights must stop Al-Sidda's reign of terror, and in so doing, discover his secret: while proceeding down the bridge leading from Terra through some of the Nine Empires to Earth, he drew a map that reveals the correct route to get from the Tenth Empire to the cosm of Terra. Possession of this would make it far easier for Storm Knights to go to that cosm to aid the Mystery Men, and for more costumed heroes to come and fight Mobius. Defeating Al-Sidda and getting the map is a *Good* result; failing to do either is a *Bad* result.

3

The Dartmoor region of Aysle has been the site of a number of strange occurrences of late. It began with the theft of naval plans from the offices of the British Admiralty in London by a trusted agent, Will Benson. Apparently intending to sell the plans, Benson fled to the village of Tavistock near the moors. Benson was later found dead in his hotel room, the victim of an Indian swamp adder's bite.

Further investigation revealed that Benson had been planning to use the money gained from selling the plans to pay off a gambling debt owed to a local horse trainer, one John Mortimer. When police arrived to question him, they found him dead, his head crushed under the hooves of a black unicorn, which also killed three policemen before being brought down.

Several other disturbing facts soon came to light — Mortimer had been heard talking in the pubs about an ancient treasure he hoped to find on the moors, and about how a man who owed him money had provided him with a little extra bonus.

More dark deeds followed. The local landowner who had employed Mortimer was found dead in his foyer, his head blown off with a shotgun; an escaped killer vanished without a trace on the moors; local farmers reported spotting a spectral hound standing atop a tor, howling in a manner that chilled their bones.

The true motivating force behind all of these events is a corrupt elven monk, who has been in pursuit of the moor treasure, reputed to be jewels hidden during the rule of Cromwell. While in the realm, the elf chanced upon a volume of Sherlock Holmes tales, and decided to use the murder methods contained therein to eliminate anyone who might share his lust for the treasure.

The elf has been making use of an Ayslish Second-Planting gosgop treated with unknown materials to allow him to glow, simulating the legendary "Hound of the Baskervilles."

Kralith the Elf

DEXTERITY 15 (12)

Dodge 17, longjumping 16, maneuver 18, melee weapons 18, missile

weapons 17, stealth 18, unarmed combat 17

STRENGTH 10

TOUGHNESS 11

PERCEPTION 12

Evidence analysis 15, find 14, scholar (realm lore), trick 16

MIND 11

Test 15, willpower 17

CHARISMA 10

Charm 12, persuasion 15, taunt 13

SPIRIT 16 (13)

Corruption 21, faith (Estar) 20, focus 20, intimidation 18, reality 19

Possibilities: 16

Miracles: *harm, illusory dragon, inferno, petrify*

Equipment: sling, damage value STR+4/19, range 3-10/40/100; morning star, damage value STR+6/21

Description: Rotten with corruption, Kralith is interested only in accumulating material things, and murdered Mortimer as much for the trades he could earn by selling the naval plans the trainer got from Benson as he did for the man's knowledge of the treasure.

Gosgop of the Second Planting

See page 116 of *Aysle*.

Critical Event: The Storm Knights must defeat Kralith and his mock Hound, as well as recover the naval plans and (perhaps) the moor treasure. If they accomplish all three, they get a *Good* result; if they accomplish none of the three, they get an *Average* result.

4

Reports have reached the ears of the Delphi Council concerning a mass migration of edeinos and Jakatts in Illinois, Wyoming, and Idaho in the general direction of Nebraska. It is believed that a restan group (four edeinos, a stalenger, and a benthe) departed from Wyoming shortly before the migration began, with the intention of planting a stelae in the vicinity of Central City, Nebraska.

Successful completion of this task could have disastrous effects on the Core Earth United States and its struggle against Baruk Kaah. A stelae in that area would link the Eastern Land and the Western Land, and cut

off the corridor being used to transport supplies and men between the northern states and the southern states. Even with the aid of Canadian authorities, it is doubtful that the Dakotas could long survive if this were to take place.

Council advisers have outlined two possible options in this situation — stop the restan from planting the stelae in Central City; or, taking advantage the massing of Jakatts on the eastern border of Wyoming and rip up the stelae in Casper, which would as effectively foil Kaah's plan.

It is believed that as soon as the restan group accomplishes its mission, 50,000 Living Land denizens will pour in from east and west to turn the area into a dominant zone. The restan group is led by a gotak named Bal Truk.

Bal Truk

DEXTERITY 11

Dodge 14, maneuver 13, missile weapons 13, unarmed combat 14

STRENGTH 10

TOUGHNESS 10

PERCEPTION 11

Find 13, language 12, tracking 13, trick 14

MIND 11

Survival 16, test 14, willpower 15

CHARISMA 10

Charm (14), persuasion 15, taunt 12

SPIRIT 13

Faith (Keta Kalles) 17, focus 16, intimidation 16, reality 16

Possibilities: 12

Natural Tools: claws, damage value STR+4/14; teeth, damage value STR+2/12; tail, damage value STR+1/11

Equipment: hrockt spear, damage value STR+3/13

Miracles: *cause pain, increase toughness, heightened sight, see through mist, intense fear*

Edeinos Warriors (3)

See page 83 of *The Living Land*.

Possibilities: 3

Stalenger

See pages 95-96 of *The Living Land*.

Possibilities: 2

Benthe

See page 81 of *The Living Land*.

Possibilities: 2

Critical Event: The Knights must either stop the restan group from planting the stelae in Nebraska, or pull up the one buried in Casper. Accomplishing either goal is a *Good* result; failing at both is a *Bad* result.

Rumors

1

Wild tales are circulating throughout England that an edeinos Storm Knight operating in Exeter has unearthed the ancient crown of King Pellinore, a renowned figure from Arthurian times. Unaware of the tales regarding the object, the Storm Knight donned the crown and gleefully proclaimed himself to be the modern-day incarnation of Pellinore.

Alas, this jesting statement served to around the great Questing Beast, ancient foe of Pellinore who lived solely to be hunted by the king. The beast had settled into a deep slumber when Pellinore died, and remained asleep despite the Aysle axiom wash. But the apparent return of its sparring partner has roused it, and it has been rampaging throughout northern England on its way toward Exeter.

The edeinos is said to be preparing for a journey to the Cyberpapacy, and realm lore experts believe the Questing Beast is certain to follow, killing an untold number of innocents in the process.

2

A rash of suicides among high-ranking Victorian officials in Majestic has spread a plague of fear among the government there. According to witnesses, the victims apparently lost all control of their bodies, although their minds remained their own. One Victorian officer walked off a cliff while screaming for someone to stop him. Another strangled himself to death with his bare hands while his friends laughed, believing him to be playacting.

"It would almost be funny, it it weren't so bloody 'orrible," said one constable. The police have refused to admit that the occult may be at work here, instead attempting to discover if

all of the victims might have come into contact in the days before their deaths, or consumed food made in the same place, etc. They believe the deaths to be the result of sort of contagious mania.

Storm Knight parties who have attempted to uncover the truth about the deaths have vanished without a trace.

3

A mysterious net-runner calling himself "the Phantom" has been raiding vaults in the GodNet for the past several weeks, somehow evading all attempts to tag him. The information he has supposedly stolen has yet to appear in the hands of any resistance group, and there are some who believe the net-runner to be madman who is hoarding the valuable data purely for his own pleasure. If he could be found and persuaded to hand over the information, it could do untold good in the struggle against the Cyberpope.

The net-runner is operating in secret from a terminal hidden inside the Paris Opera House. If he is confronted, he will flee into the Net, daring any to pursue him (simply killing his physical body would do no good, as his murderers would never find where he hid the hard copy of the information he stole).

4

The American media has latched on to transformed edeinos and turned them into celebrities in the past few months. Edeinos who have accepted Core Earth axioms and learned to love "dead things" are held up as examples that "our way is best," and the lizardmen are considered signs of impending victory in much the same way Soviet defectors once were.

An entire industry has arisen to handle this marketing explosion. A magazine called *Things* now regularly profiles edeinos who have been on television, edeinos who know someone who's been on television, edeinos who are having their life stories ghost-written and edeinos in trouble with the law. Major talk shows are compet-

ing to get the transformed creatures on, and ask probing questions about what really motivates Baruk Kaah, what his future strategies may be, and what the average edeinos thinks of Madonna.

For some of the transformed, this has been too much too soon. They have complained about feeling like they were constantly being watched, and a number have had mental breakdowns. A few have adapted very well to their new lifestyle, and have gone from one extreme to the other, now craving any and all material goods and spending thousands of dollars a day on things they don't need.

Sociologists have decried all this as leading to the destruction of a unique species' belief system. Media representatives have countered that they did not force the edeinos to learn to love material objects, and so are not to blame for promoting the fact that they do.

5

Members of Orrorsh's Hellion Court have noted a disturbance bordering on panic in Thratchen in recent

days. They have traced it back to an incident a short time ago when a creature resembling Thratchen arrived at Illmound Keep, demanding to see the Gaunt Man.

Informed the High Lord was "indisposed," the creature was ushered into the presence of Thratchen. Both the regent and his emissary seemed startled to behold one another, but the servant was ordered out before any words were exchanged.

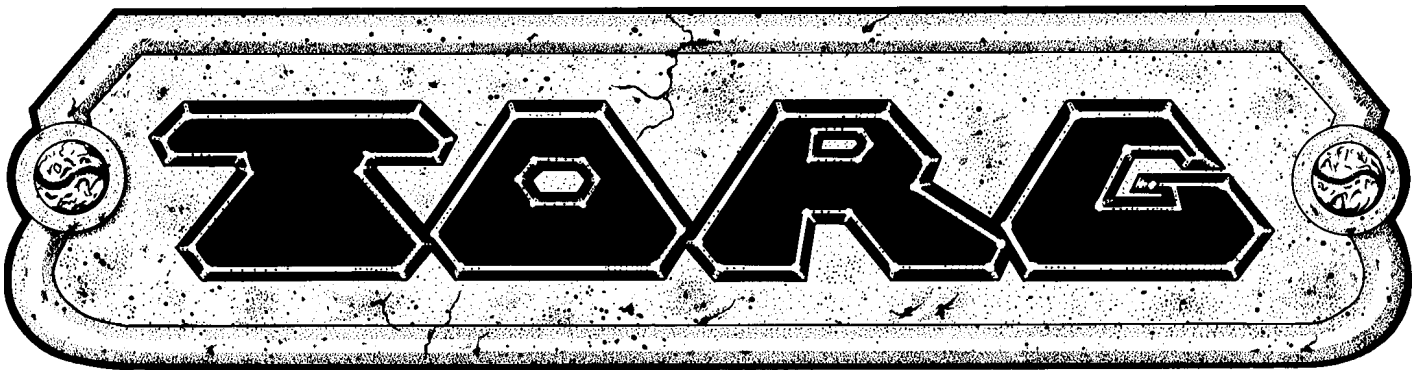
The visitor later departed the castle, and Thratchen went into a flurry of activity, dispatching agents all over the globe ordering them to seek out any creatures similar to him and report on their movements. The more aware members of the Hellion Court are convinced that this means Tharkold intends to attempt a second invasion, but Thratchen knows not where.

6

The Soviet ambassador to Japan, Dimitri Plenkov, has been kidnapped from his embassy. Storm Knights who investigated the incident became convinced that 3327 was behind it, until they encountered Kanawa corporate

ninja who were also searching frantically for Plenkov.

What neither group knows is that the snatch was made by Nile Empire agents at the direction of their High Lord. Plenkov has been transported to Thebes, and is currently being held in a "weird science" center. He is being held by a number of "weird scientists" and Egyptian priests, who are torturing him to obtain the secret of psionics, like those reportedly used by Katrina Tovarish in the struggle against Tharkold. Mobius is convinced the powers the girl evidenced were either the result of some extremely powerful miracle or the work of a gadget. He is determined to have this power for himself, and believing Plenkov, as an agent of the government, must know something about it, will torment him until he reveals the information or dies.





Your Letters

I thought you said the Knowledge Interaction Chart from the Aysle sourcebook would be corrected in the Pixaud's Practical Grimoire. I didn't see it anywhere in there, so what gives? The illustrated Interaction Chart still has to be changed ...

In Pixaud's Practical Grimoire, in the typical sylph description on page 21, one assumes it should be a TOU+11 or a TOU+25, but not a TOU+1125? Right?

—John M. Kahane
Ottawa, Ontario

Well, not quite.

In the typical sylph description on page 21, where we list the sylph's "Natural Tools," we do make a typographical mistake. Where it currently reads "TOU+1125," it should read "TOU+11/25." This is because the maximum *Toughness* a sylph can have, due to her "swirling, windy form" is 25. You will notice that the maximum is for physical weapons only (as they tend to pass right through her) and is also listed (in parentheses) after her natural *Toughness*. We list the maximum mainly in case:

1) A particular sylph is possibility-rated and somehow changes her *Toughness*, or

2) Someone else should somehow figure a way to increase the sylph's natural *Toughness*. Sorry about any confusion this might have caused.

As for the Knowledge Interaction Chart, we printed the modified version (now considered correct in the *Torg* continuum) on page 8 of *Pixaud's*. This chart now supersedes the one printed on page 82 of the *Aysle* sourcebook.

1) If a Core Earther had a Smart Gun adaptor, a CSI HUD, and a MAS Fury, would he need to roll three contradiction checks to fire at +6?

2) If an Ayslish mage casts a spell on a Core Earther, will the spell end if the Core Earther disconnects, if the Ayslish mage disconnects, or does it just ignore disconnections? If it does disconnect, then does it resume after a reconnection?

3) If a Core Earther has Compte's Trilon Tendons and is not on Jaz, does he suffer -3 to DEX? If he disconnects, does he lose the -3 penalty?

—Robert Courtemache
San Angelo, TX

Well, let's see what we can do here:

1) No one gets +6 when equipped with the CSI HUD and a Smart Gun; the bonus is +3. In order to get that bonus, both pieces of equipment must be installed and working.

As for disconnection, when the Core Earther fires the MAS Fury (or any other weapon that utilizes the cybersystems), he only makes one roll; if he doesn't disconnect on that roll, then he's "okay." We say "okay" because a Core Earther with integral cybergear is a scary proposition altogether. Imagine the effects of cyberpsychosis on someone unable to understand the basic concepts of cybernetics — and thus unable to resist its effects to a great extent ...

2) The answer to this question depends on the spell. If the spell is **focused** on the Core Earther, then, when he disconnects, the spell goes away — if, by having the spell up it causes a contradiction. In this case, it doesn't matter if the mage is connected, disconnected, or dead; the spell is dependent on the object for its existence.

If the spell is not **focused**, then the situation is reversed. The Core Earther is unable to affect the spell by being connected or disconnected; it is the mage who is supplying the catalyst for the spell. If the mage disconnects, then the spell goes away.

The Everlaw of One concedes the destruction of anything, but the creation of nothing. Thus, if a spell is made null by disconnection, it is gone. When the casting or affected character reconnects, the spell must be cast again.

3) The negative modifier to DEX due to Compte's Trilon Tendons is equal to the bonus gained in *Strength*, until the character "buys off" the negative over time. This is unavoidable.

The negative three penalty for Jaz only applies to cyberpsychosis checks. It has no effect on the tendons.

If a Core Earther disconnects, he loses that dose of Jaz entirely (positive and negative effects both go away), and he can no longer use the tendons if that causes a contradiction.

Whatever happened to Mara, Father Bryce, and Kurst after the trilogy? What are their statistics? And are they ever going to be mentioned in future products?

Incidentally, where can I get a mega-map like the one at West End Central HQ? It would make plotting stela bounds much easier.

And for the record, we need psionic rules, NOW! How are any new psionic Storm Knights going to be created otherwise?

—Dominick Riesland
Milwaukee, WI

Well, nothing simple, eh?

We are probably going to print statistics for some of the more popular *Torg* novel characters in future issues of *Infiniverse*. In fact, we are currently planning a short story/adventure supplement to be included in *Infiniverse* in the near future. The stories will pick up on some of the "loose ends" left as cliffhangers in the trilogy, and there will be adventure hooks and statistics included in every story.

As for a “mega-map,” we can’t help you at present. While we do have a large map which we are currently using to update the realms’ boundaries, we do not have plans to print the map in the near future at that size. However, when the *Infiniverse Update* project is released, it will include a book-sized map with all the realms’ boundaries updated.

“New” psionic rules will be part of an upcoming product scheduled for release this fall (the contents of which is still very hush-hush), as well as the *Tharkold Sourcebook*. Right now, there are no provisions for creating and using psionic Storm Knights (there are only about a dozen Core Earthers known to have significant psionic powers at present, and only one of them, Katrina Tovarisch, is known to be a Storm Knight).

That Character Template Contest sounds great!! Thanks for such a cool contest!

—Mark Siegal
Schenectady, NY

You’re welcome, Mark; we’re glad you like it.

Remember, it isn’t too late to enter the Character Template Contest if you haven’t already (see the “News” section for more details). Also, if you or any of our other *Infiniverse* subscribers have ideas for future contests, please let us know. Maybe we’ll have a contest to pick the next contest.

Say, now *there’s* a mind-numbing idea ...

A few odd questions and/or statements:

1) *On the average, how many Possibilities may be contained within a Darkness Device?*

2) *How would one tell the difference between a male edeinos and a female edeinos?*

3) *The M-60 is a Tech 22 weapon, not a Tech 23 weapon.*

4) *Do 3327 and his clones always agree? If they fight, would they all be able to draw upon the Darkness Device Daikoku?*

5) *How many Gregs are employed by West End Games? Please round off to the nearest whole number.*

Herald Messages

The South has risen again, and victorious US troops march into the streets of Richmond, Virginia giving hearty rebel yells. But Baruk Kaah responds with victories in Colorado and the West.

— Icarus Descending

The Rocket Plane of Professor Furious (a legendary Nile hero) has been spotted flying over Central America. It is rumored that the evil Dr. Tzin has stolen the plane and is even now using it for his own malevolent ends.

Nile Empire agents have been infiltrating other High Lords’ realms. Storm Knights barely stopped Malraux’s and Mobius’ agents from getting Torquemada’s vestments in Spain.

— John M. Kahane
Ottawa, Ontario

Extracosmic beings: Come join the Knights of Niceness, a Nile based supergroup. All applicants considered.

— Mega Sparrow

The Blanket of Moses is safely in Storm Knight hands, but agents of the High Lords are closing in ...

— Jim Ogle
Socorro, NM

S/W/F Storm Knight is eager to hook up with S/W/M from *Infiniverse 9 & 10*. Ask in Rio for “J. J.”

“Terrorist assault on Continental Defense Command HQ repulsed and destroyed by Delta Force. No comment from the White House.”

— John Day
Lincoln, NE

A group of Storm Knights adventuring in Core Earth Mexico have had amazing luck in accruing *Glory* results. Are they strengthening the area against the invaders, or just making it a more appealing target?

[The rest of the letter, unfortunately, was amputated before arrival by circumstances unknown]

—Patrick Flanagan
Freehold, NJ

1) So far, the “average” Darkness Device usually contains the precise figure of “many thousands” of possibilities at any one time. Of course, should the need arise, they can always grab more for emergency use.

2) Very carefully.

3) The M-60 we have listed in the *Torg* rulebook is the Maremont Lightweight Machine-gun M60. It is an advanced version of the NATO 7.62 mm M60 and the M60E1 which are of lower *Tech* ratings. The Maremont, however, is *Tech 23*, though a fairly early *Tech 23*.

4) 3327 and his clones do always agree, as they are not truly separate entities. Because they were produced with the help of the Darkness Device Daikoku, they are actually one person in six bodies. What one 3327 experiences, the others also experience, at least mentally (if one is killed, however, Daikoku will yank that portion

of 3327’s consciousness out of the dead body immediately and share it amongst the remaining clones).

Logically, all of the clones have access to Daikoku.

5) Currently, there are two Gregs employed at West End Games. There were three, but the third was killed, and his consciousness was yanked out of the dead body immediately and shared between the remaining two Gregs.

Logically, all of the Gregs have access to West End Games.

Just kidding ...

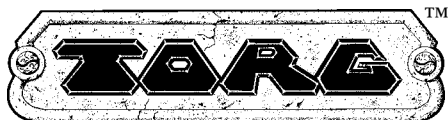


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Contributors This Issue:
 Steve Crow, Greg Farshtey, Patrick Flanagan, Greg Gorden, Michael Levay, Shawn Perry, Bill Smith, and several hundred caffeinated drinks...



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Here is the second card face for the action deck. It is designed for the Nile Empire, but it can be used in other realms as well.

Hero Fails

This card may be used by the player who draws it, or it may be traded to another player. The card is then set out facing the gamemaster.

With the *Hero Fails* card, the gamemaster has the right to negate any successful action by that character at any point in the adventure (similar to an *Opponent Fails*, but enacted upon the character). Once an action has been negated, the gamemaster removes the card from play. At the end of the adventure, the character receives three additional possibilities.

In addition to negating the action, the gamemaster should also introduce a setback that affects all of the characters.

This card shows how the best plans and most intelligent play sometimes

fail miserably, creating more danger for everyone involved (in the true spirit of the Nile Empire).

Danger

A *Danger* that appears on the conflict line indicates a new danger which is in effect for only the round. The danger may be a support beam that falls scant inches from the characters, an unexpected explosion or a stray sword swing that topples a stack of crates.

The *Danger* result adds a +3 difficulty modifier to all *Dexterity* and *Strength* actions for that round. *Danger* affects both sides of the conflict.

Due to the Law of Drama, all characters whose reality is the Nile Empire suffer a +5 difficulty modifier instead of +3.

For the Actions conflict line, any Storm Knight who succeeds at a multi-action receives a card.

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The pace quickens!

S: H Danger V —

D: V Trick/test H Danger

Act: ANY MULTI-ACTION

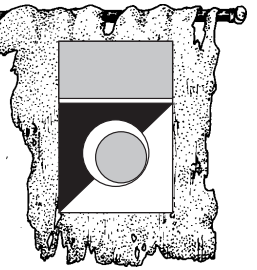
Skill Complication

If played, the gamemaster may negate one of your character's successful actions. If played, gain three possibilities at the end of the adventure. Set this card out facing the GM.

Hero Fails

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Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #11

1. Dwarves living underground in Norway have succeeded in raising their *Tech* level to 16. True (13).
2. Resistance in France planning expedition to Magna Verita. False (13).
3. The Guildmaster, a mysterious and powerful organizer of Stormers, appears in Hawaii. True (13).
4. Cyberpapal-controlled computer companies producing propagandistic arcade games. False (13).
5. 3327 acting to prevent Senator Ty Gardner's run for US President. True (13).

Continuing Report. Issue #10

1. Secession movement in the South gaining popular support. Delphi Council considering drastic measures to preserve the nation. Rises to True (20).
2. Storm Knights in Gaea trying to convince Victorians to end immigration to Core Earth. Leaps to True (31).
3. Australia facing internal strife from extremist groups, with food riots and other disasters looming on the horizon. Flips to False (15).
4. Edeinos calling himself Elvis is helping people in the Living Land reconnect with their reality. Elvis lives, and this rumor is True (17).
5. Mobius threatening to kill all Aylish born in the month of Asten with aquatic star. Flips to True (11).
6. Spirit chips reporting GodNet entities from The Deep. Many of these chips have been driven insane by the encounter. Slight rise to True (17).

The Wrap-Up. Issue #9

1. Cyberpapacy ships dropping mysterious crates into the Mediterranean, only miles from the shores of Africa. Another increase, to end at True (55).
2. Nippon agents eliminating edeinos from California mixed zones while Spartans "relocate" resistance communities. Finishes at True (20).
3. A possible threat to Malraux's rule emerging among the Cardinals of Magna Verita. Papal Legate Cardinal-Bishop Gerrard Pierre may have discovered the "bugging" of his cybernetic eyes. Ends at True (19).

4. Hawaii, largely untouched by the Possibility Wars, has become a modern-day Casablanca. Hawaii may have declared independence. Delphi Council refuses to comment. Finishes at True (18).

Product Update

The *Orrorsh* sourcebook is on schedule, and should be on the shelves by the time you read this. *Monsters! Eternal corruption! The Power of Fear! The Gaunt Man! Storm Knights marked for death!* Sounds like fun to me.

The Land Below goes into production mere days from this writing, and looks cool. Is it a world within a world, or do the tunnels and caverns beneath the Earth's surface lead to a whole new cosm, full of wonders and menaces the like of which no one has ever seen before? You'll have to buy the book to find out. It's set for an August release.

September brings *Crucible of Pain*, a combination short story/adventure set in the Nile Empire. Dan Greenberg's work on this product is innovative and spectacular, and we're very proud of this book.

Work is still proceeding on our big November release — it's been kept under wraps, but this much we can say: after this book, the Possibility Wars will never be the same.

Next month: a realm update! ☒

Subscriber Submissions



This issue we highlight submissions from our readers. Michael Levay wrote the Uvwe entry, Steve Crow wrote the Ghanta, Patrick Flanagan designed the Nile Powers (with an assist credited to West End), and Shawn Perry designed the "Character Spells Summary." Thanks, guys.

Uvwe

Contrary to what many Ayslish people may believe, the destruction of the Uvwe settlement at Lyonesse hasn't eradicated the Uvwe presence on Earth! There is another fair-sized settlement, on the east coast of England, near Flamborough Head. It was a contingent of Uvwe from this settlement who, under the leadership of Karinna Waverunner, aided a group of Storm Knights in defeating the dark mage Amethyst (see *The Possibility Chalice* for more information on this).

As has been stated in earlier texts (*The Possibility Chalice* and *Queenswrath*) the Uvwe are a generally peaceful race opposed to the violent ways of Uthorion and his followers. They possess the unique (in Aysle) ability to shapeshift into the form of a seal. In human form, the Uvwe can be distinguished by the slight greenish tinge of their skin and vestigial webbing between the fingers. Uvwe seal-form is similar to the harp seals of Earth, which frequent the waters around Greenland.

Although they are intelligent and civilized, the Uvwe are considered as *enchanted* rather than *folk* according to the Ayslish system of magic. This means a great many of the standard Ayslish spells are useless to them. Uvwe mages have created equivalent spells, in some cases using the *enchanted* knowledge in place of the *folk* knowl-

edge. Uvwe mages are quite rare, so knowledge of these spells is very hard to find. Since the Uvwe are not folk, they do not receive any birth magic skill or knowledge.

The magical boon that the Uvwe do get at birth is their ability to shapeshift. A newborn Uvwe starts out with one add in *shapeshifting* (to seal form only). As the Uvwe matures, he hones his shapeshifting ability. The average Uvwe has three adds in *shapeshifting* by the time he reaches adulthood. This is considered to be the Uvwe's tag skill. Since shapeshifting is an innate ability, it is an easy task for an Uvwe to change form (difficulty number of 5). If an Uvwe is wounded, it becomes more difficult to change forms. With a single wound, an Uvwe needs a *shapeshifting* total of 8 to change forms. When *heavily wounded*, changing forms requires a *shapeshifting* total of 12, and *mortally wounded* Uvwe need a total of 15 to change shape.

An Uvwe's shapeshifting ability and her very existence as an enchanted being require a magic axiom of 10 or greater. Using her *shapeshifting* ability in a cosm with a magic axiom lower than 10 causes a contradiction. A disconnected Uvwe suffers from the wasting disease (see page 133 of the *Aysle* sourcebook). An Uvwe must return to Aysle and be healed by a priest of her people to recover from the disease.

Uvwe shapeshifting is not a curse or disease like that of the were-creatures of Orrorsh. Uvwe shapeshifting can only be transmitted genetically. There is no chance of unwanted shapeshifting, and an Uvwe gains no attack resistance due to the ability. An Uvwe may remain in either of her forms indefinitely. Uvwe shapeshifting only allows for two forms, human and seal.

Uvwe shapeshifting is a *Mind*-based ability. When an Uvwe changes form,

his *Perception*, *Mind*, *Charisma* and *Spirit* all remain unchanged. Only his physical attributes may change. An Uvwe's seal form has a higher *Dexterity* than his human form. An Uvwe's *Dexterity* may be up to four points higher in seal form, distributing up to two points each from *Strength* and *Toughness*. Uvwe in seal form may have *Dexterity* above 14, the normal cosm maximum. When in human form, the 14 maximum applies.

Seal-form attributes are set during an Uvwe's youth. Once set, they may never be adjusted. When spending possibilities to raise a physical attribute, the attributes in both forms are raised. The cost is that of the higher attribute. This differs from the *shapeshifting* skill of Orrorsh.

Example: Althea is an Uvwe with a Dexterity of 12 in human form, 14 in seal form. To raise her Dexterity by one point she must spend 45 (15 x 3) possibilities. This will give her a Dexterity of 13 in human form and 15 in seal form.

The attributes of an average Uvwe are given in both *The Possibility Chalice* and *Queenswrath*.

While in seal form the Uvwe has a different set of limit values than humans and other land-based creatures.

Running	4
Swimming	10
Jumping	5 (0)
Lifting	5

The act of jumping has a limit value of zero if attempted on land. Climbing is not possible in seal form. While seals are strong, their lifting is low because it is difficult for a seal to grasp large or heavy objects. As a seal, the Uvwe has a natural bite attack with a damage value equal to his *Strength* +3.

Although as seals the Uvwe may stay submerged for periods up to

twenty minutes, they cannot breathe underwater. Uvwedragge is a town that is built in part on land and extends down across the shore into the sea. Fully-underwater cities such as Lyonesse are extremely rare and always have magically enchanted buildings that hold breathable air within them.

Racial Interaction Note: A few Uvwe dalliances have proven Uvwe can mate outside of their race with either humans or harp seals. To date, the offspring have always been Uvwe children rather than human or harp seal young.

Tibetan Ghanta

Tibetan Ghanta

Cosm: Core Earth

Possibilities: 23

Tapping Difficulty: 17

Purpose: To facilitate transportation between distant places.

Powers: Anyone attempting to navigate a course receives a +3 to their *scholar (navigation)* skill, and is considered skilled if they do not have this skill.

Group Power: *Gate*

Restrictions: Possibilities tapped from the ghanta can only be used for the skills of *air, land, space* or *water vehicles*, or the use of *scholar (navigation)*.

A ghanta is a small metal bell about three inches high. It has no clapper, but is struck with a small padded mallet. This ghanta is made of bronze, with no other details. Unlike some eternity shards, apparently blue and red coloring is not present.

The Holy Ghanta was first crafted by Tibetan monks during the 17th century. It was kept in the small monastery of Det-sen, located on the lower slopes of the mountain now known as Everest.

Some fifty years after its creation, pilgrims brought word to the monks of Chinese bandits in the area. The peaceful monks feared for the safety of the ghanta, for it was the only holy relic they possessed. They believed (and rightly so) that the bandits had gotten word of the ghanta, and would attack the monastery to relieve the

monks of the only valuable item in their possession.

At that time, a mysterious traveller was in the area. He offered to take the ghanta to safety. The monks, knowing that the bandits would have no interest in them if the ghanta were not present, believed the traveller's promise that he would one day return, although perhaps not for many hundreds of years. The traveller departed with the ghanta. The bandits behaved as expected, departing the monastery after searching it.

It was not until the first quarter of the 20th century, when Det-sen monastery was once more in danger, that the ghanta was returned. This time Det-sen was besieged by the legendary creatures known as the Yeti (see page 46 of *The Forever City* for Yeti stats.)

A descendent of the traveller, or perhaps the traveller himself, appeared once more. He left the ghanta in the keeping of the monastery, then aided the monks against the Yeti. After Det-sen was safe, the traveller left, never to have been seen since.

During its absence from the monastery, the ghanta had picked up strange abilities, somehow becoming imbued with possibility energy. The Det-sen monks sensed the new energy within the ghanta. Having no experience with most vehicles, they never became aware of its ability to augment travel. They did discover that by striking the ghanta in certain ways, so as to produce a variety of tones, they could open gates leading from one point in space to another, much further point.

The monks had little use for such an ability. They continued to revere the ghanta as a holy relic, keeping it safe within the monastery until 1959.

It was at this time that the People's Liberation Army moved into Tibet to quell uprisings against the Chinese invaders. They levelled many monasteries, forcing the Det-sen monks to flee. It is now uncertain where the ghanta is. Some stories say that it was taken to another shrine, possibly the great temple of Potala. Other stories report that the ghanta now lies in the hands of the Chinese government. Some claim that certain officials know of its power and have made occasional

use of it, while others believe it lies gathering dust in a vault, its true value unknown.

Nile Pulp Powers

The powers listed below differ slightly in format from those given in The Nile Empire sourcebook. We have included a "System Limit" stat, which is the power's system limit value when incorporated into a gizmo. Thanks for your attention, now back to the powers.

Absolute Vision

Adventure Cost: 3

Value: *Perception* + 6

Range: self

Tech Rating: 25

System Limit: 12

Absolute vision endows the character with two sensory enhancements: exponentially increased eyesight and 360-degree vision. When attempting to see an object normally within a character's field of vision, the power value is used rather than the character's *Perception*. If using the power to see a full 360 degrees, the character must use the power as one of his actions, suffering the One-On-Many multi-action penalty. This action does not require a die roll, and the player may choose to place the 360 vision action last among his choices.

Example: *Hawkeye McManus, while investigating a dark alleyway in Luxor, hears a gruff voice behind him, saying, "Move only the parts you want shot, buddy." He calls on his absolute vision to get an image of the surroundings behind him. He also wants to throw a knife back over his shoulder at his assailant. That's two actions. Hawkeye's player declares that the more important action is the throw, which is at DN+2. The absolute vision action would be a DN+4, but no roll is required.*

Hawkeye's player rolls well, spoiling the thug's aim by pinning his coat-sleeve to a crate. Hawkeye then says, "I always look a man in the eyes before I kill him. If you don't tell me who you are working for, I'll turn around and look into yours. One, two..." The thug caves before Hawkeye reaches three.

Brainbuster

Adventure Cost: 3
Value: *Mind* + 5
Range: 15 meters
Tech Rating: 28
System Limit: 10

Brainbuster inflicts mental damage upon a target. When used, the character must make eye contact with the target for a full round. If the contact remains unbroken, the character generates a power total against the target's *Mind*. The result points are read as damage on the combat results table. *Brainbuster* cuts both ways; if the target's *Mind* proves too powerful and the attacker achieves negative result points, the attacker receives damage as if he were the target.

Example: Doctor Dynamo confronts Doctor Mobius. Staring intently into the hood, Dynamo is surprised he can make eye contact with the High Lord. He has a power value of 17, rolling a 9 to generate a

total of 16. Mobius has a *Mind* of 23; $16 - 23 = -7$, so Dynamo takes seven combat result points. This equals a knockdown, a K and two shock points. The hero drops like a stone as the hooded Pharaoh cackles.

Magnetism


Adventure Cost: 2
Value: *Strength* + 10
Range: 30 meters
Tech Rating: 28
System Limit: 13

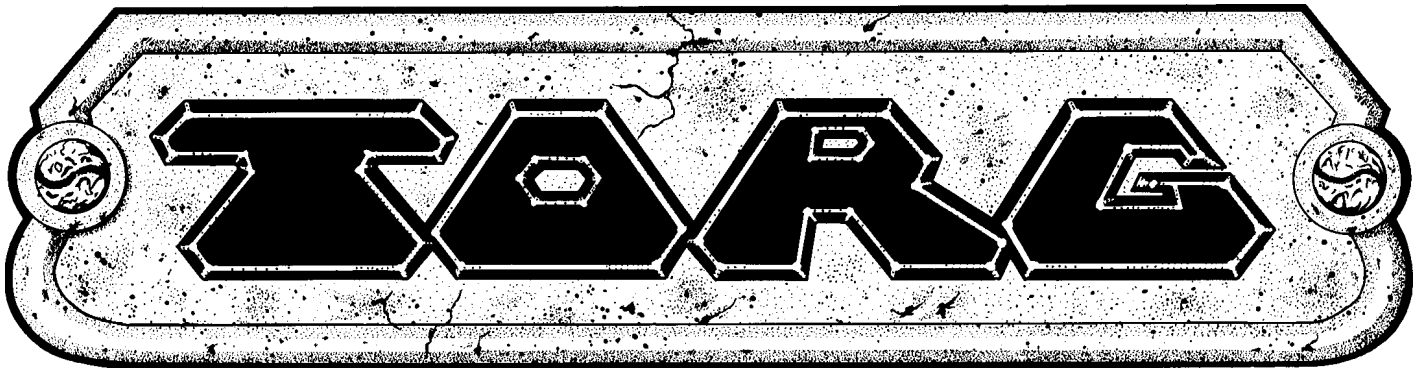
Magnetism grants power over those substances affected by magnetic forces, particularly ferric metals. The power gives the wielder the ability to temporarily "polarize" himself and act as a living magnet. When "polarized," the character either attracts or repels most ferric material within the power range.

To polarize, the character generates a *magnetism* total. Generating a positive bonus means the power has succeeded, and the user is "polarized" as he wishes. A zero bonus (roll of 11 or

12) means the polarizing forces cancel out; the character neither attracts nor repels metals, so the power fails. If the character generates a negative bonus, the bonus is treated as a positive number and is added to the power value, but the character is "polarized" contrary to his wishes — a potentially disastrous event.

The *magnetism* wielder may attract or repel a total weight of matter equal to their *magnetism* total. Matter pushed or pulled moves at a speed value equal to one-half the *magnetism* total.

Polarization lasts for five rounds. If an already "polarized" character wishes to reverse the polarization, a new total must be generated. If the character generates a positive bonus, the "polarization" is indeed reversed. Turning off the power before the polarization naturally expires also requires a new total; in this case, positive and zero bonuses cancel the power. 





CHARACTER SPELLS SUMMARY

CHARACTER:	HOME COSM:	MAGIC AXIOM:
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PERCEPTION:	ALTERATION:	MIND:	APPORTATION:
	DIVINATION:		CONJURATION:

ESSENCES	DEATH:	LIFE:	TIME:	TRUE KNOWLEDGE:			
PRINCIPLES	DARKNESS:	LIGHT:	MAGIC:				
MIXED FORCES	INANIMATE FORCES:		LIVING FORCES:				
ELEMENTS	AIR:	EARTH:	FIRE:	METAL:	PLANT:	WATER:	
KINDRED	AQUATIC:	AVIAN:	EARTHLY:	ELEMENTAL:	ENCHANTED:	ENTITY:	FOLK:

PROCESS THEOREMS	CAST TIME:	CONTROL:	DURATION:	RANGE:	SPEED:	STATE:
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SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
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DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	



Dispatches and Rumors

ispatches

1

Peruvian authorities are puzzled by a number of strange events in the general vicinity of the ancient Incan city, Machu Picchu. Local police stations have been flooded with calls reporting sightings of Incan warriors in the great fortress, and even as far away as the outskirts of Cuzco. Attempts to apprehend or speak with these figures have resulted in frustration, as they wink out of existence whenever someone draws too near.

Calls to cordon off and search Machu Picchu have been rejected, with the official explanation being that these incidents are indicative of "mass hysteria." Privately, Peru has been applying to its neighbors for pledges of aid in the event this presages an extension of the Possibility Wars.

These fears have been heightened by reports that people claiming to have psychic abilities have been suffering sudden, blinding headaches, even occasional convulsions, accompanied by visions of the very same phantom Incan warriors.

The Colombian government, aware of a recent series of bizarre killings and unexplained apparitions in Belize, Guatemala and Mexico, are wary of this situation, and there is talk in the local press of closing the borders as a means of preventing espionage by agents of the High Lords.

Calls have gone out through unofficial channels for Storm Knight aid, particularly from those operatives who dealt with the manifestations of Mayans and Aztecs in Guatemala of late. Whether there is any connection between that mystery and the events

in Peru is unknown, but no one is interested in taking any chances.

The illusions are actually manifestations of the mental powers of beings who lie dormant deep inside Machu Picchu. Their nature and the scope of their powers is as yet unknown.

Critical Event: The Knights must determine that the apparitions are not ghosts or sorcerous illusions, but something other, and pass this information on to the Peruvian authorities. If they accomplish this, they get a *Good* result. If they are unable to discover any information about the apparitions, or fail to convince government officials, they get a *Bad* result.

2

Panic has swept through Cambridge University in England following the revelation that Mistress Mathea, a visiting magister from the Ayslish Academy of the Two Towers, has apparently gone mad. For no apparent reason, her magic ceased to work — shortly after that, she began missing classes, apparently having lost all concept of time. Finally, she was placed under restraint after hurling a flask of bat's blood at a colleague, screaming about "dead things."

This was originally believed to be the dark work of Uthorion's agents, but since her breakdown, Core Earth men have approached various other faculty sorcerers and warned that the same fate could befall them if they do not receive "protection." The men demanded 20,000 trades, or the equivalent in US currency, to guarantee that they will not lose the use of their powers and go mad.

At first, the faculty members refused, but when a second of their number, Rollodorius, failed at his attempt to do a simple levitation spell and then

wandered off the campus in a daze, they changed their minds.

The truth behind this situation lies in a cunning plot hatched by a Core Earth syndicate head named Alexander Pelkington. Through a contact in the Spartans, Pelkington learned of the discovery of some engraved stones in the Living Land, which seemed to be able to shut down weaponry even in Core Earth dominant areas. Pelkington believed them to be talismans, mobile hardpoints containing the axioms of the primitive reality. Through blackmail and pay-offs, he obtained four of the stones, planning to use them in Core Earth.

But the heat was on after the disappearance of the stones, and Pelkington decided to try his luck in Aysle. Through various experiments, he had discovered that within a 1.5 meter radius of the artifacts, a Living Land pure zone existed. He had one of his enforcers slip close to Mistress Mathea at a Cambridge gathering and slip a stone into her magic pouch.

Shortly after, she lost her magic, and Pelkington put the rest of his extortion scheme into action. He now has the entire school in a grip of fear, and though they are reluctant to notify the authorities, one of the professors did get a note to some Storm Knights.

Pelkington is aware of the fact that the effects of the talismans will only last a few weeks, but he figures that is all the time he'll need to clean out the sorcerers and make his getaway. He has only one talisman left, and has already been approached by agents of Uthorion who wish to purchase it, and possibly use it against Tolwyn of Tancred.

Alexander Pelkington

DEXTERITY 11

Dodge 14, fire combat 15, maneuver 14, unarmed combat 13

STRENGTH 10
TOUGHNESS 11/17
PERCEPTION 12

Evidence analysis 16, find 15, land vehicles 14, trick 17

MIND 11
 Test 16, willpower 16

CHARISMA 11
 Charm 15, persuasion 17, taunt 13

SPIRIT 9
 Intimidation 17, reality 14

Possibilities: 18

Equipment: Heckler & Koch HK 4, damage value 15, ammo 8, range 3–10/25/40; GS-7 stun grenades (2), damage value 27 (stun damage only), blast radius 0–3/8/15; bullet proof vest, armor value TOU+6/22

Description: Well-tailored, extremely cool, not given to rash actions. Plans his coups with care, and regards opponents as fools who can be bought off, frightened off, or disposed of if they get annoying.

Enforcers (5)

DEXTERITY 11

Dodge 14, fire combat 14, lock picking 12, maneuver 13, melee weapons 13, stealth 12, unarmed combat 14

STRENGTH 11
TOUGHNESS 11
PERCEPTION 9

Find 11, tracking 10, trick 11

MIND 9

Test 11

CHARISMA 10
 Charm 11, persuasion 11

SPIRIT 9
 Intimidation 15, reality 11

Possibilities: 3

Equipment: Uzi SMG, damage value 17, ammo 11, range 3–15/40/100; knife, damage value STR+3/17

Living Land Talisman

Spirit: 3

Range: 1.5 meters

Effect: creates Living Land pure zone

Critical Event: The Knights must stop Pelkington and his men from extorting money from Ayslish sorcerers, as well as selling his final talisman to Uthorion's representatives. If they accomplish this, they get a *Good* result. If they fail, they get a *Bad* result.

3

While exploring the GodNet, a Resistance member named Madeleine DuPree chanced upon some fascinating information. She discovered that the French town of St. Quentin is the site of one of the larger institutions devoted to the creation of Cyber Knights.

Within the grounds of the St. Quentin Institute for the Criminally Insane, Cyberchurch physicians work to equip street warriors with all manner of advanced weaponry. It is a virtual treasure trove of cyber gear, and though protected by cyberpriests, there are holes in the security system.

Unfortunately, Madeleine is not aware that she had been tagged shortly after entering the Net, and this information was placed where she could access it as part of an elaborate trap for her comrades. The institute does, indeed, have a connection with the CyberKnight project — it is where the poor unfortunates who succumb to cyberpsychosis while undergoing “enhancement” are left to rot.

The facility is lightly defended on the outside, with only three cyberpriests patrolling the grounds. On the inside, the Knights will find tantalizing clues about the CyberKnight program (some true, some half-true, some false), as well as cyber components used to make weaponry. They will also discover six fourth-planting Cyberpapal gospog.

Clues will lead the Knights deeper into the asylum, where they will eventually find a data bank filled with substantive material on the objectives of various CyberKnight squads in and around Lille (the institute was ordered evacuated of CK personnel in a hurry, so not all data was wiped in time). They will also encounter a fifth-planting gospog, also known as an “Angel of Death,” who has been ordered to see to it that no one leaves the asylum alive.

Cyberpriests (3)

See page 35 of the *Torg World Book*, or page 83 of *The Cyberpapacy* sourcebook.

Possibilities: 3

Fourth-Planting Gospog

See pages 85–86 of *The Cyberpapacy* sourcebook.

Fifth-Planting Gospog

See page 86 of *The Cyberpapacy* sourcebook.

Critical Event: Getting out of the asylum with the information on the CyberKnight program is a *Good* result. Escaping without the information is a *Bad* result.

4

A strange and frightening gang has struck repeatedly in the city of Beni Suef, near the heart of the Nile Empire. The villains appear clad as figures from the Major Arcana of an Egyptian Tarot deck — the Emperor, the High Priest, the Fool, and the Hierophant. Together, they have committed a number of daring robberies, and frustrated all attempts by the Mystery Men to apprehend them.

Their modus operandi never varies — the High Priest will send a message to the president of a bank or the head of a casino, warning him that he is about to be robbed and resistance will be futile. Often, he will send other notes to individual guards predicting their deaths. This can be most unnerving, especially since the High Priest will kill them himself to ensure his predictions come true.

The Emperor, the Fool and the Hierophant join with him to pull off the job. When they are done, they leave a Tarot card behind as a clue to their next job. Most recently, they dropped the Death card as they departed, and rumor on the street has it they have been retained to assassinate Suleiman Hassan, editor of the *Cairo Clarion*.

The Emperor

DEXTERITY 12

Dodge 15, fire combat 14, maneuver 13, melee weapons 14, unarmed combat 15

STRENGTH 12

Lifting 14

TOUGHNESS 12

PERCEPTION 11

Find 13, trick 14

MIND 12

Test 15, willpower 16

CHARISMA 13

Charm 17, persuasion 16, taunt 15

SPIRIT 10

Intimidation 14, reality 14

Possibilities: 12

Inclination: Evil

Powers: *force field* (value 22), *mind control* (value 17)

Power Flaw: *stymied* whenever he fails in use of a *Charisma*-based skill. Receives three Possibilities when this occurs.

Equipment: .38 revolver, damage value 14, ammo 6, range 3–10/25/50; bullwhip, damage value STR+2/18

Description: The Emperor wears the garb of an Egyptian pharaoh, and relies on his commanding presence, knowledge of mind control, and powerful force field to cow opponents into submission.

The High Priest

DEXTERITY 10

Dodge 12, melee weapons 12, prestidigitation 13, stealth 12, unarmed combat 11

STRENGTH 10

TOUGHNESS 10

PERCEPTION 11

Egyptian religion 13, evidence analysis 13, hieroglyphics 14, tracking 12, trick 13

MIND 10

Test 12

CHARISMA 11

Charm 12, persuasion 15, taunt 14

SPIRIT 13

Faith (Egyptian) 16, focus 17, reality 15

Possibilities: 10

Inclination: Evil

Miracles: The High Priest has access to all the miracles in *The Nile Empire* sourcebook (pages 98–102), but the ones he uses most frequently are *curse*, *portent*, *prowess*, *snake staff*.

Equipment: staff, damage value STR+3/18; stiletto, damage value STR+3/17

Description: The High Priest dresses like exactly what he claims to be. He is the most devoted to the ways of ancient Egypt of the four men, the rest of whom are taking advantage of Egyptian lore purely for their own profit.

The Hierophant

DEXTERITY 11

Dodge 12, lock picking 13, maneuver 12, melee weapons 13, stealth

14, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 14

Evidence analysis 17, find 16, first aid 15, scholar (master criminal) 17, trick 18

MIND 15

Test 17, weird science 18

CHARISMA 9

Charm 10, persuasion 12, taunt 13

SPIRIT 10

Intimidation 11, reality 14

Possibilities: 11

Inclination: Evil

Powers: *super-attribute* (*Mind*), *illusion* (value 17)

Power Flaw: *stymie* flaw (three Possibilities when invoked) whenever an illusion is successfully disbelieved.

Equipment: machete, damage value STR+5/20

Description: The Hierophant wears a long hooded robe, and rarely speaks, save to give his minion directions prior to a job. He allows the Emperor to play at being the gang's leader when in public, but in truth, he is the brains.

The Fool

DEXTERITY 13

Acrobatics 14, dodge 16, energy weapons fire combat 14, long jumping 14, maneuver 15, melee weapons 16, running 14, stealth 15, unarmed combat 15

STRENGTH 11

TOUGHNESS 11

PERCEPTION 9

Find 10, trick 12

MIND 9

Test 11, weird science 11

CHARISMA 11

Charm 14, persuasion 14, taunt 15

SPIRIT 9

Intimidation 11, reality 13

Possibilities: 11

Inclination: Evil

Powers: teleportation

Power Flaw: none

Equipment: electro-staff, damage value 20; .45 Colt, damage value 16, ammo 7, range 3–10/15/40

Description: The Fool dresses in brightly-colored rags, and is the youngest and most agile of the gang members. His primary weapon is his electrically-charged staff, which resembles a plain wooden walking stick.

Critical Event: Stopping the Tarot Gang is a *Good* result. Failing to stop

the Tarot Gang is a *Bad* result.

Rumors

1

A number of Storm Knight parties in the southern portion of Majestic, in the realm of Orrorsh, have reportedly been decimated by treacherous comrades. Various Knights, in apparent fits of homicidal mania, have slaughtered their fellow party members, and then slain themselves before authorities could apprehend them.

Occult experts believe that these Knights are the victims of demonic possession, augmented by a discovery by Hellion Court member Dr. Willhelm Sconce. Rumor has it that Sconce has discovered a means of drawing the human soul out of a possessed body and trapping it within a marionette. This allows the demon use of the body without the annoyance of struggling with a strong-willed Knight's spirit. Also, after the Knight's body has been destroyed, the soul lives on in the puppets, allowing Sconce to torture it further to obtain information useful to Thratchen.

2

Following his mysterious disappearance, and even more sudden reappearance, Jeff Mills, creator of the *Five Realms* roleplaying game, has found himself the center of Delphi Council attention. Mills was kidnapped some months ago, and it is believed there may have been a connection between that incident and the fact that the events depicted in his game mirrored Possibility Wars incidents that he should not have known about.

The Delphi Council made it known that they wished to bring Mills in for "debriefing." Shortly after that, he and several key staff members of S&W Games vanished. Witnesses spotted them in the vicinity of Medford, OR, which is currently enjoying an apparent return of Core Earth reality, at least in spots.

In fact, Mills was abducted by Nippon agents, who were curious as to

how he managed to discover so much information. 3327 has expressed some concern that Mills might at some point expand his game, and name Nippon as a sixth realm. Exactly what went on during his captivity is unknown, but he did flee to an area rife with Nippon agents.

Friends of Mills, speaking from their own hiding places, have stated with certainty that he will continue to publish the game, although distribution may only be through the black market. Much depends on how seriously the Delphi Council takes the situation, and how much pressure they apply to distributors.

3

Security leaks from Core Earth officials and those of other realms have become a serious problem in Thebes, with much classified information falling into the hands of Dr. Mobius. Ac-

ording to reports, visiting dignitaries have stated that they felt "compelled" to leave packets of information in isolated areas of the city, but had only a hazy recollection of doing it the next day.


The common factor in all of these incidents is that of all the victims stayed at one time in the Pharaoh Suite at the Anubis Arms Hotel. None of them could recall anything strange about the room or anyone they encountered there, however.

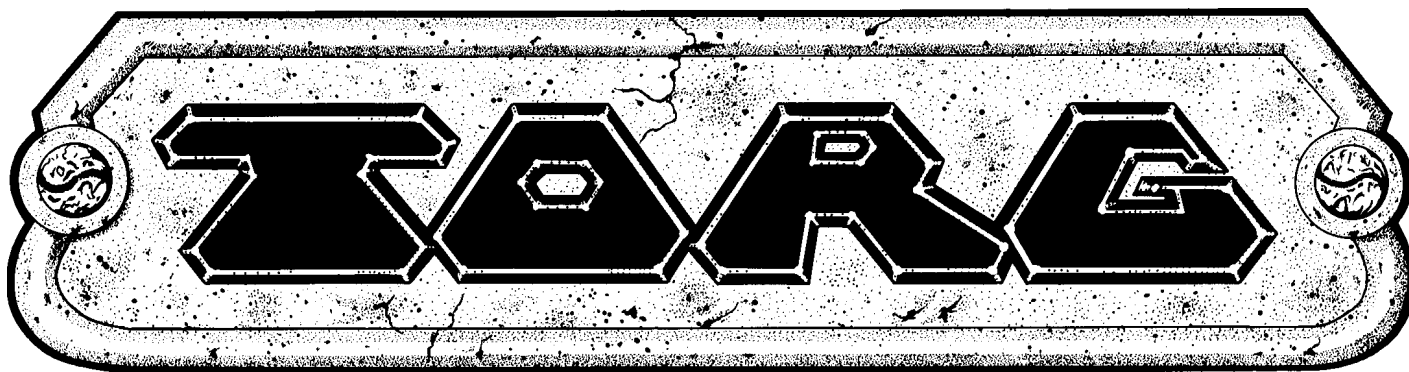
In fact, Mobius has rigged the flashing billboard on the building across the street to act as a hypnotic device, with its power focused on that suite. The dignitaries were helpless before its brain-numbing rays, and dutifully rendered unto Mobius what was most definitely not his.

4

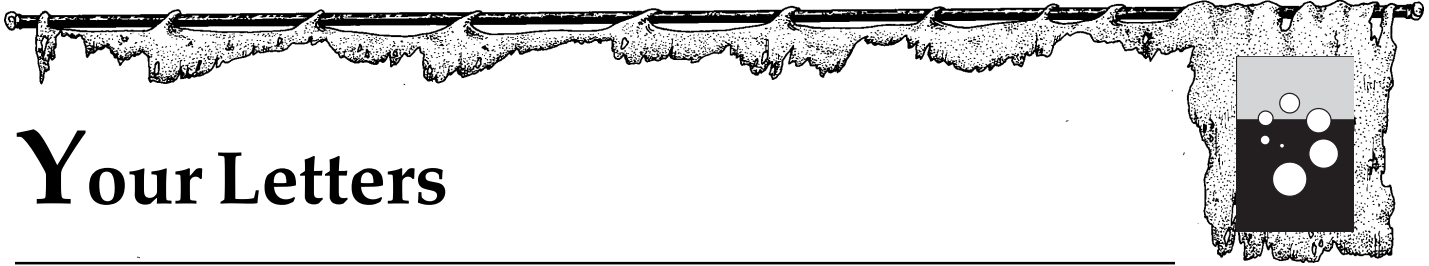
Tokyo has been suffering for some weeks the predations of literally blood-thirsty assassins. A number of high-ranking executives of both Kanawa and Rauru Block corporations have been slain, ninja style, and then had their blood drained from their bodies.

The culprits are a team of four ninja who were sent some time ago into Orrorsh on an espionage mission. While there, they were captured and killed by the vampyre Maletretius, and rose again as vampyres. They were dispatched back to Nippon by Thratchen, with instructions to wreak as much havoc as possible.

Although this bizarre combination of traits and abilities causes frequent reconnection problems, these particular ninja have a high enough reality skill that it has not posed a significant threat to their continued existence. They have discovered that any drawback is far outweighed by the ability to penetrate a target's building in mist form, and then resolidify and assassinate him. 



Your Letters



I have a few questions about Torg and wonder if you could answer them for me.

1. Can a ninja learn other disciplines besides ninjutsu once he has become a master?

2. Does the Niyoki camouflage suit offer a plus to the character's Toughness, as in silk lining.

3. The Nippon Tech sourcebook states that ninjas can't use Possibilities to reconnect, or any reality-based skill. But you can't use Possibilities to reconnect anyway. Is this correct? Also could a ninja use a Hero card to reconnect?

4. Can a ninja use his martial arts skill as a dodge?

5. Can characters use the maelstrom bridges for intercosm travel, i.e., can a character travel up the bridge to visit, say, Marketplace, Takta Ker, etc.

6. In a desperate struggle to defeat a dangerous opponent, could a Storm Knight transfer Possibilities from himself to the Storm Knight in the fight?

—David Quinton
Suffolk, England

Obviously a ninja fan.

1. Yes, he can. But remember, as long as he possesses knowledge of ninjutsu, he suffers the penalty for it, as detailed in the Nippon sourcebook.

2. No. The Niyoki only provides a bonus to the character's stealth value.

3. To answer your questions in order: yes, you can use Possibilities to reconnect, unless you possess knowledge of ninjutsu. What you cannot do is collect any Possibilities due you at the end of an act or adventure while disconnected. You may continue to spend those you have, and perform any action that does not create a contradiction in the realm you're in.

There are no "reality-based" skills. The reality skill is what's used to reconnect.

No, a ninja cannot use a Hero or Drama card to reconnect, as that is the same as spending a Possibility.

4. Only against a missile weapon attack, not against a fire combat or energy weapon attack.

5. Sure, providing they can gain access to the maelstrom bridge in the first place (usually not an easy thing to do).

6. No. It is possible for players to trade cards (i.e., I give you a Hero, which you can use as a Possibility, for an Adrenaline). The only exception to this rule is martial arts duels, which a character can fight only using his own cards.

The only other opportunity to do something along the lines of what you're asking about is using the group power Shift Possibility, for which you would need an eternity shard with that power in it. This is fully described on page 110 of the Torg Rulebook.

1. Aren't Core Earth Storm Knights who get cyber-implants setting themselves up for a miserable existence as handicapped people after the war? Won't the population of France (and any other region Malraux overruns) be literally crippled after the last Cyberpapal stela is ripped out?

2. Can laser weapons destroy vampyres? After all, a laser beam is concentrated light.

3. Won't Kanawa start to be strapped for raw metals due to the Living Land's expansion? The Rocky Mountain region (which Baruk Kaah just took) has a good many mines in it.

4. Is Thratchen STILL unable to create new stelae to expand Orrorsh? Does he have any "spares" left?

—Greg Detwiler
Williamsburg, PA

Good questions, Greg.

1. The answer is yes, which means a

way must be found to win the war without such a tragedy coming to pass.

Impossible, says you? Wait until you see what November brings, says we.

2. Traditionally, vampyres are vulnerable to sunlight, a specific kind of light. So he would not necessarily be vulnerable to the light from a laser.

Also, keep in mind that Orrorshan vampyres are not traditional vampyres. In that realm, not all vampyres are vulnerable to sunlight, and some might even have a resistance to energy weapons. In addition, even though a vampyre might be "killed" by a conventional weapon, unless the method used was that of his true death, his soul will simply return in another form to menace the Knights.

3. Yes, and don't think 3327 isn't aware of the problem. His agents are scouring the globe looking for new sources of all raw materials, and he's already taken several steps to toss the edeinos out of California.

4. Thratchen will be unable to get new stelae created and charged until he finds and masters Heketon, the Orrorshan Darkness Device. He does not have any stelae at present, which is why his realm has been unable to expand.

Does an eternity shard have to be present for the bearer of its power to use the power?

Once an eternity shard is empty of Possibilities, what happens to it?

—Scott Mitchell
Chicago, IL

No. Provided your group has found and purchased the group power in the shard, actual possession the shard is not necessary for its use.

Most shards have a large number of Possibilities, so emptying them would be a chore. Obviously, once a shard

Herald Messages

Wanted: Egyptian revivification potion to reverse the effects of mummification. Contact Angus Cage at the *Cairo Clarion*.

— Greg Detwiler
Williamsburg, PA

A Terran Rocket Ranger succeeded in stealing the Nocturna from his comrades, who have been corrupted by the Tome of Darkness.

The plan resulted in the deaths of two Storm Knights, as well as a very angry JazFighter.

— Scott Mitchell
Chicago, IL

The shuttle base at Valbonne was destroyed by warlock Antoinne De Araque; cyberlegger Andre Puegos; secret agent Josette; GodNet raider Genevieve Rieceleaux; and Hospitaller Jean-Paul Sterling, who valiantly gave his life detonating a proton bomb. False IDs were forged in the heavily-protected base constructed by Genevieve, who was well-hidden by Andre's skill at stealth.

— Robert Garofalo
Old Forge, PA

Delphi Executive Order 5Q756B
Re: John Hammer

This Spartan operative has been con-

tacted by the Order of the Shard. Is aware of Council's operation in conjunction with the Kanawan High Lord. Is attempting to disseminate this knowledge to fellow Spartans. Liquidation of Hammer and the Order of the Shard is authorized.

— Steve Crow
North Liberty, IA

Arbor Inc.'s Storm Alpha team saved the True Cross from Nile and Cyberpapal agents, but were forced to use it to "send" the soul of their comrade, Dr. Alexander Warlock, out into the cosmverse.

— Stephen Kenson
Merrimack, NH

Fred the Galactic Guardsman is dead. He detonated four grenades, destroying himself and an Orrorshan occult object and saving the lives of his comrades and the entire resistance community of Shelby.

Fred was a Storm Knight's Storm Knight, and he never teased me about wearing the crown of King Pellinore everywhere. We gave him something called a "Viking funeral" in the Living Land. He will be sorely missed.

— Skippy the Edeinos

Try out that "Five Realms" roleplaying game. I hear it's got a good system behind it.

— Donald L. Weis
Newport News, VA

Storm Knights adventuring in Aysle, beware cursed treasure! Noble comrades have been going mad with greed, murdering one another over gold seized from Uthorion's minions.

— Richard Byers
River View, FL

The ancient Mayan ruins seem to be some sort of storage facility for possibility energy. They may even be eternity shards.

— Bradly Auston
Storm Knight

Eternity shard located on Liberty Island recovered, lost to Nile agents, recovered, lost to Nippon agents, stolen from Nippon by Nile agents and at last recovered by Storm Knights, only to have it teleport to France. Shard was bronze plaque set in base and has teleport power. Gearing up for trip to Cyberpapacy. Er Crakken driven off, but not killed.

— William Gill
Corpus Christi, TX

has been emptied, it can no longer be tapped for Possibilities or used to enhance skills. Those parties who have already purchased its group power can continue to use it, and it is possible for others to buy the power from the shard in the future.

1. Does the effect of a stymie result last after the scene is over? Can a character be stymied multiple times, losing two, three or more chances to reroll?

2. What are the attribute maximums for characters from the Living Land?

3. A few Cyberpapacy templates don't add up. The Cyberdecker has one extra attribute point for a total of 67. The Street Punk has attributes totalling 68. And I think I've discovered why the Disillusioned Hero is disillusioned — life shortchanged him, giving him only 65 attribute points.

4. If martial arts can be used in place of melee weapons or missile weapons, why would a character waste

skill adds or Possibilities learning the latter two skills? Yet the various martial artist templates list these skills.

5. Does the knowledge of the use of the major discipline of invisibility cause the -2 penalty to Perception and Mind skills?

6. With true invisibility, what must the martial artist generate a total against to remain invisible?

— Randy Wilde
Long Beach, CA

1. A stymie effect only lasts one round. They do not continue for multiple rounds, nor can a character be stymied more than once in a round.

2. The attribute maximums for the Living Land are 13, the same as for Core Earth. Edeinos have an armored hide that effectively provides TOU+1 armor. Game products never made this distinction clear because this is armor which cannot be removed.

3. Lower the Cyberdecker's Strength by one point to 8; lower the Street

Punk's Perception and Spirit to 10; raise the Disillusioned Hero's Toughness to 11.

4. It's true, someone with the ability to learn martial arts doesn't really need the *melee* and *missile* skills. But since the latter two skills are so much cheaper (at least initially), a character like the Ronin (with *melee* for a tag skill) might opt not to learn martial arts at all.

5. No. Only the use of invisibility causes the -2 penalty.

6. To use true invisibility, you must generate a martial arts total every 10 minutes against the highest Perception or find of the people you are trying to deceive. ☒



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The Possibility Wars rage on. But, now, just as things seemed to be settling down a little, some new arrivals are coming just to keep everyone on their toes (check November and February) ...

Product Update

August: *The Land Below*, by Stewart and Stephan Wieck. What lurks below? Creatures. New cultures. Caves. Lots of caves. And a few surprises. Right on schedule for an August release.

September: *Crucible of Pain*, by Daniel Greenberg. Part fiction, part adventure, and humming through the Production Department with no foreseeable obstacles.

October: *Creatures of Aysle*, by Infiverse subscribers. See your work in print. Lots of new beasties to keep Storm Knights under control. True (20).

November: Two big releases. First, the *Kanawa Heavy Weapons* book, by Nigel Findley. A companion volume to the *Kanawa Personal Weapons* book. Looks to be right on schedule. True (18).

Second, the mystery sourcebook ... *The Space Gods*. Editorial is burning the midnight oil to get this one in, but it's looking very interesting. Summoned by the lighting of the signal fire at the end of *The Forever City*, they're here to see how humanity has progressed in the past few centuries. Unfortunately, they're not quite as perfect and benevolent as we'd all been hoping. True (13).

December: *Cylent Scream*, a new short adventure collection in the tradition of *Full Moon Draw*. True (16).

January: *The Storm Knights' Guide to the Possibility Wars* by Lou Prosperi. The final draft should be arriving in-house fairly soon. True (14).

February: Just in time for sweeps, it's officially Techno-Demon month.

Paul Hume is working at a feverish pace to get the *Tharkhold* sourcebook finished. *Tharkold* features Occultech™, a synthesis of magic and technology. Christopher Kubasik is working on *Rage of Angels*, an adventure set in the new Techno-Demon realm. Both at True (13).

BBS News

For those of you with computers, West End Games is involved with two national bulletin board systems. For GENIE subscribers, both *Torg* and *Star Wars* listings can be found under the Scorpia page, while the *Paranoia* listing is under the TSR page. West End Games editors are on-line two or three times a week to answer questions, run contests and just generally poke around to see what's on everyone's mind.

The new SUMMIT Games Network BBS will also be featuring West End Games on-line (True 65). We plan to have our section on the system up and running within a month (True 11).

Fewer Gregs at WEG

Greg Gorden, the head designer for Torg, the man who really got the Infiverse going, and an all around great guy, is leaving the WEG editorial offices in Honesdale, although he still will be doing editing for us after he has finished relocating to Oregon. Greg has been responsible for getting all of us newer guys (Greg Farshtey, Bill Smith, and Ed Stark) up to speed and at one point Torg was described as "Greg in a box." We wish him best of luck and just wanted to publicly embarrass him by telling him how much we were going to miss daily retellings of his "weirdness magnet" in action.

Good luck!

— Greg, Bill and Ed ☒

Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #12

1. Edeinos Storm Knight has unearthed the crown of King Pellinore, and roused the legendary Questing Beast. Both headed for the Cyberpapacy. Begins at False (13).
2. Victorian officials losing control of their bodies and slaying themselves, possibly as a result of the occult. True (11).
3. A mysterious net-runner named "the Phantom" operating from a terminal hidden in the Paris Opera House. To the strains of an organ solo, True (13).
4. American media making celebrities out of transformed edeinos,

through such avenues as *Things* magazine. Apparently not, it's False (15).

5. Members of Orrorshan Hellion Court convinced Tharkold plans a second invasion. Thratchen disturbed. Resoundingly True (19).

6. Soviet ambassador to Japan kidnapped by Mobius, who hopes to learn secrets of psychic powers. Not this time, it's False (13).

Continuing Report: Issue #11

1. Dwarves living underground in Norway have succeeded in raising their *Tech* level to 16. Rises to True (18).

2. Resistance in France planning expedition to Magna Verita. Flips to True (17).

3. The Guildmaster, a mysterious and powerful organizer of stormers, appears in Hawaii. Drops to True (11).

4. Cyberpapal-controlled computer companies producing propagandistic arcade games. A reversal to True (15).

5. 3327 acting to prevent Senator Ty Gardner's run for US President. Flips to False (13).

The Wrap-Up: Issue #10

1. Secession movement in the South gaining popular support. Delphi Council considering drastic measures to preserve the nation. Ends at True (40).

2. Storm Knights in Gaea trying to convince Victorians to end immigration to Core Earth. A slight drop to finish at True (30).

3. Australia facing internal strife from extremist groups, with food riots and other disasters looming on the horizon. Holds at False (15).

4. Edeinos calling himself Elvis is helping people in the Living Land re-

connect with their reality. Elvis has left the building, and this ends at True (20).

5. Mobius threatening to kill all Ayslish born in the month of Asten with aquatic star. Flips for a second time to finish at False (11).

6. Spirit chips reporting GodNet entities from The Deep. Many of these chips have been driven insane by the encounter. Moves upward again to end at True (18).

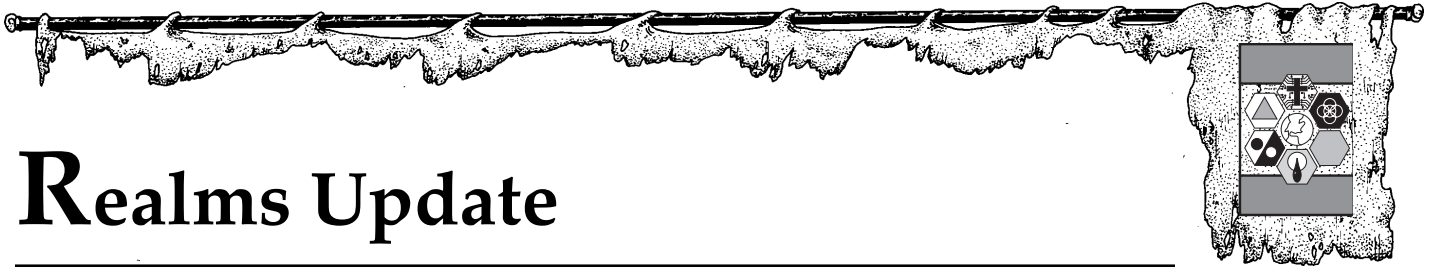
Nippon Note

Kanawa Corp. stocks rose three points with the announcement that the Militech Arms Co. has been absorbed by the mega-corporate-controlled Sarinan Industries. Militech will now go by the name of its parent firm. (Militech is a trademark of R. Talsorian Games Inc. West End's use of the term Militech should not be considered as a challenge to R. Talsorian's trademark.)

Origins '91

As this is written, the WEG staff has just returned from Origins '91, held in Baltimore. The delegates from Maryland cast all their votes for *Torg*, with its demos among the most popular at the con, and supplements and boxed sets flying out of the booth.

In addition, we got our first look at Lance & Laser's *Torg* miniatures, which look incredibly good. All in all, it was a very successful convention for us all, and we are looking forward to meeting all of you at GenCon. ☒



Realms Update



o you have been wondering how the High Lords spent their summer vacation? Okay, so maybe you haven't.

But we are going to tell you anyway, so there.

General Info

We have tabulated the results and reader suggestions for the last full quarter (issues 7, 8, and 9), as well as what we have received for issues 10 and 11. We haven't yet received enough responses from issue 12 to warrant their inclusion at this time.

Below is a "box score" for this report. Next to each realm is the percentage of Storm Knights activity which has been directed against each realm (or for it, in the case of Core Earth). The percentages have been rounded, and so may not sum to 100%. The averages for the number of Storm Knights in a group, adventure outcome, starting and ending Possibilities, and the card total are also given.

	Full Quarter	Recent Responses
Aysle	14.0	13.5
Cyberpapacy	13.5	21.0
Living Land	12.3	14.3
Nile Empire	18.1	24.1
Nippon Tech	11.5	8.7
Orrorsh	13.3	6.3
Core Earth	13.6	10.4
Others	1.0	3.8
Knights	4.8	4.4
Outcome	5.5	4.7
Start Pos.	60	57
End Pos.	92	79
Card Total	17	11

An average of 4.8 storm knights per group may have been an anomaly; that is the highest it has ever been.

Aysle

Drakacanus is actively searching for a successor to Uthorion. The Darkness Device no longer has the patience to wait for Uthorion to regain it, especially in the light of the ex-High Lord's recent setbacks. It has put plans in motion to help groom a new High Lord. It began by seducing a few susceptible members of Pella Ardinay's court. While they were not ideal agents, they were the only material Drakacanus had to work with.

Drakacanus is trying to groom four characters for the position of High Lord. The Warrior of the Dark (*Infiniverse* 11, page 7) is one possible candidate. The identities of the other candidates is known for certain only by Drakacanus, although the corrupt courtiers have their guesses.

Drakacanus has camouflaged its new plan with renewed attempts to seduce Pella Ardinay. Tolwyn and the Home Guard have no suspicions of the Darkness Device's attempts to find a new High Lord, but are quite concerned with the assault on Pella. It is probably up to Storm Knights to uncover Drakacanus' new scheme.

Uthorion is active on other fronts. The worship of Corba'al has been encouraged, particularly in Scotland, southern Norway and Denmark. While the numbers of followers are still few, mages who follow the entity god are causing problems in Sweden.

Creatures are raiding from Denmark into northern Germany. German forces have so far proven adequate to deal with the small groups or single monsters which have come south, but the people of Germany no longer give the Cyberpapacy as much attention. So far the creatures have penetrated no farther south than Bremen.

Drakacanus has energized some new stelae. Unable to use Uthorion in

the creation, only three were energized. The corrupt courtiers are manufacturing additional stelae. At least two of the energized stelae are currently *en route* to Germany, with the hope that at least one survives.

Attempts to cut off London have failed completely. Travel from London to the coast is safer, thanks to the Home Guard, British forces and Storm Knight actions.

The forces of darkness are zealously guarding the stelae sites bounding their areas. While garrisons against Storm Knight activity have kept the realm intact, the forces of darkness have been unable to exploit their earlier defeat of the Army of Light. As both Drakacanus and Uthorion have ambitions, it is probable forces will be moved from stelae areas, rendering them vulnerable to Storm Knight action.

While King Arthur remains a rumor, there have been verifiable stories concerning Excalibur. Both sides of the conflict are hunting for this Eternity shard.

Cyberpapacy

Jean Malraux I experienced turbulent times in the past few months. The Cyberpope's biggest coup came with the dropping of a new maelstrom bridge, into Quebec. This was an extremely expensive gambit. Malraux had to move the Darkness Device upbridge to Magna Verita, drop the maelstrom bridge into Quebec, and then move the Darkness Device back to Avignon for "safekeeping."

The maelstrom bridge was dropped into Quebec City. The three stelae are at the following locations: northeast of Montpelier, Vermont near the Canadian border; in Fredericton, New Brunswick; and approximately 120 miles north-northwest of Quebec City.

The Cyberpope has tuned the reality of this area to suit his needs. The area is dominant Cyberpapacy, rather than pure as might be expected with the presence of a Maelstrom bridge. The enhanced reality storms which isolate the Cyberpapacy are absent. Jean Malraux wishes to take this area as quietly as possible. As a result, the cyberpriests and Jazuits are hand-picked for their tact and diplomacy (admittedly a rare mind-set in the Cyberpapacy) as well as their faith in Père Jean. Most keep their cyberware concealed.

The boundaries of this area come within one hundred miles of territory held by the Living Land. The result has been a new "Tornado Alley" between the two areas. Montreal has been hard hit by the calamitous weather. Cyberpapal infiltrators of the media and government are quietly suggesting the storm activity is a result of some new, nefarious action from the forces of Baruk Kaah.

In CyberFrance, Malraux appointed Grand Inquisitor Bernard Jenet head of the probe of Nippon infiltration of Cyberpapal factories. The probe was successful, but Kanawa made the probe expensive. As Nippon agents realized they were eventually doomed against the concerted Cyberpapal effort, they made efforts to contract the French resistance, and sell them technologies, prototypes and equipment made in their plants in what was the Kanawan equivalent of a fire sale. Seven Kanawa factories have been shut down. There are rumors that two smaller shops exist, but no Core Earth, Cyberpapal, or Ayslish source has been able to confirm this.

The greatest boon has been an intelligence coup gained by a GodNet Raider while the Cyberpapacy was busily hunting down Kanawa. The raider has obtained the exact location of the altar-stelae in the center of CyberFrance, as well as the four ritually prepared backups in the same region. This information was sold to German intelligence.

After thorough analysis and discussion, the German intelligence and military command came to the following conclusion:

Jean Malraux's stelae network is too "thick" to permanently defeat sim-

ply by just uprooting stelae. Malraux is becoming cagier about backup stelae placement. One of the back-up stelae is already located in the cellar of a tailor's shop. Given the ease of the ritual to prepare the altar-stelae, any gains from uprooting the central stelae and neutralizing the backups would be temporary.

They also concluded that the opportunity was transient, as Malraux is probably preparing more backups.

Finally, they concluded that this opportunity was too great to ignore, and created Operation Central Fire. The goal is the looting and destruction of God's Word Industries.

- **First Stage:** Intelligence operatives and a few Storm Knights simultaneously uproot the central stelae in CyberFrance and destroy the backups.

GodNet Raiders are to pinpoint constructs or Cyberpriests who are monitoring rail traffic in Northeast France, draw them into the net, and eliminate them.

- **Second Stage:** Airborne forces and elite reconnaissance units engage the enemy in and around GWI. The object is to prolong the fight, forcing the disconnection of as many Cyberpapal forces as possible. This is a dangerous, "draw their fire" mission, and is expected to take heavy casualties.

Other forces are to hijack trains around Reims, Metz and Nancy, upon which Core Earth agents and sympathizers are placed. These trains are to make a run down the rails to Avignon at top speed. By pushing the trains they plan to make the run in just under two hours.

- **Third Stage:** Airstrikes attack remaining Cyberpapal strong points around GWI. Airmobile forces join the ground forces in place around GWI. They are soon reinforced by armed elements on the trains. The GWI facilities are looted. Heavy equipment is loaded onto the trains, lighter gear is put about transport helicopters. Demolitions men wire up the facilities, section by section. They destroy each facility after it is looted. If it appears that Cyberpapal reinforcements

are too fast or too strong, they will destroy the facilities to deny them to the Cyberpapacy.

- **Fourth Stage:** The helicopters and trains make their way to Reims under cover of air power. Airmobile forces return to Germany. Some of the helicopters are headed for Germany. Most of the equipment is headed for the Resistance in Les Vosges; it will be unloaded in the vicinity of Sarrebourg, west of Strasbourg.

- **Fifth Stage:** Others are expected to make it back as best they can, either working with the Resistance until they can obtain a way back, or making for the border in small groups. The plan is for the entire operation to take less than 32 hours.

German military planners expect that Malraux will be able to replant a stelae during the fifth stage, and reality storms will again buffet the Franco-German border. Units are expected to attempt entry into Germany during a lull in the storm.

There is unfortunate "collateral damage" caused by this operation; as short as the time is, at least 5,000 French nationals will die from transformation. This fact, at best dimly understood by Core Earth forces, is being ignored by the upper echelons. They expect operational forces to take that many casualties themselves, which helps them justify the cost.

There you have it. Let us know if your Storm Knights participate in Operation Central Fire, or if it happens at all in your campaign. Be sure to tell us how it ends up. In grabbing Quebec, the Cyberpope's energies were diverted elsewhere. It up to Core Earth and the Storm Knights to make him pay.

Living Land

Its not easy being Baruk Kaah, and it looks as though it is going to get a little harder. A little. The Saar of the Edeinos has been hard pressed to defend his stelae during this period. He has successfully thwarted Nippon-inspired efforts in the Western Kingdom.

Salt Lake City and environs continue to be a hot bed of edeinos, Storm Knight and Nippon activity. The mixed zones of Oregon, California, Nevada, Utah and Arizona are the home to many bizarre scenes:

- Optant-led biker tribes.
- Nippon agents rediscovering the beauty of nature and quitting their firms.
- Stalengers acquiring the latest portable keyboards and lightweight music gear, forming bands and inventing a form of music called "floating metal".
- A quintupling of the murder rate in the Sacramento area.
- Automated harvesters from Kakuro Paper Products pulping acre after acre of the jungle. Within two weeks the area is completely forested again.
- The Sons of the Wind are reportedly training edeinos in the martial arts, although the proper use of a tail has confounded their efforts.

The Eastern Lands have been stable, despite the appearance of the edeinos named Elvis. A number of glory results make this area a tenuous one for Baruk Kaah. There are an increasing number of tribes breaking away from Baruk Kaah in the Eastern Lands. Very few edeinos in the area bounding Fairfax, Virginia, remain loyal to the High Lord. The US government is sending in anthropologists to try and recruit these "disaffected" edeinos.

The *Five Realms* game has proven eerily accurate on matters concerning the Possibility Wars. The Delphi Council is looking into the background of the designer. Storm Knights are purchasing the game and "reading between the lines" to glean useful tidbits of information.

The biggest news is the Northern Lands. They are gone. The southernmost stela has been removed, and the maelstrom bridge was destroyed as a result. Rek Pakken managed to sever the connection with that bridge, saving Takta Ker a lot of grief. Most of the Living Land denizens are making a frenzied march to the south. As these contain a number of flame warriors, Core Earth forces are engaging them to herd them as much as defeat them.

Nile Empire

Dr. Mobius triumphs! His time-machine trap worked quite well, disintegrating a number of Storm Knights. He has completed a string of oasis cities across the Sahara, giving him 10 new dominant zones.

The *soulstain* was moderately effective. While not many Storm Knights were slain, this Storm Knight "census" allowed Mobius to reallocate forces to the proper hot spots, thwarting or minimizing many actions taken by the heroes.

The Nile Empire plans to detonate a reality bomb inside the Cyberpapacy. The tentative target is the Palace at Avignon. Mobius is particularly interested in the effects on the GodNet.

Many of Mobius's enemies have been mummified in the same manner as Clemeta. This has had a beneficial effect on keeping the Pharaoh's minions in line.

Pharaoh Mobius is sponsoring three new villain groups. The Crescent Blade is a revival of the ancient Assassins, only these assassins have pulp powers. The Ra Warriors are a counterpart to the Rocket Rangers, using Egyptian religion and mathematics to bolster themselves and their rocket suits. The Pharaoh Force is ostensibly for law and order, and does clean up gangster activity in Cairo when things get out of hand. Their "day" identities are plainclothes detectives, and some are no more than that. But many assume costumed identities at night to war against right in the name of Mobius.

Dr. Mobius Fails! Rick's Café American has appeared in Cairo. Whether anyone named "Rick" is actually associated with the place is unknown. Storm Knights have been able to find help there.

Dr. Mobius's attempts to build a working time machine have met with frustration and death—frustration for the bad Doctor and death for the unfortunate researchers.

A total of three reality bombs have been stolen from Weird Science laboratories throughout the Empire. One is known to be in Israeli hands. The whereabouts of the other two is a mystery.

Overriding the objections of his personal advisors Ahkemeses and Muab, Mobius has embarked on an operation which may prove his undoing. Mecca has lain within the stela boundaries of the Nile Empire, but Mobius has heeded his advisors and left the holy city alone. That Mecca is a Core Earth hardpoint made the decision a little easier for Mobius. But now Mobius has ordered Overgovernor Neteru to seize the city. Even as troops began to move, satellite intelligence from no less than four different nations was delivered to Arab hands. The months of mobilization has left a sizeable force in Saudi Arabia. The initial battles have favored Core Earth, even though the use a reality bomb allowed Mobius to inflict heavy casualties in the Battle of Jeddah. The one thing Mobius has accomplished by attacking is converting the mixed zones he invaded into Nile dominant zones. Mecca is currently under siege. The Pharaoh remains confident of victory, as Core Earth forces suffer disconnection. But with the exception of Jeddah, Core Earth forces are routinely obtaining casualty ratios of four-to-one or more in their favor, including those forces which disconnect. Battlegroup Natatiri, Red Hand, Ramses, and what's left of Battlegroup Neteru are currently waging the war. Mobius is considering committing Super Battlegroup Mobius and the artificial sun to the conflict.

The nations of Islam are now officially at war with the Nile Empire. Political commentators believe the Pharaoh has started a war he probably cannot win, and which he certainly would have been better off not fighting. The media is having a field day.

Dr. Mobius has commissioned Muab to build a huge Pharaoh Mobius statue in Luxor. The statue is to commemorate his victory in the Mecca Campaign, and will double as a zepelin station. Muab is reluctant to begin work on the project, but forges slowly ahead rather than face the wrath of Mobius.

Nippon Tech

Ryuchi Kanawa has had better times. Fortunately, he was prepared,

and he has established a trail of blame which shall cause the downfall of a large number of corporate officers. Vice-chairman suites at Soto Investments, Toranaga Chemical, Omi Electronics and Kanawa Petroleum will soon host MarSec agents demanding reparation for losses. Some of the losses were incurred in operations sponsored by these vice-chairmen; most are the result of an electronic web of deceit which protects 3327. None of the officers have personal fortunes large enough to discharge the debt.

While Ryuchi has successfully avoided personal misfortune, Nippon Tech has suffered a series of setbacks which has halted their growth, at least temporarily. Problems include:

- A week-long dive in the Nikkei index. The stock indicator plunged 5,500 points, far more than analysts had predicted. In recent weeks it has regained about 1,000 points, but major investors remain skittish. Corporations are having to borrow money rather than issue stock to finance their operations.
- The loss of manufacturing operations in the Cyberpapacy. The losses ran in the tens of billions of Yen for each of the operations. Ryuchi Kanawa now has only two small operations within CyberFrance. One is in Marseille, and is technically part of Hachiman Arms, Ltd. The other has moved from Lyon to Les Vosges, to service, copy, and then produce whatever arms and equipment arrives as a result of Operation Central Fire.
- The Security and Exchange Commission is investigating charges of illegal stock transactions in the purchase of American firms. The Delphi Council is neither helping nor hindering the investigation.
- Orrorsh striking back at Nippon Tech (See "Orrorsh" below).

• False gold has flooded Kanawan corporations. Magicians quickly learned that Nippon Tech had difficulty detecting magical gold. Orrorsh and Aysle are the source of the problem, but circuitous routes and front organizations allowed the gold to come from Core Earth, the Cyberpapacy, and the Nile Empire. The Kanawa corporation is actively seeking to develop technological, or to purchase magical, solutions to this arcane problem. In the meantime, Kanawa representatives have been told either stop accepting precious metals and minerals in payment, or to greatly discount their value. This has angered the legitimate customers who often paid in precious metals or gems, making business more difficult for Nippon.

Orrorsh

Orrorsh still spends much of its time defending its borders from Nippon Tech incursion, or Storm Knight activity. This time the Nightmares have had a chance to export the Power of Fear.

Skutharka, the wolf-like Nightmare in charge of Singapore, has consulted Thratchen. With the aid of occultists, Skutharka has added horror to an assembly line in a Omi Electronics factory outside of Fuzhou, China. A few, perhaps one in a hundred, of the personal computers made at that plant are occult devices. These computers are top-of-the-line models, destined for the desks of corporate officers.

Once in place, the machines slowly increase the fear of deception and betrayal felt by most Nippon Tech executives. The computers have the ability to sense negative emotions in their users, particularly fear and anger. They quietly monitor their user's reaction for a week or so, discovering which

data causes the most fear or anger. The computers then tamper with these sets of data or communications, and see if the reaction is more fearful. If the user's reaction is more violent, they keep tampering.

Eventually the officers succumb to the evil of the computer, and betray those they feel are about to betray them, usually undercutting business partners who meant them no harm. What is most distressing to MarSec analysts who investigate them, these betrayals often gain no benefit for the betrayer. As the computer erases all tampered data once its user acts in a violent way, MarSec is not likely to find the truth any time soon.

Sabathina has established a coven of vampyres within the Cyberpapacy. Some of these vampyres have the *ward breach* power. Sabathina is interested in attacking and discrediting, but not necessarily killing, cyberpriests and nuns. She wants the French people to feel fearful and to lose faith in Malraux's ability to protect them.

The oozing Nightmare Ahjebax is creating a pair of horrors for North America. One is destined for San Antonio, TX, with instructions to prey only on the underclass, and only the portion of the underclass visible to the media. Ahjebax is trying not only to spread fear, but political discontent as well.

The second horror is to appear in the Magnolia Research Station, in Georgia. An unfortunate researcher for ChemCorp, the manufacturers of REAL-PEP (see page 57 of *The Cassandra Files*) will be doused with a batch of REAL-PEP (altered by Ahjebax) and transformed into the horror. Even if Kanawa manages to hush up the incident, they must deal with the monster, and the workers' doubt about handling such a dangerous chemical. ☒



Dispatches and Rumors

Dispatches

1

Several days ago, all telecommunications (radio, television and short wave) within a 500 kilometer radius of Mount Makan-la, Tibet were disrupted (the setting for *The Forever City* adventure). The disturbance lasted only a few minutes, but it was a major concern for the nations involved. Coincidentally, the Nagara Corporation, a subsidiary of the Kanawa Corporation, is exploring the area (no mention is made of how the company got permission to send a research team into China).

During the return trip across the Tibetan wilderness, the Storm Knights will encounter several obstacles:

- Chinese officials will question any non-Chinese without proper documentation. Insufficient documentation normally results in prison.
- Any character with a final total of 2 or less for any *Dexterity*-based action has fallen into a pit or down a steep hill.
- Avalanches may be triggered by loud sounds or heavy creatures. A *dodge* total of 12 is necessary to avoid being caught in any avalanche.
- Anyone lost due to falling or an avalanche suffers damage value 11 from the cold each round after the first minute. To find a buried character requires a *find* total of 10.
- Characters must make *survival* totals of 7 every hour to avoid frostbite from exposure. Take damage value 10 if the character fails the roll. Increase the

difficulty by up to +3 if the characters are trapped in severe storms.

The village of Jilibulake, not far from the mountain, offers information, food and shelter. If they ask around town, the villagers will tell the Storm Knights that a group of about a dozen Japanese men passed through town recently, and were headed for Makan-la.

At Makan-la, the Storm Knights will not encounter the scientists until they reach the city itself. The scientists believe that they are looking for valuable historical artifacts — known to Storm Knights as eternity shards. They have no idea that the signal fire exists.

They have set up camp in the former residential area of the city. There are a total of fifteen scientists, including Kouhiko Iwamoto, the team's leader. Each of the scientists has a *Mind* of 10 and all other attributes at 8; relevant skills are *climbing*, *scholar (mountainous regions)*, *science (archaeology)*, *science (biology)*, *science (chemistry)*, *science (geology)*, and *survival*. Each is armed with a LOV 9mm pistol (damage value 15, ammo 12, 3-20/30/50), and has climbing gear, emergency rations, a laptop computer, notebooks, pens and a Sony Explorer Personal Closed Circuit Caller (500-meter range).

Kouhiko Iwamoto

DEXTERITY 9

Beast riding 10, fire combat 11

STRENGTH 8

Climbing 11

TOUGHNESS 7

PERCEPTION 9

Find 10, scholar (computers) 13, scholar (mathematics) 10, scholar (mountainous regions) 12, tracking 11

MIND 11

Science (archaeology) 15, science (biology) 13, science (chemistry) 14, science (geology) 13, survival 12

CHARISMA 8

Charm 11, persuasion 11

SPIRIT 7

Reality 9

Possibilities: 7

Equipment: Cold weather gear (acts as armor at TOU +1/8), hiking boots, rope (100 meters), food for two weeks, portable shelter, flashlight, sealed Misaki XE Laptop Computer, tinted goggles, Sony Explorere Personal Communicator (500-meter range), LOV 9mm pistol (damage value 15, ammo 12, 3-20/30/50).

Kouhiko, while he is a Kanawa employee, is not truly evil at heart. He will not want to kill the Storm Knights without provocation, but cannot let them stand in the way of finding the eternity shards his company believes can be found here.

If the Storm Knights don't elect to proceed to the pyramid, have one of the scientists run up to Iwamoto while the characters are within earshot. The scientist will explain that a huge glowing brazier has been found in the pyramid. If the Storm Knights participated in *The Forever City* adventure, they will know that this is the signal fire, but it dimmed only a few moments after it was lit. Something has refired it.

As the Storm Knights close to within 100 meters of the pyramid, an audible hum can be heard. By the time they have reached the base of the steps, the hum will be so intense that the ground shakes (add +1 to the difficulty of any *Dexterity*-based action).

Depending upon how the Storm Knights have interacted with the Japanese research team, the groups may be allies, they could be engaged in combat or the Storm Knights may be actively hiding. The optimal situation is to convince the Japanese to work with the Storm Knights because their computers and computer skills will come in very handy, although the Japanese will then have complete information on this encounter for the Kanawa Corporation. The computers

have audio sensors and optical scanners, but may only be accessed by a specific individual due to the retina scanners built into them.

As they reach the top of the pyramid, the characters will see that the fountains still flow with the brilliant colored waters. At the far end of the pyramid, the stone brazier is glowing a near-blinding white, with a rainbow of colored energies weaving a path through the white light. They will also feel tremendous mental pressure, as if their minds are caught in some kind of vice. The pressure will steadily grow.

This dispatch uses Dramatic Skill Resolution (see the *Torg Rulebook*, pages 62 and 63).

- Step A: A *reality* total of 16 is needed to realize that the brazier is acting as a receiver for a message from beyond Earth. The message has activated the possibility energy within the brazier.

- Step B: A *language* total of 13 is necessary to translate the language. If the Japanese are using their computers to translate, the difficulty is only 10. The language is Quechua, the language of the Incans.

- Step C: A *science (mathematics)* total of 13 is necessary to fully understand the message. Characters with any *science* skill (other than mathematics) have a difficulty of 16. If the roll is failed, the characters can understand the message. However, the message contains highly complex latitudinal and longitudinal coordinates that correspond to the ancient city of Machu Picchu. If the Storm Knights miss the *mathematics* roll, the numbers simply will not make any sense.

The message reads:

"The Rotan acknowledges. You are now ready. Come meet us in peace at 13° South, 72° 30' West. We will arrive soon."

These coordinates correspond to the ancient city of Machu Picchu.

- Step D: A *reality* total of 17 is necessary to allow the Storm Knights to respond to the message (count it as a herald message). In addition, all of the built up possibility energy will be released in a huge shower of red and blue energies. Have each possibility

rated character generate a *reality* total against a difficulty of 12. Read the results on the Power Push Table and give each Storm Knight that number of possibilities. In addition, all Ords present are considered to have reached their moment of crisis, and are now possibility-rated, with 5 possibilities and one add in *reality*.

If the characters are successful with Step C, the pressure will end and the brazier will return to its normal appearance.

Critical Event: If the Storm Knights succeed at Step C they have a *Good* result. If they fail at Step C, they have a *Bad* result.

2

The Baltic Sea and Skagerrak have become bloody battlegrounds, as Uthorion's forces of darkness are renewing efforts to stop shipping via these important waterways. German merchants have taken to hiring dwarven mages and ship builders to build and man craft for the journey through the warring realities (the mages use the *Aeluin's water valley* spell). However, the Vikings are so determined to stop the merchants that the dwarves are now looking for sturdy fighters and powerful wizards to join them on their travels.

They will offer payment of 500 trades to anyone who will make a complete round trip to Spain and back; the price will be upped to 650 trades if the fighters will promise to make five or more consecutive journeys.

Not too far into their first journey, the Storm Knights will discover that the money will be well earned. Ereik Jahnnner is the Viking chieftain leading the attacks on the ships. He has three Viking longships which he uses to terrorize trade ships.

Ereik Jahnnner

DEXTERITY 11

Maneuver 12, melee weapons 14, missile weapons 12, swimming 12, unarmed combat 12

STRENGTH 10

TOUGHNESS 10

PERCEPTION 7

Alteration magic 8, scholar (navigation) 10, trick 8, water vehicles 8

MIND 7

Survival 8

CHARISMA 9

Charm 10, persuasion 10, taunt 12

SPIRIT 9

Intimidation 14

Possibility Potential: none

Arcane Knowledges: metal 1

Equipment: Viking enchanted armor (TOU +5/15), *Bloodsong* enchanted broadsword (damage value STR +7/17/maximum damage 22), *Horn of Terror* (requires the *alteration magic* skill; when blown, acts as *intimidation* attack at value 18, with a range of 250 meters; bonus number goes to effect)

Critical Event: Putting a stop to Ereik's attacks upon shipping vessels. Defeating Ereik nets the Storm Knights a *Good* result. Failing to stop him is a *Bad* result.

3

A Storm Knight, named Hidalgo Valdez, has disappeared in Phoenix, AZ. The Knight was kidnapped while walking the streets in broad daylight — witnesses say that a group of nearly 20 teenagers attacked him and threw him into the trunk of a waiting car. The police are unwilling to disclose any information because "the investigation is continuing and we will not release any information until it is complete."

By talking to local reporters, the Storm Knights will be able to learn that a local gang called the Rattlers, known for drug sales and violent crimes, is behind the kidnaping. While most people in the Rattlers' neighborhoods are afraid to talk, and the police are virtually no help, a young teenager will point out a gang member so the Storm Knights may question or follow him to the gang's lair.

Upon arrival at the lair, a large abandoned manufacturing plant, they will see the drug distribution operation. Also, they will hear the leader, José, explain that they must kill Valdez under orders from an employer. The Storm Knight was dropped off at a different abandoned building across town, and apparently their employer has left town to attend to business. The characters may simply wait for the Rattlers to go to the other building

(and avoid a confrontation), or they may decide to attack. There are about fifteen gang members in the manufacturing plant, along with José.

José

DEXTERITY 9

Dodge 11, fire combat (AK 47) 14, melee weapons 10

STRENGTH 9

TOUGHNESS 8

PERCEPTION 9

Evidence analysis 11, language 11, trick 12

MIND 8

Science (chemistry) 10

CHARISMA 9

Charm 10, persuasion 12, taunt 12

SPIRIT 7

Intimidation 9

Possibility Potential: none

Equipment: Knife (STR +3/12), several kinds of illegal drugs, AK 47 (damage value 21, ammo 10, range 3–40/150/400), gold and black Toyota Supra (speed value 195/120/14)

If the Storm Knights can force information from any of the gang members, they will learn that not even José has met their employer directly. He contacted José secretly, and arranged for the money to be left at certain locations after “errands” were performed.

José will only take two gang members with him when he goes to execute Valdez. When they arrive, they will be as shocked as the Storm Knights are at what they see.

Deep inside the building (with plenty of vermin and mentally unstable drifters to keep the characters on their toes), they will find Valdez, near death, apparently drained of the will to live. The Storm Knight has been strapped to a wall, with several unusual technological constructs nearby: each one has a series of flexible metal strands which are embedded in the Storm Knight’s chest. He is suffering from a Heavy Wound.

If the characters can stop the execution, Valdez will explain that a cybernetic demon of some kind did this to him. He will go on to say that the creature called this contraption an Occultech™ device and he was being used to make “vril batteries”, which drain possibilities and then power cybernetic gear. He says that the crea-

ture was called by his master to California.

If Hidalgo is killed, a character may make an *evidence analysis* total of 15 to discover that this item is a synthesis of magic and technology, unlike anything yet seen in any of the invading realms.

Critical Event: If the Storm Knights stop José from murdering Hidalgo, they get a *Good* result (and, since José knows nothing about the true nature of his employer, this will be the only way to learn that a demon is involved); if the kidnapped Storm Knight is killed they get a *Bad* result.

4

A brother and sister team of Orrorshan occult investigators seem to have been corrupted by the evil they are fighting. Reginald and Barbara McHenry, residents of Jakarta of late, are known to have been seeking out evil throughout the realm. Ever since their father was murdered many years ago on Gaea they have been trying to find the creature responsible and send it to its True Death.

However, this foul evil has gotten the best of them. By using its unusual form of the *possession* power, it has found and taken control of Barbara. Her brother is unaware of this occurrence, and feels that he and his sister are almost finished in their quest to destroy the beast. The creature, known as Ee’loarn, is planning to lead Reginald to his mortal doom by convincing him to participate in an occult ritual which often corrupts the souls of those involved. They are currently gathering materials for the ceremony, which can only take place under a full moon and requires the sacrifice of an innocent infant. Reginald believes the ceremony will summon the creature, and is so obsessed with revenge that he fails to see the evil of this action and its consequences. Ee’loarn simply plans to kill Barbara’s body as soon as Reginald is corrupted.

Barbara McHenry (possessed by the creature named Ee’loarn)

DEXTERITY 12

Dodge 14, unarmed combat 15

STRENGTH 16

Climbing 17, lifting 17

TOUGHNESS 14

PERCEPTION 10

Find 12, tracking 11, trick 14

MIND 9

Test 12, willpower 12

CHARISMA 6

Charm (10), persuasion (13), taunt 11

SPIRIT 12

Faith (Orrorsh) 17, intimidation 17

Possibilities: 15

Equipment: Occult books

Power Rating: 1, plus automatically has an unusual version of *possession*: it also replaces physical attributes, although the victim’s appearance stays the same.

Corruption Value: 18

Fear Rating: 1

Perserance DN: 13

Weaknesses: Portraits or photos of victims (severe weakness)

True Death: To be bathed for one minute in the boiling blood of a victim.

Objectives: To corrupt the McHenrys so that others will realize the foolishness of resisting the Power of Fear.

Rumors

1

President Quartermain is lobbying Congress for approval of a bill that would suspend all elections until the conclusion of the war. His prime objective is to suspend the 1992 Presidential elections. Publicly, he is stating that a change in power at such a critical juncture wouldn’t be prudent and could spell utter defeat for the United States. Privately, his aides are worried that mounting dissension in the South, as well as the steady progress of the Living Land into U.S. territory, has removed almost all popular support for him.

He feels that the only way to save his own neck is to try and rally the country (what’s left of it) around the flag and the government. Pointing to World War II and the Civil War, he is arguing that changes of power in such weighty periods are dangerous.

Congress is divided on the issue. Some of Quartermain’s fiercest adversaries are actually supporting the bill because they don’t feel the government can afford the time and effort election campaigns require. Others are

calling this article a severe violation of the Constitution.

2

The Nile Empire has unleashed a new weapon upon the forces of the Cyberpapacy. Weird science submarines have sunk several French ships in the Mediterranean.

At first, the submarines apparently followed French ships to see if they were dropping crates overboard. However, after a couple of weeks with no sightings of suspicious behavior, Mobius ordered the commanders to begin randomly sinking French ships. Unfortunately, ships of Spanish, Greek, Italian, and Turkish registry have also been damaged by the dangerous torpedoes. The Nile Empire is denouncing any complaints, saying that they have no submarines engaged in conflict of any kind.

While there has been no official comment from CyberFrance, it is known that the Cyberpopo is planning a vicious reprisal. A major conflict is brewing in the Mediterranean.

3

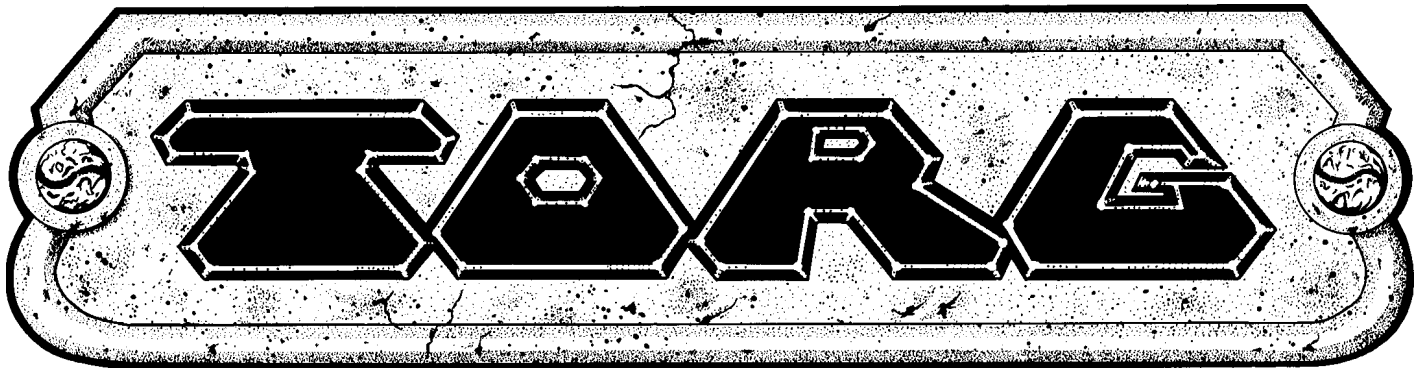
Dr. Willhelm Sconce has gone on a crusade deep into the jungles of Majestic. He is looking for the corpses of those who had their souls taken by Scarabuusi (Orrorshan Gospog of the Fourth Planting). He must gather 66 such corpses, sew them together, and then he will summon a powerful spirit from the Waiting Village. He feels that this creature and the amount of fear it will generate will further his ambitions to become the true High Lord of Orrorsh.

4

Trouble is fermenting within the ranks of the Yakuza. A Yakuza operative known as "The Deep Shadow" is working to undermine Haragawa. While there is no apparent successor who could gain from these actions without exposing himself to danger and mistrust, the fact remains that several of Haragawa's most loyal underdaimyos have been found dead in the alleys of Tokyo.

Many of the lower-level Yakuza believe that an internal power struggle is about to erupt. Pragmatic as always, most of these agents are ready to wait and see what happens.

Haragawa is conducting a quiet investigation of the situation, but he suspects outside forces, such as Storm Knights, of being responsible for the deaths. ☒



Your Letters

1. Why were the Orrorshan spells in the World Book put into Pixaud's Practical Grimoire? I thought this was a compilation of Aysle spells?

2. What are the world rules for the Aztec Empire?

3. Is Thratchen a native of Orrorsh?
—Casey Childers
Rex, GA

1. Those particular spells were brought to Aysle by Uthorion when he invaded from Orrorsh. Originally in the form of occult rituals, they have been converted over the centuries to incantations in the same format as Ayslish spells.

2. At this point, the creation of the Aztec Empire is still a False (11) in the infiniverse (although it's still the early going). If we see a definite trend toward the creation of a High Lord of Earth and an Aztec Empire in the future, we'll provide more information on the realm.

3. No, Thratchen is a native of Tharkold, a cosm of Techno-Demons. Despite their advanced Occultech™ techno-magic, their invasion of the Soviet Union was repelled, the maelstrom bridge was destroyed and the Tharkoldu retreated to their home. Thratchen could have returned with them, but chose not to, destroying the dimthread that connected Orrorsh and Tharkold. Needless to say, his demonic brethren were not pleased with this, and are expected to exact revenge very soon.

The Magic State Path Chart works fine — except that someone designing a straightforward spell utilizing inanimate forces as the pattern and result, and magic as the mechanism, would have a state value of 20. Is this correct?

—Duane R. Tant
Fairfax, VA

Yes, it is, Duane. The reason such a spell would be so expensive is that *inanimate forces* includes *air, earth, fire, plant, metal and water*, making it a fairly powerful arcane knowledge. Remember, which knowledges you choose to use in designing a spell can have as much bearing on the numbers you end up with as how much of the state path you have to travel.

1. If a character with cybernetic limbs disconnected, would the limbs "shut off" and be useless?

2. If the owner of the Rijato Battlesuit disconnects, what happens? Does the suit become useless? How can he reconnect with a device that the local reality can't support?

3. What exactly happens to people who are transformed through an invoked reality storm? Do they become Ords? What reality are they transformed to? What happens if two denizens of the same cosm, in their cosm, invoke a reality storm against each other?

4. Is there any way for, say, a good cosm to attach to Earth without a Darkness Device?

—Joe Farrell
N. Merrick, NY

1. Yes, they would.

2. If the character disconnects while using the suit (for any *Dexterity-* or *Strength-*based actions) the suit simply stops functioning. Do notice that since the suit has a *Tech* level of 25, and the character has a *Tech* level of 24, this is a four-case contradiction even in Nippon Tech. However, as pointed out on page 100 of the *Torg Rulebook*, the character can reconnect with the suit, taking a -1 modifier to the reality total.

3. A character who is transformed by an invoked reality storm is stripped of his Possibilities, but does remain a "Possibility-rated" person. There are

two possible ways for this to happen — losing all your *reality* skill adds in a storm, or becoming the victim of a "transform" result on the Storm Results Table (if the latter occurs, the character retains his *reality* skills adds).

A transformed character assumes the reality of the winner of the reality storm struggle, and he may or may not physically transform as well. It is impossible for two characters from the same reality to invoke reality storms upon each other.

4. Theoretically, yes, but they would be unable to arrive via maelstrom bridge technology, as that is a creation of the Darkness Device.

Can stelae be moved while they are activated? Can stelae be deactivated, moved, and reactivated later? Can High Lords activate uncharged stelae from other realms?

—Dan Viger
Bronx, NY

Yes, it is possible to move an activated stelae, providing you are willing to break up the triangle it is currently a part of and watch your reality collapse there (so every gain means a corresponding loss). No, High Lords cannot use stelae belonging to other realms — each is treated in a different way when planted, and each is attuned to the reality of its own realm.

According to the history of Magna Verita and the Cyberpapacy as it's written in The Cyberpapacy sourcebook, the cosm of Magna Verita was the cosm where Jean Malraux's original (pre-Tech surge) axioms came from. Presumably, then, there were no stelae planted there to hold the Cyberpapal axioms. So how did the Darkness Device impose the new Tech axiom on Magna Verita?

—Michael Levay
Roscommon, MI

Darkness Devices have the power to bump a single axiom up, providing they have sufficient possibility energy to do so. Malraux's confrontation with the Storm Knights in the Dreamtime and his resultant exposure to the reality of Kadandra caused an immense surge of possibility energy to flow through the Darkness Device. This allowed the Device to radically speed up the increase in the *Tech* axiom of the reality to which it was attuned, Magna Verita's.

I would just like you kids to know that you've created a bloody monster. I hope you're pleased with yourselves. Torg is the best system that's ever been created thus far; I feel certain of that, having payed my share. It is the stuff of true heroic fiction. Kudos.

One of my few complaints with your rather voluminous sourcebooks: if I'm going to spend the money on a Living Land sourcebook, I would think that a few illustrations of the Land's creatures would be in order. After the twentieth "six meters tall with spines along its back and teeth the size of Trump Tower, etc." it becomes more than a bit redundant. I hope Creatures of the Living Land alleviates this.

Also: have you considered an invasion timeline, beside that given in the novel trilogy? An overall, objective worldview of the opening events of the war could add a lot of comprehensibility to the game. Just an idea, guys.

Until Ryuchi Kanawa smiles
— Dan Swensen
Helena, MT

Thanks for the Kudos! Here at WEG, we appreciate all we can get! I'm glad you're enjoying the game so much. Now, on to the rest of your letter.

Yes, *The Living Land* sourcebook is a bit "illo-shy," especially in regard to the various creatures of the Living Land. Sorry about that. When we were producing *The Living Land* sourcebook, it was hard on the heels of the *Torg* system itself, and was quickly followed by *The Nile Empire*. As you can imagine, time was pretty tight around then.

And so was space. When we come out with a new sourcebook, we are

Herald Messages

Be on the lookout for "Pisces," a mass-murderer who serves Thratchen. Pisces is extremely intelligent, armed to the teeth, and above all, dangerous and psychopathic.

— The Night Vultures, aka
Mizoo's Dweebs.

Life is a lot more valuable when you are strapped to an altar.

— Casey Childers
Rex, GA

Mobius knows Tharkold is going to attempt another invasion, and is hinting that South America (a place where they would meet little resistance) is the new location. When? Soon. Very soon.

— The Storm Watcher of Thebes

Magna Verita's Cyberpapacy has been successfully reclaimed! (Casualties minimal.) The storytelling is frequent and disrupting to the remaining High Lords' realms! Which realm falls next?

— Duane R. Tant
Fairfax, VA

Dear Moby,

Muab and ImageMaster are dead, so you can't transform Hawaii. Hoping to prevent any hard feelings, I will send back the stelae if you send me adequate postage.

— Your Storm Knight,
The Gray Ghost

Northern Living Land stelae have been uprooted! Invader's reality crumbled quickly. The Storm Knights responsible received funding from the Canadian government to start Reality, Inc. The team will serve as a strike team/information-gathering force. Searching for members from our reality to serve around the globe.

— Joe Farrell
N. Merrick, NY

The Inquisition captured the New Minutemen, and one died before they could escape. Worse, it was all for naught, as Castigir died in Core Earth when the demon was forced to separate from him. The New Minutemen are seeking new members.

— Andrew Garrett
Great Falls, MT

Mega-Sparrow —

I wish to apply for membership in the Knights of Niceness.

My qualifications:

- High School Graduate, GPA 3.9
- Masters Degree in Weird Science
- Flight, Electro-Ray, and Force Field
- Own a half-dozen assorted eternity

shards

- Pull up an average of two stelae per week

- Eat gospog for breakfast.

Hope to hear from you soon.

— Shu, King of the Sky

essentially introducing a new world. The basic *Torg* system still applies, but the world itself needs to be defined, polished, and explained in great detail. In addition, with the early sourcebooks, there was no "standard" that our readers could follow; we had to make sure all the rules were there and that they made sense. You can judge for yourself how well we did. We think that, considering the newness of the *Torg* game, we did all right.

Now, however, we can settle back a little bit. Most of our readers are becoming comfortable with the system, and they need a little less explanation with each new book. We hope that some of that space can be transferred to art in the future. In addition, the *Creatures of the Living Land* book (title pending) will have illustrations for each creature in the Living Land. It

will be produced in a similar format as *Creatures of Aysle* (which is currently being produced and readied for sale).

As to an invasion timeline — we hope to get to that as soon as possible. We agree with you that, with all that's been happening in the Near Now, a timeline is important, and becoming vital to the campaign structure. We expect that, when we get the time (soon, we hope), we will publish a timeline in *Infiniverse* and, perhaps, in the upcoming (next year) *Core Earth* sourcebook. While it is not something at the top of our "take care of today" list, we are definitely planning on doing it. ☒



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*Oops! As you may have noticed, there are two September issues. This is the real one. *Infiniverse* # 13 should have been dated July, 1991, and *Infiniverse* # 14 should have been dated August, 1991. As of this issue, the temporal discontinuity is eliminated.

("Curses! Foiled again!" —Dr. Mobius)

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In preparation for All Hallow's Eve, here is the third card face for the action deck. Appropriately, it is designed for Orrorsh, but it can be used in other realms as well.

Research

This card may be used by the player who draws it, or it may be traded to another player if she wishes to use it. The card is then set out facing the gamemaster.

The *Research* card is similar to the *Alertness* and *Idea* cards only, because it is a Subplot, it has a greater range of effect. When the characters are attempting to solve a mystery or overcome a dilemma, the *Research* card allows them to discover clues they otherwise would have missed (or, in some cases, have already missed). It allows them to have leaps of insight or merely to "get lucky" when solving a problem.

The gamemaster should be inventive when working the *Research* into the adventure; in Orrorsh, this card can be used to prod character's towards find-

ing a monster's true death (sometimes accidentally) or towards completing an important occult ritual. In other realms, major mysteries can be made simpler by the playing of this card.

Once the *Research* has been used, it is removed from play.

Flee

When *Flee* appears on the conflict line, it indicates a worsening of fortune — something has gone wrong ... or gotten worse. The heroes are forced, for this round only, to attempt to break off the combat. A +3 is given to all maneuvers or other actions that the gamemaster feels are honest attempts by the players to *Flee*, and no other actions are allowed (unless the hero is being forced to perform some other action not of his or the party's choosing).

Because of the Power of Fear that permeates their existence, Orrorshan characters are allowed a +5 bonus instead of +3. ☒

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Run Away!

S: V Test H Flee
D: H — V Breaks
Act: MANEUVER/TRICK

Skill A B C D

The gamemaster supplies needed, but unexpected, clues to a mystery when this card has been played down.

Research

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Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #13

1. Orrorshan mad scientist has discovered means of trapping human souls in marionettes. Storm Knights murdered by demonically-possessed compatriots. Apparently not — starts out at False (13).

2. Jeff Mills, creator of the *Five Realms* game, fleeing the Delphi Council and currently in hiding in Oregon. True (13).

3. Hypnotic billboard in Thebes forcing dignitaries to surrender classified info to Mobius. True (13).

4. Ninja vampyres stalking Tokyo. A resounding True (20).

Continuing Report: Issue #12

1. Edeinos Storm Knight has unearthed the crown of King Pellinore, and roused the legendary Questing Beast. Both headed for the Cyberpapacy. Drops to False (17).

2. Victorian officials losing control of their bodies and slaying themselves, possibly as a result of the occult. Leaps to True (35).

3. A mysterious net-runner named "the Phantom" operating from a terminal hidden in the Paris Opera House. Watch that chandelier, cause it's True (19).

4. American media making celebrities out of transformed edeinos, through such avenues as *Things* magazine. Oh, no, they're not, it's False (18).

5. Members of Orrorshan Hellion Court convinced Tharkold plans a second invasion. Thratchen disturbed. A runaway train at True (55).

6. Soviet ambassador to Japan kidnapped by Mobius, who hopes to learn secrets of psychic powers. Barely True (15).

The Wrap-Up: Issue #11

1. Dwarves living underground in Norway have succeeded in raising their *Tech* level to 16. Finishes at True (18).

2. Resistance in France planning expedition to Magna Verita. Ends at True (18).

3. The Guildmaster, a mysterious and powerful organizer of Stormers, appears in Hawaii. Just True at (13).

4. Cyberpapal-controlled computer companies producing propagandistic arcade games. Finally True at (16).

5. 3327 acting to prevent Senator Ty Gardner's run for US President. A jump to True (20).

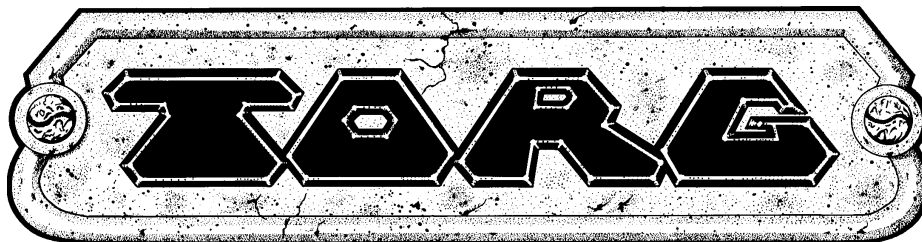
GenCon '91

The WEG crew (alas, minus Greg Gorden) has returned from Milwaukee, basking in the success of the convention. Greg G. is currently on his way to Oregon, from where he will continue to write and edit for West End (starting with some last-minute work on *Tharkold* sourcebook).

Sales were terrific at the convention, with *Torg* products flying out of the booth faster than we could keep track. *Orrorsh*, in particular, was tremendously popular, but everything was moving, and we sold a good number of boxed sets (which may mean more *Infiniverse* subscribers in the near future!)

We ran two seminars, both of which were very interesting as we heard the questions and concerns of our fans. There's a lot of excitement out there about *Space Gods* and *Tharkold*. We also got to enjoy a wonderful production called "High Lord Theatre," which had to be seen to be believed.

Finally, West End is happy to announce the hirings of administrative assistant Jeff Dennis and artist John Lona. Welcome to the *Torg* team, guys — Jeff will be playing center, John will be at guard. ☒





Elder Gods and Fax Machines

The following is a mini-adventure set in Tokyo, Japan, within the realm of Nippon Tech. The adventure reflects the growing tension between the realms of Nippon and Orrorsh, and combines elements of secrecy and deception with horror and the occult.

Gamemaster Note

Since this is a mini-adventure, it has not been described in the detail normal for *Torg* adventures. The mini-adventure supplies a structure for an adventure, but many of the details need to be filled in or, as we say in Orrorsh...

Fleshed out.

Introduction

Hento Hirosoto sighed as he heard the familiar buzz of his fax machine. *Another distraction, he thought. Ah, well; it cannot be helped.*

Feeling the cold plastic of the fax machine while keeping his eyes on the computer monitor, Hento reached over and picked up the fax.

But even before Hirosoto looked at the paper, he knew something was ... wrong. As he tore it off, he felt the paper turn brittle and old. He looked down.

In his lap was an ancient piece of parchment inscribed with red and black letters and symbols. As he stared, open-mouthed, the symbols began to move and swirl, pooling in the center of the paper.

Gasping, Hento dropped the paper onto the floor and stood up quickly. He felt a shock as his right arm impacted with the computer monitor and knocked it over. Glancing reflexively at the machine, Hento nearly missed the large, dark shape that grew out of

the paper and, in the blink of an eye, towered over him.

As the creature from the fax machine grabbed him, the last thing that Hento Hirosoto, Senior Vice President of Morinaka Exports and father of two children, thought was:

Now I'll never get those reports finished.

Prologue

Even before the bridge from Marketplace descended on Japan, bringing with it the World Laws of that corporate realm, Kenji Morinaka, head of Morinaka Exports, had differences with his son Kanjen. Kenji (which means "second son Ken" in Japanese) took over the export company after his elder brother Genichi ("first son Gen"), betrayed the Morinaka Exports company to a competitor.

While Genichi was proved guilty and exiled, the younger Kanjen Morinaka blamed his father Kenji for usurping his position. Indeed, when the bridge from Marketplace dropped, the World Laws of betrayal and Vengeance only heightened emotions already there. Kanjen became convinced that his father hated him and was only looking for a way to supplant him with one of the other vice presidents.

Then, one day, Kanjen was sent to Indonesia. After the Possibility Wars began, many of Morinaka's holdings abroad became unreachable, including those in the Orrorshan realm. After the exile of the Gaunt Man and the settling of the Victorians, Kenji decided he should try to reestablish ties with the southern holdings. He sent his only son.

Kanjen believed that his father was, by sending him to the Realm of Horror, trying to get rid of him, but he went nonetheless. In truth, Kenji believed that Kanjen was the only one he

could trust to get the job done. But, since neither ever spoke to the other of their feelings, this was unknown.

In the process of reestablishing the offices in Orrorsh, Kanjen came under the eye of one of the Orrorshan Nightmares — Skutharka, to be specific. Skutharka saw great potential in the young man's hate and fear, and took great pains to allow this Kanjen to experience his "moment of crisis." Eventually, Skutharka was successful, and Kanjen became an Orrorshan stormer — in the service of the Nightmare.

Skutharka, eager to expand his influence into technological areas, sent his protege back to Nippon with orders to take over Morinaka Exports — at any cost. To help him, Skutharka taught the young man a series of Occult rituals that would allow him to send demons — or "Elder Gods" as Kanjen insisted on calling them — over the phone lines.

Kanjen, not trusting his father, knew that he had to kill off any potential heirs to the throne of Morinaka Exports before he could kill his father and take over. Indeed, with the new, Marketplace-imposed laws, it was unlikely that even killing his father with him being the unspoken heir would get him anything.

Plus, Kanjen wanted revenge.

So, with Skutharka's aid and advice, he began a series of betrayals and murders that has drawn the Storm Knights into the web of fear that is Orrorsh, tempered with the deceit and betrayal of Nippon.

A Contact in Tokyo

The Storm Knights have been contacted by Chen Low, a Chinese Storm Knight currently employed as a troubleshooter for Morinaka Exports. He has been contracted to solve the mysteries of the three murders before

another one occurs. He has hired the Storm Knights to help.

Chen Low is a martial artist of the Tai Chi school (six levels acquired) and has all the skills of a private investigator. He became a Storm Knight after surviving an attack by MarSec agents on his village in China. Currently, he is working to get contacts within Tokyo so he can take revenge on Kanawa eventually.

The Murder Scenes

Each of the three vice presidents was murdered in his or her office on the twenty-fourth floor of the Morinaka Building. Each was alone in the office, and the security cameras and monitors outside the offices showed no one entering or exiting except the murder victim.

Inside the offices, which Chen Low will help the Knights investigate, is a gruesome scene. The murder victims were, apparently, torn or blasted apart, and the furniture and machinery in each office was almost all destroyed. If a Knight makes an *evidence analysis* or *Perception* total of 14 or higher on the furniture or the walls, she sees large claw marks as if a wild beast had raked across them.

In addition, if the Knights ask, or if they make a *Perception* or *evidence analysis* of 15 or higher, they notice that the sole surviving appliance in each office is the fax machine. It is blood-and-gore-spattered, but otherwise untouched. Near each of the fax machines is a crumpled and bloodstained piece of ancient parchment, about the size of a fax sheet, but brittle and old. There is no writing on any of the papers.

The VPs

The three vice presidents, Hento Hiroso, Jinsen Kowasaki, and Mirena Tenkinsen were killed on three consecutive nights. Hento was working late, Jinsen was, according to her notes, called in unexpectedly to the office by Kenji Morinaka, and Mirena was waiting for the company security team to arrive and escort her home.

If the Knights ask Chen Low what the execs were working on, he will claim he doesn't know — and their files are too destroyed to determine

F

From the Desk of Kenji Morinaka, President of Morinaka Exports

DATE: 9/18/91

TO: All senior and junior executives

RE: The unfortunate deaths of Hento Hiroso, Jinsen Kowasaki, and Mirena Tenkinsen

While we regret the unfortunate incidents of the past three nights, we at Morinaka Exports have not made a habit of panicking at the first sign of trouble. We will continue our operations as normally as possible, confident in the security of our building and grounds.

All staff and employees are advised that, because of the need for solidarity and mutual support, re-

quests for leave have been indefinitely postponed, and sick calls will be scrutinized most thoroughly.

All questions about these killings by staff members and employees will be brought to my attention or the attention of the department heads *immediately*. All questions from outside the company are to be answered, "no comment."

Thank you for your cooperation.

anything. He will refer them to the sole surviving vice president, Kanjen Morinaka.

Kanjen Morinaka

Whether the Knights question Chen Low or not, they will eventually meet with Kanjen Morinaka. He is the sole remaining VP of the company, and it is he who they have been — effectively — hired to protect.

Kanjen is young, in his early twenties, but tall and strong. He has a strong presence and good business intelligence. Underneath, however, there is a touch of insecurity and fear. Of course, this can be attributed to the events of the last three nights.

When the Knights meet with Kanjen, he will greet them, but coldly. Kanjen does not like the idea of outsiders, especially Gaijin, if there are any westerners in the Storm Knights' party, prowling around the offices. His father, however, has insisted that he be protected.

Kanjen, if asked, will reluctantly reveal that the three murder victims were all working on counter-industrial espionage at the time of their demise, and he has been doing the same. It seems that another company (owned by the Kanawa Corporation, if the Knights make inquiries outside

Morinaka) has been trying to leverage Morinaka into a buyout. Kenji Morinaka has been, so far, successful in resisting all takeover attempts, but this latest crisis could cause the company to lose enough face to push them over the edge.

Kanjen and Chen Low's Plan

Although Kanjen Morinaka is not pleased at the Knights' presence, he is not one to waste resources. He has a plan that he and Chen developed to insure his safety. During this afternoon, the Knights will, their business apparently concluded, leave the Morinaka building. Then, six hours later, at seven o'clock, they will "break into" the Morinaka Building using Kanjen's passkey and their own stealth abilities to avoid detection.

The Knights will then sneak up to the twenty-fourth floor and into Kanjen's office, where they will hide. Kanjen himself has volunteered to remain in the office as "bait" for the trap. They will wait and jump the attacker when he (or it) arrives.

Storm Knight Variants

Both Low and Kanjen are the most comfortable with this plan, and will

resist any major changes. If the Knights ask why they must sneak back into the building, they are answered that:

- No one knows who the murderer is, so it could be security;
- If they wait around, they may scare off the attacker, as he seems to know when the victim is alone;
- No one but Chen Low and Kanjen will know they are returning, so none of the employees can talk.

Kanjen will arrange for cameras and monitors to be "directed" away from the stairs and landings, and for the lights to be dimmed. He will also attempt to re-route the human security forces to other parts of the building at this time.

Investigation

The Knights should be allowed to investigate the area, make contacts, and have encounters within the lower levels of Morinaka and the surround-

ing city of Tokyo. The gamemaster should provide hints and clues that something "wrong" is happening at Morinaka; that people are getting very afraid; and that someone is trying to take over the company. Keep in mind, however, Kenji's memo to his employees when answering Storm Knights' questions.

The Take-Over

The take-over actually has nothing to do with this adventure; it was just an auspicious time for Kanjen to begin his plan. The take-over is a red herring Kanjen uses to detract attention from his activities.

The "Break In:" Gamemaster Note

The average difficulty for the Knights' *stealth* and other related maneuvers should average, for the purposes of breaking into the building, about 14. This relatively low difficulty

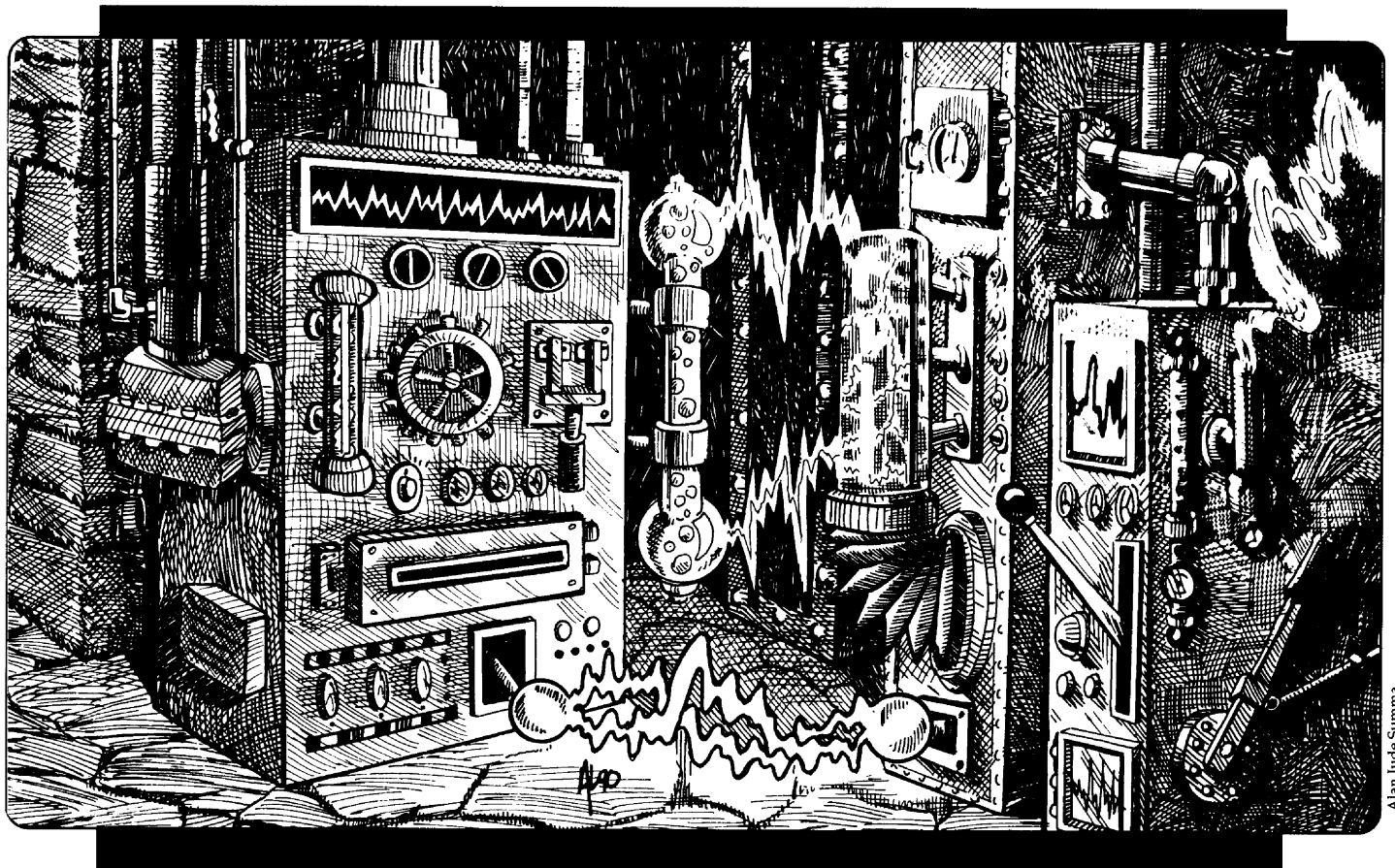
(comparatively speaking) reflects the help they get from Kanjen.

When the Knights "break in" (using Kanjen's card to open all the locks), they should not have to make more than five skill checks to get to the twenty-third floor — Kanjen has been efficient in his "sabotage."

Ambush!

However, when the Knights reach the twenty-third floor, there are a group of Morinaka security guards waiting for them. The only way to the separate stairwell that leads to the executive level is, effectively, through them.

This should appear odd to the Knights, as the guards are, truly, waiting for them. There are two per Storm Knight, and two are possibility-rated. They are well armed and armored, and they have orders — from Kanjen himself — to "stop the murderers from reaching him."



Alan Jude Summa

The Voice from Above

Should the Knights get past the guards, they can make their way to Kanjen's office, only to find he is gone. On a *Perception* total of 10 or higher, however, they notice that the intercom on his desk is "open," apparently locked into another office. A *Perception* or *evidence analysis* or *science (mechanical)* total of 13 reveals that the button has been accidentally stuck down — this was not planned.

The Knights, listening at the intercom, can hear voices. One is obviously Kanjen Morinaka, low and threatening, another is Chen Low's astounded and anxiety-ridden, while the third is a pain-soaked but dignified older voice that, presumably, belongs to Kenji Morinaka, Kanjen's father.

If anyone understands Japanese in the group, or if they can make a *language* total of 12 or higher, they determine that Kenji is claiming that he set up the vice presidents to be murdered and if he is not given complete control of the company, he will "let the creature loose" on his father. Kenji is resisting, but his voice is growing fainter, and Chen Low is both angry with Kanjen and anxious about "the creature" threatening him and his employer.

If the Knights wait around too long, they hear a scream and then static.

The Creature from Hell

Upstairs, in Kenji Morinaka's penthouse office, a horror from *Orrorsh* has been transported in. It is a third-planting *Orrorsh* gospog — a were-

tiger (described on page 103 of the *Orrorsh* sourcebook). The creature is being held in one corner of the room by Kanjen, who is holding a strange, multi-limbed amulet that glows a sickly yellow color.

When the Knights enter, the creature is threatening (or has killed, if they take too long) Chen Low. Kanjen is on the other side of the creature and a bleeding but alive Kenji is sitting on the floor across the room.

When the Knights see the gospog, they have to make a *Perseverance* DN of 12 or higher (see the *Orrorsh* sourcebook for details), but, because they have made it through the previous scenes, they start with a *Perseverance* rating of 10 (11 if Chen Low is still alive).

In order to deal with the gospog, the Knights must kill it in its monster form — a form it is trapped in until it kills Kenji Morinaka. When Kanjen sees the Knights, he will instruct it to kill them, and it will try, because he bears an amulet that keeps it from accomplishing its mission.

The amulet gives the bearer +15 to all attempts at *intimidation* versus this specific creature. When it kills Kenji, it will vanish, the ritual completed. If it cannot, then it will stay until it dies. It will kill anyone Kanjen tells it to until he loses the amulet. Then, if it can, it will turn on him.

The True Monster

Kanjen is a true *Orrorsh*an monster. He has a *True Death* that he must be killed by a relative (a job Kenji will reluctantly perform) — and he knows and fears this. He is possibility rated but, if he disconnects, he loses the *True*

Death "benefit" and all other *Orrorsh*an powers and abilities until he can reconnect. Kanjen will tend to fight using *Nippon* weapons and abilities, however, as he was not long enough in *Orrorsh* to learn spells.

Gamemaster Note

The conflict with Kanjen and the were-tiger is the *Dramatic Conclusion* of the adventure. Flesh out Kanjen to fit your campaign and, by no means, restrict yourself to killing him off immediately, or to mundane abilities and powers. Make him interesting and devious; if he cannot win, he will flee, leaving the monster to cover his tracks.

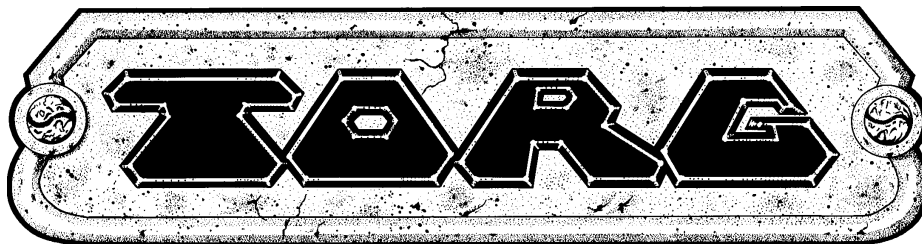
Aftermath

After the Knights deal with Kanjen and the monster, they will have to deal with the consequences. If Kenji or, at least, Chen Low remain alive, they will be able to talk to the security force and convince them that they weren't the murderers that Kanjen said they were.

If Kanjen remains alive, he will, at the very least, try to make life difficult for the heroes and, if he was victorious, he will probably try to kill or blackmail them. Kenji, on the other hand, will be sad but grateful and will reward successful *Storm Knights*.

Awards

Saving Kenji from the were-tiger and killing it is a success, worth eight possibilities. Killing Kanjen but allowing Kenji to be killed is a partial success, worth four possibilities. If Kanjen wins or gets away after killing Kenji, award the Knights no possibilities. ☒





Dispatches and Rumors

ispatches

1

The Kanawa Corporation's plans to influence the economy of the West Coast are finally coming to fruition. While there has been growing unease over the level of Japanese investment in the newly reclaimed West Coast, the Delphi Council, President Quartermain and Congress have all encouraged this involvement because of the economic growth it encourages. Now, those Japanese yen are even more vital: the First Citizens' Bank of California, the second largest bank in the state, has collapsed under the strain of both the invasion and the Savings and Loan crisis.

None of the other major American banks are strong enough to save the floundering bank, but the Bank of Japan has offered to bail out the bank provided special permission is granted from Congress. Rumors abound in Houston that the Bank of Japan is asking that the rules concerning foreign ownership of banks, investment limits in American businesses and other trade limitations be lifted.

This is where the Storm Knights enter the picture. They learn through a disgruntled First Citizens' Bank of California employee that they can easily get access to that bank's computer system if they are willing to pay the price for the security codes. Once they are in the bank's system, they may be able to plant a computer virus.

If the virus is well hidden, the Bank of Japan may unknowingly take it into its computer system. After a predetermined time, the virus will activate. If the Storm Knights are clever, they will be able to program it to give them all of the access codes to the Bank of Japan's

computer system and prove Kanawa's money laundering efforts, or even move funds around, creating panic on the Tokyo stock exchange.

Of course, that presumes this is not a "sting" operation set into motion by local authorities or even the Delphi Council. The Storm Knights will probably spend a great deal of time thinking that this is "just too easy," especially when the banker, Greg MacDonald, demands that the meeting be held at the Vineyard Avenue Plaza, an upscale, urban, open air plaza.

In fact, MacDonald is being investigated and followed by Kanawa agents, who infiltrated the bank several months ago (they were responsible for a series of bad investments that helped bankrupt the company). The agents have been following MacDonald, and in classic espionage movie fashion, just after the meeting is concluded, the Storm Knights will see MacDonald being roughly pushed into a side hallway by several suspicious looking gentlemen.

The agents plan on putting MacDonald in their car and taking him to a Kanawa business for questioning (the setup for Lunton Biochemical from *Operation: Hard Sell* could be used, or another location could be mapped out).

The agents will also pursue the Storm Knights, thinking that they are government agents (at this point, the Kanawa operatives have no idea that MacDonald has sold the computer system entry codes; they will soon enough however).

Whether or not the codes work is dependent upon whether the Knights try to infiltrate the computer system within one day of the Nippon agents capturing MacDonald. If they do so, the Storm Knights will be able to investigate any company doing business with the First Citizens' Bank of

California, observe the bank's financial records. With *scholar* (computer science) rolls against difficulties of ranges 10-18, the Storm Knights will be able to move money around in the bank's system. With a *science* (computers) total of 20, they will be able to plant a virus that will eventually give them all of the Bank of Japan system codes after the Bank of Japan takes control.

However, bank security programmers will be allowed to make a *scholar* (computer science) roll against the totals generated by the Storm Knights; if their totals are equal to or greater than the Storm Knights totals, then the tampering has been detected, and in all probability, all of the access codes will be changed. They have skill values of 14.

Critical Event: The Knights must prevent the Nippon/Bank of Japan agents from finding out that MacDonald has sold the security codes for a *Good* result (6 or above). If the agents find out about MacDonald's illegal activities, the Storm Knights get a *Bad* result (2 or below).

2

The demons of the Wild Hunt have been turned loose on the Home Guard of London. Wotan has returned to Aysle!

The first attack was staged on a massive Dwarven trading caravan laden with food and headed for London. Over 100 Dwarves were killed, as well as nearly two dozen hired guards.

In the past week, over a half dozen attacks have been staged on wealthy merchants and Home Guard patrols. Ships on the Thames have also been attacked and sunk. Food and other critical supplies are beginning to run short — once again, the people of London are holding out no matter how great the danger, but it is clear that the peoples' spirit has been weakened due

to the huge number of foes that have embattled the city since the invasion. The Wild Hunt is yet another threat, and one that seems far more dangerous and evil than any they have faced since the bridges dropped.

Ardinay has issued a queenswrath against the Wild Hunt, but no one yet has come forward to defend the realm. The Storm Knights will be hired to guard a food shipment, either by road or ship. In any event, there will be the inevitable confrontation with the Wild Hunt.

Once entering combat, the Storm Knights will discover that the demons of the Wild Hunt are much more powerful than they were at the beginning of the invasion. Then come the questions — where did they gain this extra power? Why wasn't the full power of the hunt turned loose? Could there be a new, powerful aide to Wotan leading a small portion of the Wild Hunt?

The Wild Hunt (2 per Storm Knight)

DEXTERITY 16

Beast riding 17, dodge 19, flight 18 (speed value 18), maneuver 17, melee weapons 18, unarmed combat 21

STRENGTH 15

TOUGHNESS 18

PERCEPTION 13

Alteration magic 16, find 15, tracking 18, trick 14

MIND 9

Test 13, willpower 13

CHARISMA 8

Charm (10), persuasion (11), taunt 14

SPIRIT 11

Intimidation 15, reality 14

Note: When in the form of horses, ravens, hounds, or stags add +2 to *maneuver* skill

Possibilities: 4 each

Spells: *polymorphism*

Arcane Knowledges: entity 3, folk

6

Natural Tools: (as raven) beak (damage value STR +2/17); (as hound) teeth (damage value STR +3/18); (as horse) hooves (damage value STR +2/17); (as stag) antlers (damage value STR +3/18)

Equipment: (as squire) enchanted short sword (damage value STR +6/21); (as hunter) enchanted broadsword (damage value STR +8/23), enchanted chain mail (armor value TOU +5/23,

with additional +2 when defending against magical attacks)

Critical Event: Getting the badly needed shipment of food into London is a *Good* result (6 or above). If the caravan or ship is stopped, the Storm Knights get a *Bad* result (2 or below).

3

Through a contact, the Storm Knights gain word of a terrible disaster about to occur in the Les Vosges region of CyberFrance. A renegade Ayslish magician named Devogar has perfected a ward that is deadly to most humans (even Storm Knights). He has cast it on the rail lines running into the city of Epinal. If the trains are not stopped and the mage's plan ruined, hundreds of people will die.

If the Storm Knights go to the local authorities with this information they risk being executed as heretics and magic users. This area is also the source of constant conflict — the people have resisted the advances of the Cyberpope, so the authorities may believe that the characters' claims are a trap. There is a local fear among the people of the region — they claim to be able to feel the imminent danger "in the air." It is up to the Storm Knights to somehow prevent this tragedy.

The characters can attempt the obvious ways — destroy the train tracks or somehow stop the train. Storm Knights with good knowledge of reality rules may be able to figure a way to stop the mage: since such a ward would be a long-range contradiction in the Cyberpapacy, either Devogar is watching from nearby, or he has some other means of seeing the event occur (such as a hidden video camera that broadcasts the signal to him). If he isn't watching the event happen, he can only use his base *reality* skill to beat the effect value (he wouldn't be able to generate a *reality* total), so the spell would automatically fail.

Devogar's motives are simple — he knows that Uthorion is no longer High Lord and believes he would be a suitable replacement. If he can create death on an incredible scale he believes he would be a good choice. Additionally, he would like to see Uthorion eliminated since they have been rivals for

many decades (Uthorion always considered Devogar somewhat of an annoyance). After testing the spell here in CyberFrance and far away from the prying eyes of both Uthorion and Ardinay, he plans on dropping this spell into the heart of Oxford. Then, he will be able to assume the position of High Lord (or so he believes).

Devogar

DEXTERITY 10

Dodge 15, maneuver 13, melee weapons 16, missile weapons 16, prestidigitation 15, unarmed combat 17

STRENGTH 8

TOUGHNESS 8

PERCEPTION 13

Alteration magic 24, divination magic 20, evidence analysis 18, find 17, language 19, scholar (Aysle lore) 19, trick 24

MIND 13

Apportation magic 19, conjuration magic 25, survival 17, test of will 19, willpower 21

CHARISMA 11

Charm 19, persuasion 19, taunt 16

SPIRIT 11

Corruption 12, faith (Corba'al) 15, intimidation 17, reality 28

Possibilities: 24

Arcane Knowledges: Death 5, life 1, darkness 3, magic 2, living forces 3, inanimate forces 3, avian 2, earthly 1, enchanted 3, entity 5, folk 2, air 2, earth 1, fire 3, cast time 3, control 3, duration 4, range 1, speed 2, state 3

Spells: Select at least 20 powerful spells from *Pixaud's Practical Grimoire*.

Mass Death

Axiom Level: 13

Skill: *conjuration/death* 30

Backlash: 11

Difficulty: 11

Effect Value: 30

Bonus Number to: duration

Range: 15 (one kilometer)

Duration: 13 (six minutes)

Cast Time: 18 (one hour)

Manipulation: cast time, control, duration, range, speed, state

This **ward** will only affect humans. When activated, the air swirls into a roiling, pitch-black cloud, from which unearthly howls and screams emanate.

The ward detects humans within the spell's 100 meter radius with an

ability of 22. Once the spell is activated, it affects every human within the radius. Compare the effect value to the character's Toughness. Read the result points on the Extended Power Push Table and add 11 to the total. Find the result points on the Combat Results Table to determine the damage inflicted on each character in the cloud.

The damage is inflicted each round the character stays in the cloud.

To cast this spell, the caster must have a human skull and a bucket filled with a mixture of water and black ink. The character must recite a memorized chant while casting, and at the conclusion of the chant, the caster must immerse the skull in the bucket, overturns the bucket and then smashes the bucket and the skull into tiny pieces. The object the ward is to be placed into must then be touched within one minute, and while touching it, the caster must speak aloud, "Death come and claim those who enter."

Critical Event: The Storm Knights must stop the train from passing over the ward and triggering the spell. Preventing these hundreds of needless deaths is a *Good* result (6 or above). Not stopping the deaths is a *Bad* result (2 or below).

4

Finally some clues as to the lingering stories that the Josaltra is still spreading terror in Orrorsh (see Dispatch #3 in *Infiniverse* #9). Depending upon the actions of your group of Storm Knights, either the original Josaltra was stopped or it soundly trounced the mighty heroes; in any event, your Dispatch Responses indicated that other creatures matching the Josaltra's description have been spotted in other portions of Orrorsh. Did the hideous creature somehow reproduce, or were more created through some occult ritual? Now, these questions will be answered ...

They will receive word that a Josaltra has ravaged shipping from the city of Medan. Apparently, the creature (or creatures) has taken up residence just outside of the harbor, but it only attacks smaller peasant boats. The toll has been five boats de-

stroyed, 15 dead. If they venture onto the river, the Storm Knights will be attacked, but if the creature becomes *Heavily Wounded*, three more Josaltra will swim out to join the battle. Obviously, someone has managed to create more of the creatures.

The creatures do have a lair, but it can only be reached by swimming through a series of underwater chambers. Once the Storm Knights reach the lair (a huge chamber completely submerged except for a small ledge and a bubble of air, with a cave entrance running into the caverns of Orrorsh), they will realize that there are nearly a score of the creatures living there, but some are still young and weak.

Ultimately, it turns out that an occultist named Jonathan Shearson has been responsible for creating creatures out of the first. As part of the bizarre occult ritual, each creature is somehow unique, if not in appearance, then in abilities. Fortunately for the Storm Knights, the Josaltra aren't true "monsters" with the powerful abilities of other Orrorshan creatures.

Josaltra

DEXTERITY 12

Dodge 14, maneuver 13, swimming 16

STRENGTH 22

TOUGHNESS 18

PERCEPTION 10

Find 11, tracking 13

MIND 5

Survival 12, willpower 13

CHARISMA 4

SPIRIT 10

Intimidation 14

Possibilities: 4

Natural Tools: teeth (damage value STR +3/25), spines (damage value STR +4/26)

Note: When a Josaltra has been out of water for more than six rounds, the electricity imbued in its spines begins to spark. It may hurl electrical bursts with a damage value of 19 and a range of 30 meters (use *Dexterity* to hit, since it has no energy weapons skill).

The original Josaltra looks like an Other, but very bloated. Its spines appear rigid and sharp, and its mouth is filled with large, razor-sharp teeth. Depending upon your Storm Knights actions for the original dispatch, the

original creature may or may not still be around.

Due to the unusual occult ritual, each Josaltra is different. To determine individual differences, roll a bonus number (rolling again on 10's and 20's) and then apply the bonus as attribute points for the individual creature. Also, each creature's appearance is somehow unique — an extra tentacle, the creature has orange flecks around its mouth, or whatever. Each Josaltra has the ability to generate electricity as per the original creature.

Critical Event: Stopping the attacks on shipping and stopping Shearson's experiments is a *Good* result (6 or above). Not stopping the attacks is a *Bad* result (2 or below).

Rumors

1

The battle of the giant clans of Aysle is escalating. This much is known to be true: the Chamkatt tribe attacked and slaughtered many giants from the Polja tribe. After their "great victory," the Chamkatts moved on to the Tipperary area of Ireland.

Somehow, word of the massacre has gotten over the maelstrom bridge and to the rest of the Polja tribe. The blood feud, which has lasted over 300 years, is now being brought to Earth.

It is believed that a force of nearly one thousand Poljas are gathering and ready to descend on the bridge near Belfast. If the Poljas make it to Earth, all of Northern Ireland could be destroyed in the conflict.

2

Disturbing stories are coming from the Nile Empire. Mobius has moved a small number of his MB11-Nekata heavy bombers from airstrips near Hespera to air fields on the edge of the Israeli front.

While this front hasn't seen much fighting in the past few weeks, surveillance missions by brave Israelis and Jordanians have shown that several of the battlegroups are moving towards the front as well.

It is believed that the MB11's are being equipped with reality bombs. If

this is so, a few quick missions could help Mobius complete his conquest of the Middle East. The Israeli intelligence agency believes that Mobius will try to take the small nation first and sweep up the coast toward Lebanon. However, Jordan, Iraq and Saudi Arabia are massing their forces near the Gaza strip, but obviously an active defense of Israel is not their highest priority.

3

The first "public appearance" of Nippon Tech's fifth generation gospog was a resounding success for 3327. MarSec security agents and the pair of gospog successfully eliminated a group of Storm Knights near the Kanaawa Corporation's headquarters in downtown Tokyo. There was but one

survivor, and she has taken to the underground tunnels beneath the city.

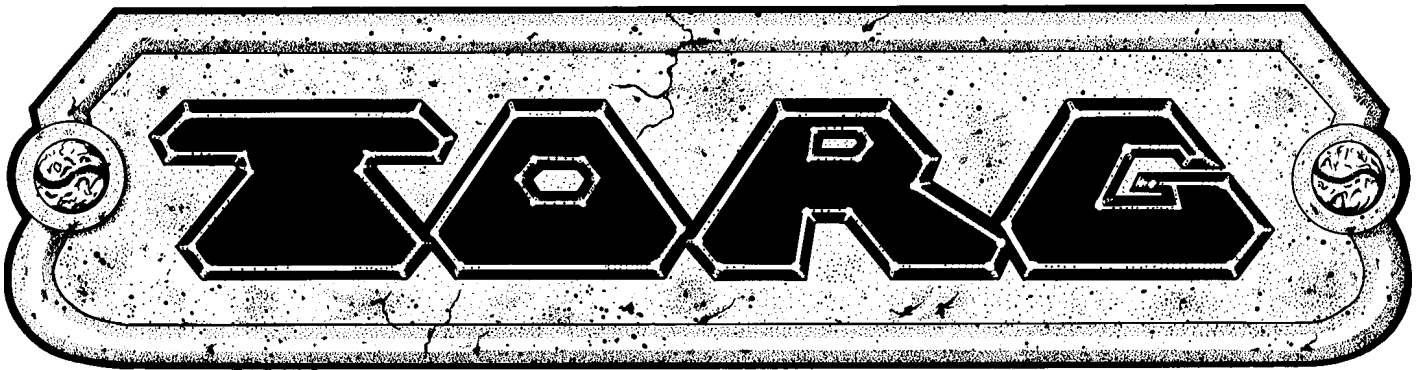
However, is there any truth to the rumor that she was wearing an Allied camcorder built into an earring? If so, she has valuable footage that could help prove that all is not as it appears to be in Japan. This footage, if distributed around the world, would also give groups of Storm Knights a chance to learn about the combat tactics of these creatures before having to face them in combat.

4

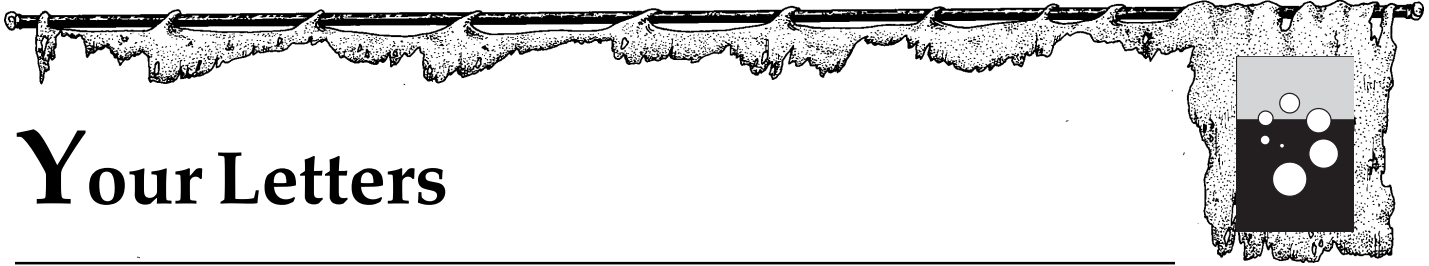
Mix marketing and the Living Land and what do you get? "Burger Rex," a chain of new fast food restaurants serving grilled — not fried — giant lizard meat. The cowboys (or "lizboys") of the southwestern U.S. are busy herd-

ing the creatures to slaughterhouses in the Arizona and New Mexico mixed zones. Armed with rifles, two-way radios, helicopters, horses and tra, the cowboys enter the mists searching for large herds of edible creatures. The most sought after creatures are carnol, grotuk, tra and udatok.

Although some people consider eating the Takta Ker lizard meat a distasteful proposition, the lower cost of the meat compared to beef has allowed the concept to become popular. Some supermarkets have even begun selling the meat alongside beef, chicken, pork and other traditional choices. The meat processing companies are downplaying rumors that some people have gotten violently ill after consuming giant lizard meat.



Your Letters



1. What exactly does "Nippon" mean? Who owns the Nippon building and Nippon Steel in downtown Tokyo?

2. Where can I find Baruk Kaah's stats?

3. Is the Aysle realm still draining Possibilities from Earth? If yes, does Ardinay know about it and what can she do to stop it?

4. Are the bridges from Osaka to Marketplace in plain view? How about the bridge from Sacramento to Marketplace?

— Joe Farrell
N. Merrick, NY

1. "Nippon" is the name by which the Japanese refer to their land. Thus a gamemaster character referring to Japan as "Nippon" does not necessarily mean he knows it's a realm now.

By this time, Kanawa probably owns both those buildings. The Nippon Building and Nippon Steel are actual places in Tokyo, by the way.

2. *Infiniverse*, issue #4, page 3.

3. Yes, it is. As long as the stelae are in place and the Darkness Device is active, possibility energy is being drained. To stop this, Ardinay would have to destroy her realm, something she is reluctant to do until the evils assailing this planet are expunged. After that, well, who knows, she may decide Earth people could use some guidance from the Ayslish ...

4. Nippon's maelstrom bridges are in their purest form, without the adornments that other High Lords attach. They appear as thin beams of light, and are extremely difficult to see. They tend to travel through cloud banks into the roofs of skyscrapers, to make them as difficult to spot as possible.

If a person loses a limb in the GodNet, does it affect his or her physical self, i.e., causes a character to limp, trouble picking things up, etc.

Would it be possible for a large group of people to temporarily stop time in a given area if they expelled mass amounts of possibility energy, or possibly slow time temporarily?

— Casey Childers,
Rex, GA

To answer your first question, Casey, probably not. Remember that damage done in the Net is mental damage, not physical damage. While there can be physical effects (a KOed character is unconscious outside the Net, too, and death is both physical and mental), wounds do not appear on the body to match those in the VX image.

As for the second, that sounds suspiciously like a group power, but one we've never heard of before. If it were possible to stop time, how would the characters know it, as they would be affected also? There are Ayslish spells which can temporarily freeze or accelerate time, but as yet no way to do it in the manner you described.

1. If a player or NPC makes a fairly successful intimidation or taunt attack against a foe, will the effect of this attack only last to the opponent's next action? Or will the effect last until the confrontation is over, or the opponent manages to clear his mind?

2. Shouldn't the edeinos be skilled in unarmed combat? The edeinos listed in the Living Land sourcebook do not have this skill.

3. Some of the invading cosms have several types of beings that it is possible to play. Aysle has humans, elves, dwarves, and so on. But shouldn't these races within these cosms also have certain maximum limits? For instance, the stalenger with its soft body and structure would probably not be as tough as a human or edeinos but it might be more dextrous. Dwarves might be tougher than an elf, but the

elf would probably have more charisma and so on.

4. My players think that the max damage on the Strength-based weapons are too low. Even an Ord will escape with only a few shocks if he is tough enough or has enough armor. So I suggest that all Strength-based weapons get their max damage value increased by +5 or so.

5. Some cards do increase the effect total in combat. Can this bonus that the card gives increase the damage of a Strength-based weapon beyond the max damage limit?

— Roger Myhre
Oslo, Norway

Let's start at the top:

1. Effects of *taunt*, *intimidation*, *trick*, *test* and *maneuver* attacks are operational only for the round following the one in which they made. The exception to this is the *player's call*, which can be used to cause an opponent to surrender.

2. Yes, it should (page 83 of the *Living Land* sourcebook). In addition, not all edeinos have the *reality* skill, only those who are Possibility-rated, and those that do would have it at a value of at least 11, not 9 as listed.

3. A very good point. Essentially, the only restriction (beyond general cosm limits) we make on the design of templates is that all starting characters have 66 attribute points. If you want to design an elf template with higher *Charisma* but limited *Spirit*, say, you can.

The main reason we did not do that is so that players can have more freedom in their design of characters. After all, some elven clerics might be very charismatic, while some warriors might not be. In addition, placing limits on various aspects of the characters of assorted races means a good deal more bookkeeping for beginning players to do when designing their charac-

ters.

4. Keep in mind that the max. damage values given for *Strength*-based weapons relate to the *set damage* that can be done with it, barring any bonus. For example, if you are a giant with *Strength* of 18, there's not much point in using a *Strength*+3 club with a maximum damage value of 19.

However, if a Core Earth character with a *Strength* of 9 takes the club and swings, generating a total of 31 for 10 bonus points, he can do damage value 22 with the club.

5. Cards can be used to increase both effect and damage values for any weapon.

I would like to see more information on the Living Land. I would also like to see a new realm based on post-holocaust reality. Finally, have you stopped distributing through Waldenbooks? I can no longer get any of your books anywhere in Great Falls, MT.

— Andrew Garrett,
Great Falls, MT

There are tentative plans for a *Creatures of the Living Land* book, but beyond *Space Gods* and *Tharkold*, no plans for another realm to land on Earth. As for Waldenbooks, yes, we certainly are still distributing through Waldenbooks (and B. Dalton as well). It could be your local store has just sold out, in which case you should speak to the manager about reordering.

If an undead (vampyre, mummy or whatever) disconnects, does it:

- 1) Turn into an inanimate corpse;
- 2) Turn into a living human being;
- 3) Remain an undead but lose its special powers;
- 4) Remain an undead, retain its special powers, but become bound by the axioms and world laws of the realm it's in.

Or what?

— Richard Byers
Riverview, FL

A question we've heard from a number of quarters, so here's the official line:

An undead creature, like a vampyre, which disconnects does remain an undead. However, it is unable to use its special powers (those listed on pages

Herald Messages

Deep within the Land Below, there lies a temple dedicated to Hyperios, a mathematician whom legend states demanded power from Isis — and got it. Legend also states that he will grant that power to anyone who can find the temple ...

— Dominick Riesland,
Milwaukee, WI

Angus Cage:
We need to talk!

— Mahound

I used to be just another bente, but look at me now! Transforming to Nile axioms was the best thing that ever happened to me!

— Captain Amoeba

Disaster! The New Minutemen believed the Machu Picchu sightings were connected with Huitzilopochtli's attempted return to this cosm. They nearly started a war between Latin America and the US. They are now wanted for espionage in almost all of North America.

— Andrew Garrett
Great Falls, MT

Rumors that Heketon has chosen a replacement for the Gaunt Man are surfacing in Orrorsh. But is the Gaunt Man about to break free of the Heart of Coyote, and why is Thratchen scrambling to hold on to power?

Stay tuned ...

— Mario Gintella
Shreveport, LA

Omegatron Destroyed!

In a daring raid on the palace of Dr. Mobius, the agents of the Golden Brotherhood destroyed the satanic device and freed its 63 captives. Also rescued were the Guardian, the Wraith and "Diamond" Jack Murphy. Their captor, the Prioress, was killed. Raid also exposed Deathhawk.

— *The Cairo Clarion*

The southern Virginia Living Land stelae has been replaced and is under heavy guard. Many Virginia and West Virginia inhabitants have gone up in flames after these repeated transformations. The Central City, NE stela was destroyed before it could be planted.

— Christopher Scott,
Windsor, MO

"And we would have gotten away with it, if not for those pesky kids and that darn werewolf!"

— Kibos, commenting on
"High Lord of Earth."

Red Wind is dead, and I have the True Cross. Now get out of my face.

— Orin-La, leader of the
Golden Brotherhood

Ninja Vampires aren't so tough!

— Ensign Egypt,
the Keefee Kommando

Yeah, right ... pass the bandages.

— Colonel Cairo, Scourge
of the Underworld

95-98 of the *Orrorsh* sourcebook). Its severe weakness ceases to apply, as does its True Death (this means that a horror can be truly killed by any means, rather than only using the method of its True Death). The monster also loses the ability to invoke the Power of Fear, as that is an Orrorshan world law.

If a character performs an action using a card from her hand, and then draws a new card that can be applied to that action, can she use the new card for that action? Can she continue to use new cards for this action until she draws a card she can't use for it?

— Daniel Pogoda,
Brooklyn, NY

If I understand your question correctly, the answer is no. Here is how the typical round goes:

1. Ed's character, a Core Earth secret agent, is fighting an edeinos. As *maneuver* is an approved action this round, he decides to try that.

Ed makes his roll and plays an *Action* card, which helps him beat the difficulty for a successful *maneuver*.

2. Having successfully performed an approved action, Ed draws a card, and it is another *Action*. That card cannot be applied to the maneuver he just performed, as that has already been completed.

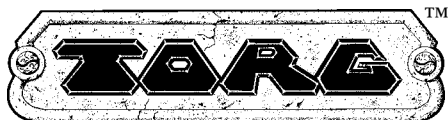
Remember that cards are only drawn at the end of a scene or when an approved action has been completed. Ed has to have completed the approved action which got him the card in the first place before he could draw one. ☒

INFINIVERSE™

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Greg Farshtey, Ed Stark (but no Bill Smith! Bill? Bill, come down from there...)



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As we emerge from the September, postconvention, post-Gorden-leaving, pre*Space Gods/Tharkold*, pre-Christmas editorial crunch, here is how things look, folks:

Halloween brings ghoulies, ghosties, and long-legged beasties in the form of *Creatures of Aysle*, our first book crafted largely by *Infiniverse* subscribers. We confidently predict contributors (and everyone else) will be blown away by this book.

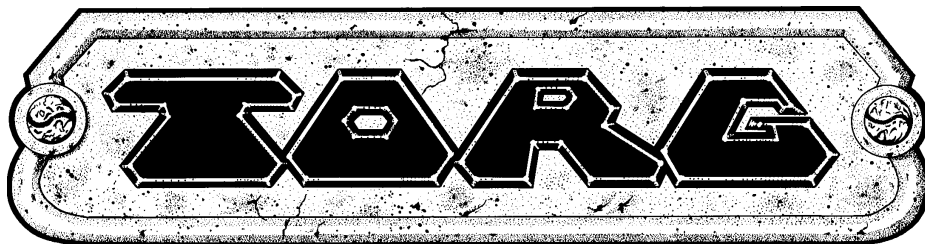
All that extra work on *Space Gods* ("Convention? Was I at a convention?") pays off in November, when the sourcebook hits the stands. It's new, it's different, and it marks a grand new phase in the Possibility Wars. Also in November comes *Kanawa Heavy Weapons*, guaranteed to give Storm Knights new and better ways to blow large holes in things.

Looking ahead, December means *Cylent Scream*, our latest adventure compendium, featuring the work of both veterans and newcomers to the gaming field.

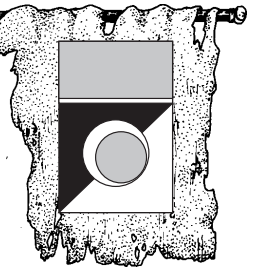
January brings Lou Proserpi's much-anticipated *Storm Knights' Guide to the Possibility Wars*, a volume we've very high on and one we think players and gamemasters alike will enjoy.

And February — hearts, candy, flowers, techno-demons ... um, well, yes, I suppose if you're feeling particularly romantic, you could snuggle up to one of the denizens of Tharkold. The demoniacal brethren of Thratchen and their hated human rivals will be on hand for the *Tharkold* sourcebook, by Greg Gorden and Paul Hume. Just in time for Valentine's (makes you kind of wonder what we're going to do for Arbor Day, doesn't it?)

Also in February, look for Shane Hensley's *Temple of Rec Stalek*. An edeinon worshipper of Death has designs on the office of High Lord of the Living Land, and Baruk Kaah is in his way ... but for how much longer? This is the first work by a very talented new writer, and could mean big changes in the realm of the Jakatts.



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #14

1. President Quartermain attempting to suspend 1992 elections for na-

tional security reasons. Good, strong and True (20).

2. Weird science submarines sinking Cyberpapal ships in the Mediterranean. Solidly True (17).

3. Dr. Sconce sewing gospog victims together to create a new horror. Maybe yes, maybe no — False (15).

4. Yakuza operative attempting to undermine Haragawa. Watch your back — True (19).

Continuing Report: Issue #13

1. Orrorshan mad scientist has discovered means of trapping human souls in marionettes. Storm Knights murdered by demonically-possessed compatriots. Flips to True (16).

2. Jeff Mills, creator of "Five Realms" game, fleeing the Delphi Council and currently in hiding in Oregon. Hope he likes pines — it's True (19).

3. Hypnotic billboard in Thebes forcing dignitaries to surrender classified info to Mobius. True (15).

4. Ninja vampyres stalking Tokyo. Nobody doesn't like ninja vampyres, apparently — a whopping True (40).

The Wrap-Up: Issue #12

1. Edeinos Storm Knight has unearthed the crown of King Pellinore, and roused the legendary Questing Beast. Both headed for the Cyberpacy. Ends at False (20).

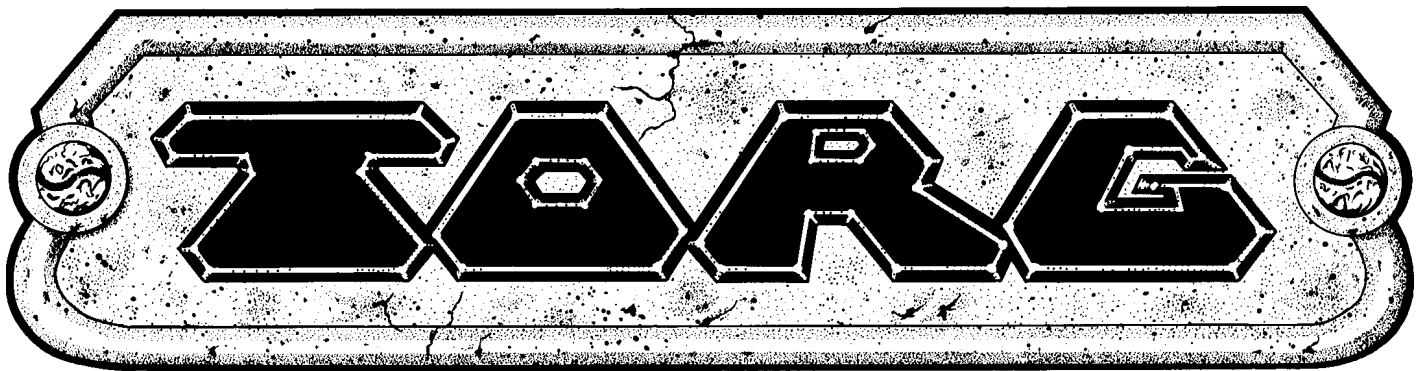
2. Victorian officials losing control of their bodies and slaying themselves, possibly as a result of the occult. A final jump to True (45).

3. A mysterious net-runner named "the Phantom" operating from a terminal hidden in the Paris Opera House. A slight rise to finish at True (20).

4. American media making celebrities out of transformed edeinos, through such avenues as *Things* magazine. Almost a great comeback, but False (16).

5. Members of Orrorshan Hellion Court convinced Tharkold plans a second invasion. Thratchen disturbed. We get the hint — True (75).

6. Soviet ambassador to Japan kidnapped by Mobius, who hopes to learn secrets of psychic powers. Mobius will be pleased — ends at True (18). ☒

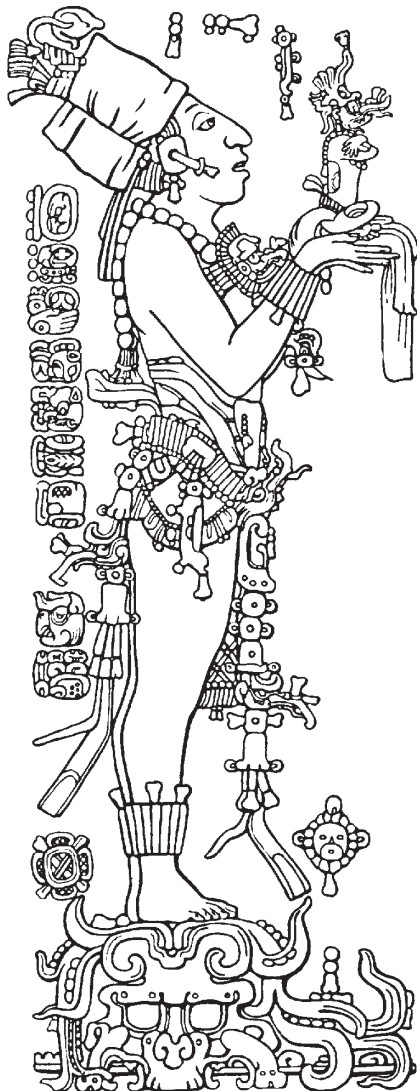


Space Gods Axioms & World Rules



Here's a quick preview of the *Space Gods* sourcebook, due out in November, and sure to change the face of the Possibility Wars forevermore:

The Akashan "Space God" realm possesses high *Social*, *Spiritual*, and *Technological* axioms, which make the use of psionic powers possible, and allow the philosophical concepts of



Zinatt, *Aka*, and *Coar* to have a profound effect on daily life. Bounded by reality trees instead of stelae, the realm of Akasha is a critical addition to the Near Now.

The Four Axioms

The rules that govern the reality of Akasha are called *axioms*. Like other cosmos and realms, Akasha has four basic axioms that govern interaction between the living and the nonliving. These axioms are *Magical*, *Social*, *Spiritual*, and *Tech*. In *Torg*, each of these axioms is rated on a scale of zero to 33 (zero representing a low development; 33 representing the highest development possible). When a character, creature or thing crosses the energy lines surrounding the two realms, he, she, or it is no longer subject to the axioms of Core Earth.

Below, each of Akasha's axioms are described. In addition, see *Everlaws and Axioms*, pages 91–102 of the *Torg* Rulebook.

Magical Axiom: 7

The Akashans have little knowledge of magic, even though their axiom set supports a low level of magic use. Within the Star Sphere, magic is practiced by few races; the relatively small *Magical* axiom has prevented sorcery from becoming more than an esoteric pastime. Magic is extremely difficult to manipulate and of limited usefulness. Alteration magic is only available through rituals, and the effectiveness of psionics has limited the development of divination magic.

Social Axiom: 27

The Akashans have a very high *Social* axiom (27), which supports their form of government. The High

Council's stated aim is to eventually see representative governments established on all the client worlds.

Their history as shepherds to other races has colored the Akashan's policies toward neighboring worlds. The Akashans live in harmony with one another, and believe that this harmony is the natural and correct state of being. Akashans are occasionally heavy-handed when dealing with other races. The *Coar* Akasha believe they know what is best for all the races in the Star Sphere, and that it is their duty to elevate the other races to the level the Akashan's enjoy. It is possible they are right, but some other races would rather find their own way than be put on the "correct path to enlightenment" by the Akasha.

Within the Star Sphere, many races operate on social levels far less structured than those of the Akasha. The Akashans hope that one day these races will achieve the total democracy that they themselves enjoy.

Psionics

Linked to the *Social* axiom, psionics are a mainstay of the Akashan way of life. Over 50 percent of all the species of the Star Sphere possess psionic powers, and, with these powers, many social problems have been avoided. Still, psionics are not a perfect tool, nor does everyone have access to their use, but they do contribute to life within the Star Sphere.

Spiritual Axiom: 13

The cosm of the Star Sphere has a high *Spiritual* axiom that recognizes all deities as facets of Apeiros or the Nameless One. As such, there is no dominant mythos — all religions can exist freely within the spiritual axiom.

Miracles are fairly plentiful, but usually not as "miraculous" as those

found in other cosms. The *Spiritual* axiom also allows the Akashan beliefs in the concepts of *Zinatt*, *Aka*, and *Coar* to have a dramatic effect on the way skills and psionic powers are used (see *Alignment*).

Technological Axiom: 30

The technology of Akasha is markedly different from that developed on Earth. The Akashans make use of the science of biotechnology, which employs latent possibility energy to create tools and equipment from living organisms. Nanotech and bioengineering have combined to produce living factories and tools that can modify or repair themselves. Equipment is powered by a being's internal energy or vitamin/mineral packs. The Akashan's technology is "clean"; it causes no damage to the environment and returns to its natural components when no longer needed. Even the Akashans' lightships and geomantic shuttles are constructed of living tech.

Comaghaz hosts are far less scrupulous about the type of equipment they use, caring only that Sarila's commands be carried out as quickly as possible. Their gear often leaves behind waste by-products and pollutants, often causing direct harm to the environment. They have no compunction about making use of fossil fuels, fission and explosive gases to drive their vehicles and vessels. Comaghaz

weaponry is designed to cause physical damage not only to its targets, but also to the environment. Chemical and biological weapons are frequently used by the Comaghaz.

The Star Sphere spans all levels of technological development. As such, all lower levels of technology are supported by the *Technological* axiom. Core Earth, Cyberpapacy and Nippon Tech equipment works perfectly well under the *Technological* axiom of the Akashan realm. The many species representatives brought to Earth by the Akashans have their own levels of technological advancement and their own varieties of equipment.

Attitudes towards Technology

Even though Akashans have access to fantastic equipment and biotech organisms, and even though this equipment does no harm to the environment, most Akashans tend to do things by hand if they are able. They believe that working without much equipment brings them closer to the environment and to *Zinatt*.

They are not fanatical about this belief and, as war grows in the realms, they are beginning to see this mode of living as a luxury. More and more, they are interested in devising new and better biotechnologies to combat the growing threat of the Comaghaz.

Among the Comaghaz, the attitude is entirely different. Being a scientist, Sarila believes in the "right tool for the

right job," even when that tool may be more destructive than is necessary, and she has imparted that philosophy to the group mind she controls. While somewhat shortsighted, this approach has been lethally effective against many planets in the Star Sphere.

Disconnection

Although Akasha's reality is non-destructive, it is possible for those of other realms to disconnect in Akasha, as well as vice versa.

The "Link Difficulty Chart" shows the reconnection totals needed for the "Space God" realm.

The World Rules of Akasha

In addition to the four axioms, the Star Sphere cosm and the Akashan realm has a number of specialized world rules that further differentiate it from other realities. The basic axioms function as reality limits within the realms, while the world rules define how the realms work within those limits. As with the basic axioms, anyone who crosses into Akasha becomes subject to the world rules immediately, unless she is possibility-rated and carries her reality with her.

The Law of Religious Compatibility

As the Akashans believe all religions are part of the cosmverse and contain elements of Apeiros and the Nameless One within them, there is no dominant mythos. Characters from different religions may work together to perform miracles, and miracles may be successfully performed on members of other religions without a spiritual struggle occurring (see page 124 of the *Torg Rulebook*).

The Law of Acceptance

One of the most powerful laws in Akasha and the Star Sphere is the *Law of Acceptance*. Unlike most cultures, as Akashan culture evolved, it did so on

Link Difficulty Chart

Akashans in Other Realms

Character is in:	DN
Core Earth	11
Living Land	25
Aysle	16
Nippon Tech	10
Cyberpapacy	12
Orrorsh	13
Nile Empire	12

Characters in Akasha

Character is from:	DN
Core Earth	3
Living Land	12
Aysle	13
Nippon Tech	3
Cyberpapacy	7
Orrorsh	11
Nile Empire	8

the basis of first accepting the unknown, and then coming to understand it. Few cultures have been so able to assimilate others' beliefs into their own structure. This belief is tied into the philosophy of Zinatt and is so ingrained into every Akashans' psyche that it has become a world law. Even Sarila, in her mad desire for conquest, accepts this world law. She accepts the ways of others and then perverts them for her own ends.

As a result, when in the realm of Akasha, characters from other realms are not only subject to the world laws of that realm, but to their own as well.

Example: *The Silver Scarab is trying to locate a missing person last seen entering the realm of Akasha. Since the Scarab is from the Nile Empire, he is usually subject to the Law of Action (among other Nile world laws). However, outside of the Nile realm, use of these world laws would create a contradiction. But upon entering Akasha, the Storm Knight can abide by the world laws of his home realm and those of Akasha without fear of a contradiction.*

The Law of Acceptance allows characters in Akasha to operate by their own world laws (and the laws of Akasha) while they are in the realms without causing a contradiction. Their world laws do not supersede the laws of the Akasha, nor can they be used against a native of another cosm.

Example: *The Scarab finds the person he was looking for, a Core Earth reporter named Tina Rey. The Scarab believes that Tina has joined the Sons of the Soil and is spreading biased media stories about their activities in and around Akasha.*

But he isn't sure. Tina says she is simply reporting the facts, and that the Scarab should mind his own business. The Scarab, however, has an Alertness card, and he wishes to make an Inclination check to see if Tina is Good or Evil. His player asserts that, because the Law of Acceptance makes the Silver Scarab subject to his own world laws as well as Akasha's world laws, he should be able to do this.

He's wrong. The Scarab still functions under his own cosm's laws, but only as it pertains to himself and others of his cosm. If Tina was a Nile hero (or villain), the Scarab could make the check. As she is from Core Earth, and has no inclination herself, he's stuck.

The Law of Acceptance only affects world laws, not axioms. If something is not governed by the axioms of Akasha, it can cause a contradiction, just like in any other realm.

Example: *Disappointed by his inability to determine Tina's Inclination, the Silver Scarab turns to his friend, the Scarlet Mage. The Mage is an Ayslish Storm Knight who just happens to possess Azzerack's truth tell, a spell that forces its victim to answer a question truthfully. The Scarab figures that, if the Mage throws the spell on Tina, they can get to the bottom of the mystery.*

The Scarlet Mage agrees to throw the spell, but she reminds the Scarab that she could disconnect while casting it; the spell is axiom level 10 (it actually conjures forth the truth from the subject) and the Akashan realm has a Magic axiom of 7. Since the ability to cast magic stems from the axiom limits and not from Aysle's world laws, the Mage can cause a contradiction.

If, however, the Silver Scarab could come up with a weird science gizmo that would act as a lie detector, this would not place him in peril of disconnecting — the ability to use weird science is a world law, not an axiom measurement.

The Way of Zinatt

The way of Zinatt is more than just a philosophy; it affects all actions taken within the realm and cosm of Akasha. The concepts of Aka and Coar actively govern how possibility energy may be harnessed and used. All Akashans strive for enlightenment through these forces, but there are always those who are aligned so far to one side or another that they lose sight of their true goal. Alignment is used to keep track of how great a character's connection is to the three major Akashan belief systems.

Aka

Aka-aligned characters are more introspective, looking after their own personal needs and "minding their own business." They are very individualistic and tend to refrain from any kind of group action. They prefer to find nonviolent solutions, or not take any action at all. Aka emphasizes meditation and introspection very strongly.

Aka Principles

Inner
Inverted
Individual over All
Precise control of oneself
Creation for the Sake of Creation
and/or the Individual

Aka-aligned characters gain the following benefits from the Aka philosophy:

- They gain a +3 bonus modifier when performing the following skills:

Dexterity

Acrobatics
Biotech weapons (only for active defense)
Dodge
Energy weapons (only for active defense)
Flight
Melee Weapons (only for active defense)
Prestidigitation
Running
Swimming
Unarmed Combat (only for active defense)

Strength

Climbing
Lifting

Perception

Disguise
Language
Mathematics (Nile Empire skill)
Meditation (Nippon Tech skill)

Mind

Artist
Business (Nippon Tech skill)
Willpower

Charisma

Charm

Spirit

Faith

The +3 bonus modifier is lost if the character is *stymied* or *setback*.

- *Aka*-aligned characters may use a Possibility to remove four packets of damage rather than the usual three (see page 18 of the *Torg Rulebook*).

Example: Tina is Aka-aligned. She is in the blast radius of a grenade and suffers a 2Wnd KO 5. She can remove both wounds, the K-condition, and three shock points with a single Possibility.

- *Aka*-aligned characters may not receive any cards from other players as the result of *leadership* cards. They may not give or receive the benefits of a *supporter* card.

Coar

Characters who are aligned to *Coar* believe that aggressive assertion of one's own will is the way to true enlightenment. They also believe in putting the group before the individual as a societal norm, and are very much in favor of the Akashans acting as *pultaaks* for other worlds. This is the oldest philosophy on Akasha, and dominated that world prior to the disaster on Earth. After that, Akites split away from the *Coar* group, and *Zinatt* was born as a compromise between the two.

Many species of the Star Sphere, believe *Coar* to be the correct road not only to enlightenment, but power.

Coar Principles

Outer
Extroverted
Group over All
Action
Right of Superior to Guide Inferior
Destruction for the Sake of Destruction and/ or the Group

Coar-aligned characters gain the following benefits from the *Coar* philosophy:

- They gain a +3 bonus modifier when performing the following skills:

Dexterity

Beast Riding
Biotech weapons
Energy Weapons
Fire Combat
Heavy Weapons
Maneuver
Melee Weapons
Missile Weapons
Unarmed Combat

Perception

Find
Track

Mind

Test of Will

Charisma

Taunt

Spirit

Intimidation

The +3 bonus modifier is lost if the character is *stymied* or *setback*.

- *Coar*-aligned characters may use a Possibility to remove only two packets of damage rather than the usual three (see page 18 of the *Torg Rulebook*).

Example: Scuzz is Coar-aligned. He takes a hit and suffers a 2Wnd O 4. He can remove two wounds, or a wound and three shock points.

- *Coar*-aligned characters may "buy" cards from other *Coar*-aligned characters. The purchasing character spends a Possibility, which is transferred to the "selling" character. The selling character must agree to the sale of the card. If the action is in rounds, the cards purchased must be in card pools. No more than three cards may be purchased in this way in a single round, and all cards purchased must immediately be played in support of an action.

Zinatt

The ideal for most Akashans is to achieve a state of *Zinatt*, in which all of

a character's actions are performed to bring accord and harmony, and to achieve communal ends which benefit all members of a group equally. In the Star Sphere, this is a relatively new, but popular, concept. It has only existed for the last few centuries. All holders of the office of Rotan must be followers of *Zinatt*.

Zinatt Principles

Balance
Unity
Community for All
Vitality
Harmony of Creation and Destruction for Enlightenment

Zinatt-aligned characters gain the following benefits from the *Zinatt* philosophy:

- They gain a +3 bonus modifier when performing the following skills:

Perception

Evidence Analysis
First Aid
Medicine
Scholar

Mind

Mindsense
Survival

Charisma

Persuasion

- *Zinatt*-aligned characters gain the ability to *restore the balance*. They may counter *Coar*-aligned characters performing *Coar* actions by performing *Aka*-aligned actions. *Zinatt*-aligned characters may counter *Aka*-aligned characters who are performing *Aka* actions by performing *Coar*-aligned actions.

Actions which *restore the balance* receive a +3 bonus modifier. If the *Zinatt* character's skill total is higher than the skill total of the *Aka* or *Coar* character, the result points are read on the *Taunt/Trick* column of the *Interaction Results Table*. ☒





Dispatches and Rumors

ispatches

1

"Four strange beings visited a gin joint on Bleaker Street in Cairo last week — and trashed it.

"Arriving at about 10:30 pm, the three men and one woman gave the proper password, walked into the joint, and started to calmly ask questions of the patrons and the pub's owner. The manager, who survived the attack with only a broken collarbone and a fractured hand had this to say:

'They walk in my ... restaurant, neat as yah please. I guess that shoulda been my first clue. Ten-thirty in Cairo, nobody's neat an' tidy; everybody who comes in looks like they been walkin' behind a camel-cart th' whole day.

'Anyways ... they walk in an' ask "Where's the Silver Scarab?" "Where's the Whisper?" "Where's Colonel Cairo?" — as if any o' me an' mine'd know where them fancy-shmancy heroes might be.

'Well, then the trouble started. But who's fault is that? Come into a downtown gin-joi ... I mean *restaurant*, an' start askin' questions like that. You're just askin' t' get a chair broken over your head.'

"That, apparently, is what happened next. One of the patrons attacked one of the four from behind with a chair, while another seized the female of the group from behind.

"Then all hell broke loose. When the authorities finally arrived, there was no trace of the four, but the joint

had been totally destroyed. There was evidence that some sort of energy weapon had been used on the scene, but, as usual in the back streets of Cairo, only the victim was a witness."

—Reprinted with permission of *The Cairo Clarion*, October 13, 1991

If the Storm Knights decide to investigate this strange event, they can go to the gin joint and question the manager.

Even though the place was pretty much destroyed, the owner apparently has enough "outside interests" to reconstruct the establishment. When the Knights arrive, "Harry's Place" is back in business.

The Knights will have to question Harry, and the one or two other witnesses to the attack if they want to get anywhere. They will, most likely, provoke another fight if they aren't extremely careful, and they will be sold (nothing's given away) lots of misleading information along with the following truths:

- The attackers acted perfectly calm all through the fight;
- They displayed unusual, if not superhuman, physical prowess and stamina;
- One of the witnesses, a drunk named Willy, swears that after one got hit with a barstool, he looked "like a giant spiderrrr;"
- They were unusually pale;
- The female used a ray gun on a patron who drew a gun.

Over the next few nights, these occurrences continue. The four walk into gin joints, restaurants, and even a small police station and repeat the performance. Nobody knows where the heroes are, and the four continue the search.

The goal for the Knights is to track down the four strangers and stop them from wrecking Cairo. This will be difficult, as they seem to vanish after each attack. While they have yet to actually kill anyone, they have put several people in the hospital.

As the Knights go along, they will be given clues to their quarry's identity — the four are Terran Martians (see page 108 of *The Nile Empire* sourcebook for details and statistics). When the Knights investigate, supply clues to their identities slowly, and provide a situation, after they've figured it out or been hopelessly confused, for them to encounter the Martians.

The four are, they believe, the last of a team of scouts sent down the maelstrom bridge from Terra. Since they are the last, they think it is their job to go home and report. They've been desperately seeking the heroes, because the four have heard the three men have found a way back to Terra.

If the Knights find and stop the Martians' rampage, the four will join up with the Storm Knights (all four are possibility-rated) for as long as it takes to find the heroes they are searching for. This is a *Good* result (6+). Killing all the Martians (the Martians can understand one or two casualties) or so alienating them that they wouldn't join the group is a *Bad* result (2-). Not finding the four is also a *Bad* result.

Gamemaster Note: If the presence of four Terran Martians acting as non-player characters in your Storm Knights' group seriously unbalances your campaign, feel free to eliminate some without making the Knights responsible. One way is when the Knights "find" the Martians, the four are in a battle with pulp villains who were also lying in wait. The four have taken casualties (one to three) and the Knights arrive just in time to save the survivors.

In the city of Liverpool, in the United Kingdom, a young mage has just passed the entrance exam for the local Magician's Guild — with flying colors.

The entrance exam is the following:

"Within four months, come up with a useful spell that shows your understanding of and your adeptness with the Laws of Magic. The spell then becomes part of the Magician's Library and you become a member of the Mage Guild of Liverpool."

The young magician, a transformed Core Earther named Freida Robertson, concocted the spell not in four months,

but seven weeks. While this is not the fastest a spell has ever been produced by a young mage, it is definitely one of the most powerful. Add to that the fact that Ms. Robertson was not originally of Aysle, and you have an extraordinary occurrence.

Naturally, the magicians of Liverpool were eager to sign on the young mage and add her spell to the library. But something went wrong. On her way from London back to Liverpool, Freida Robertson disappeared.

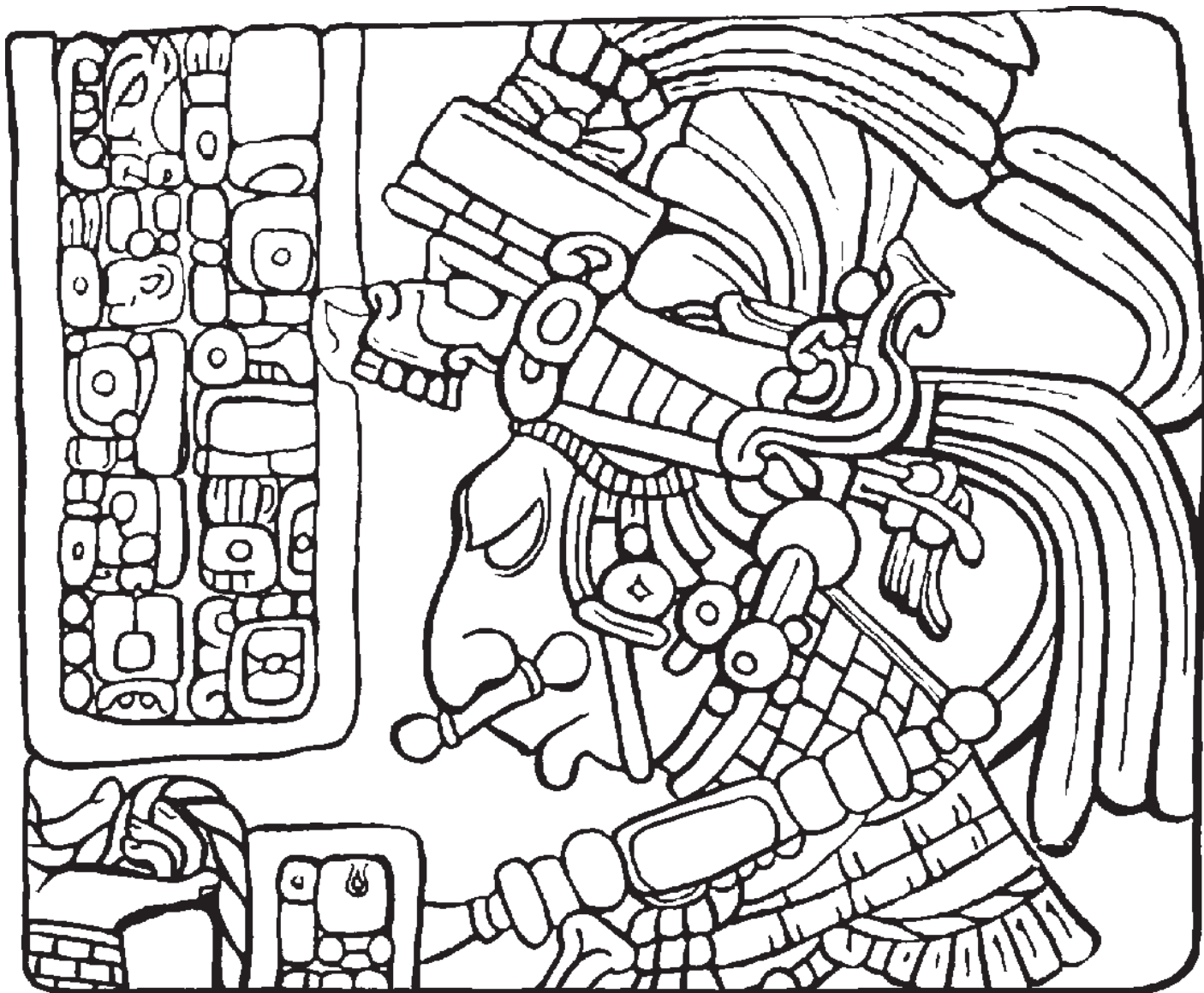
Rumor has it that Ms. Robertson was abducted by the forces of the Dark. Her last known location was an inn called the "Call to Arms," located about midway between Liverpool and Lon-

don.

If the Knights go to the inn, they can question the innkeeper, the local guard, and the residents. Since this area is in the Light, most of the people are helpful and friendly — but nobody really knows anything. Freida left the inn about six in the morning a week before, but did not arrive at her next stop that evening.

When the Knights trace the route Ms. Robertson took, they will need to make six *tracking* totals. The Knights need to find where Freida left the road.

If the Knights obtain an overall average of totals exceeding 12, they are able to determine where the attack occurred. They see several slightly scorched trees, a few holes in the road,



and a few broken weapons. Making two more *tracking* totals of 10 or higher, the Knights are able to follow a trail up to a cave.

Inside the cave are six second-planting gospog and one third-planting gospog (see the *Aysle* sourcebook for details). They are hidden in the caverns, waiting for any pursuers. If the Knights defeat the gospog, they can search the cave and find several items that belonged to Freida Robertson: a suitcase, a hand mirror (broken) and a set of fiction novels.

There is also a strange object on the floor. It looks like a circle drawn with chalk but, if one of the Knights touches it, it is revealed as a solid object. It is two meters in diameter and weighs almost nothing. Anyone making a *divination* magic skill total of 10 or higher knows it is some sort of magical construct, and anyone with an *apportation* total of 14 or higher realizes it was used to *teleport* someone away — to a specific location. No one knows how to activate it.

If the Knights defeat the gospog and find the loop, they get a *Good* (6+) result. Any other result is *Bad* (2-).

3

Just last night, a group of Sun Kings and Sun Queens crashed a costume party held in the offices of a Paris publishing house. Little is known about the group except that they are well armed, extremely well organized, and led by Louis XVII and his two lieutenants, Louis XXI and Marie.

The gang has taken the party-goers hostage and is demanding one hundred million Francs in gold, silver and jewelry be delivered to a drop location outside of the Paris city limits. The local government wishes to get the publishers and their guests out of the building (the party was held on the top floor of a twenty-six floor skyscraper), but refuses to pay ransom. The Sun King leader has vowed to kill one party guest each hour if his demands are not met.

There are several disadvantages to the Storm Knights' rescue attempt: the gang is very cyber-enhanced (especially the leader, who is on the verge of going cyberpsychotic); there are at least three gang members per Storm Knight

(interspersed strategically about the building); and the party guests are all dressed in costumes similar to the Sun Kings and Queens.

Rescuing the guests and driving off the gang members is a *Good* result (6+), while allowing Louis XVII to kill off guests or extort money from the Parisians is a *Bad* result (2-). The Sun Kings and Queens are all heavily armed, but only their leader and one or two of them are Possibility-rated and are thus afraid of disconnection. If the Knights can separate them from their leader (or, better still, from the guests) they may choose to flee for the Cyberpapacy without extracting their extortion money or revenge.

4

Certain private interests in the city of Sacramento have set up a profit motive for revenge. After the "Miracle of Sacramento," the returning Core Earthers (and the Nippon immigrants) have been rebuilding the city and driving the Living Land creatures from the surrounding mixed zones. Now, the city is reasonably safe from the Living Land, and the "hunts" have died down in the mixed zones.

But that does not appear to be enough for someone. Recent reports have stated that independent financial trusts have been set up to fund and reward "edeinos hunts." As far as the Storm Knights can gather, the offers stand at one thousand dollars per edeinos head and one hundred for any other Living Land creature.

To the impoverished majority of Sacramento residents, this is a godsend. Desperate men and women have taken up arms and are going into the mixed zones — and sometimes beyond — to hunt the edeinos.

Unfortunately, the hunters often do not distinguish between transformed edeinos and Living Land edeinos. In fact, many prefer the former (they've lost access to the miracles of Lanala and are often poorly equipped and alone).

The Storm Knights have heard that a fellow Storm Knight, a renegade edeinos (with Nippon axioms) named Gathka Hoshi has been captured by a group of hunters in the mixed zone just north of Sacramento. He is being

tortured and abused by his captors (a gang called the "Sacramento Satans") in the hopes that he can lead them to more prey.

Currently, the Storm Knight is being held in a bar in the mixed zone, along with several patrons and the owners (who just happened to be in the way). If the gang members can't get him to help them find more edeinos, they'll kill him soon. There are at least two gang members per Storm Knight, and the leader and his lieutenant (at least) are Possibility-rated.

Red Caspian, Gang Leader

DEXTERITY 12

Dodge 15, fire combat 14, maneuver 14, melee 17, stealth 13, unarmed 14

STRENGTH 11

TOUGHNESS 10

PERCEPTION 8

Trick 14, land vehicles 12

MIND 9

Survival 14, test 13

CHARISMA 9

Taunt 14

SPIRIT 8

Reality (Core Earth) 13, intimidation 15

Possibilities: 2 per Storm Knight

Equipment: Spiked chain (damage value, STR+4/15); studded leather jacket (armor value, TOU+4/14); large knife (damage value, STR+3/14); .44 S&W Magnum (damage value 17, ammo 6, range 3-10/15/40); cigarettes; lighter

The Knights have to sneak past the perimeter guards (or eliminate them) and rescue the patrons and the edeinos. If they succeed, they get a *Good* result (2-) and find out (from the edeinos) that the Delphi Council and certain Kanawa subsidiaries put up the money for the trust. If the edeinos is killed, or just not rescued, or if most of the bar's patrons are killed, the Knights get a *Bad* result (2-).

Rumors

1

More problems for Pharaoh Mobyus!

As if contending with Terran and Nile Empire heroes, Israeli freedom fighters and scheming Overgovernors

was not enough, now the mad Doctor has a new foe to contend with — public embarrassment.

Radio and newspapers are staples of entertainment and information among the citizens of the pulp realm, but their favorite media enjoyment is film — Saturday matinees, Friday night premieres, and mid-week afternoon festivals are the true “opiate of the masses” in the Pharaoh’s realm. But, as one might expect, these entertainments give rise to some “less wholesome” activities. Namely, there has been a rash of “stag” films circulated in the Cairo and Memphis districts. Normally, this would not concern the villainous Pharaoh, but these films have a special star ...

A man dressed only in a very good imitation of the Pharaoh’s hood.

Dr. Mobius has yet to comment.

2

An Orrorshan occultist of extreme power has come to Aysle. Perhaps she is seeking refuge from the Power of Corruption, or maybe she is trying to fill the High Lord vacancy of the realm. Whatever her reason for being in Aysle, she is already causing terrible trouble.

Using her occult magic, she has managed to capture several magical creatures of Aysle and is conducting experiments on them. Apparently, she is trying to “infect” them with the horrible abilities of Orrorshan monsters.

Rumor has it that she has, so far, been less than successful. Her experiments have killed or maimed most of the poor creatures, but there is one fearful exception. It is a creature that, with its natural abilities, is terrible enough. But, after being transformed to the Orrorshan reality (the occultist invoked a reality storm), it is a horror in its own right. It is the “*necrolepus vampirum*” — also known as the vampiric death bunny.

3

Baruk Kaah is on the ropes. Constant defeats and setbacks have hurt the High Lord’s standing among his

people. While the Jakatts and their allies have not organized for rebellion, there is considerable grumbling among the creatures of the Living Land.

Some say that Kaah has betrayed the tenets of Lanala by bringing them to this dead world. Others feel he is not favored by the goddess, and that is why they are not conquering the “soft hides.” There is even a rumor that some edeinos, heartily sick of Baruk Kaah and his leadership are starting to look to another, more adaptable, leader.

4

With continuous warfare on the eastern front, sabotage from the south, and indecision from the north, Cyberpope Jean Malraux I has had less luck than he’d hoped for in the initial invasion of Earth. Naturally conservative, the Cyberpope has been content to dominate his existing realm before expanding further into Core Earth — with one notable exception in Canada.

Unfortunately, this conservative doctrine worked. Within the realm, cyberdeckers, Core Earth Storm Knights, and Paris Liberté have remained undefeated for too long. The people are starting to talk about the Cyberpope’s “infallibility” — in less than glowing terms. It does not help that even Malraux’s home cosm of Magna Verita is dissatisfied.

But Malraux is not ready to throw in the crucifix yet. Sending missionaries to South America, the Cyberpope has had little resistance to his efforts in setting up a supply center of raw materials, and his bridge in Quebec is, so far, safe from opposition. Within the realm, the Cyberpope has assigned his HOGs the mission of coming up with a devious plan to match the cleverness of his opponents. Whether they succeed or not remains to be seen.

5

With the publication of the *Kanawa Personal Weapons* catalog and the upcoming *Heavy Weapons* catalog, the Kanawa Corporation — and

Hachiman Arms specifically — has made quite an impression on the forces fighting the Possibility Wars. Where before, realms with low *Social Axioms* have not had access to mass-market goods, now all the armies within each realm are able to purchase weapons on a grand scale.

As a result, Armies of the Light and Dark in Aysle are better equipped than ever before, Orrorshan Victorians have access to greater numbers of “their” kind of weapons (even though they believe them to be of “inferior quality”), and those fighting the War or defending their homes have much greater access to much more powerful weapons than ever before.

For Hachiman, this has resulted in unprecedented profits — and some unexpected trouble. It seems that some people take offense at Kanawa’s neutrality — they don’t appreciate weapons being sold to the “other side” as well.

Recent reports state that some ships entering the realms of Aysle and the Nile Empire, and some planes entering the Cyberpapacy, have been inconvenienced, sabotaged, and even attacked — by both sides in the conflict. Kanawa has not responded to these attacks, except to send new shipments with more armed guards.

6

While the city of Los Angeles still remains free from the dominion of any realm, its position near both the Living Land and western Nippon Tech has not improved its society one bit. Gang warfare is on the rise, spurred by influxes of ethnic and alien refugees.

Recently, the police and civil order departments have been hard-pressed to keep the citizens of Los Angeles from killing each other. It is rumored that there are small gangs of serial killers within the city, organized to better elude the police. While this has not caused any mass exodus from the city, it does worry the local law enforcement community. ☒

Your Letters

The Orrorsh sourcebook is a crowning achievement, and nicely rounds out the "classic" six realms. Whenever I finish a sourcebook and I'm still excited about it and want even more info ... then I feel you've done an awesome job.

1. During character creation, attribute points may be used to increase a Nile character's power action value. Once the campaign begins, can a character spend Possibilities to increase a power? It appears that increasing powers would be done at the same cost as increasing an attribute (i.e., triple the cost of a skill add).

2. In the Torg World Book, it states that Nile characters may have one attribute rated at 14. However, the Nile Empire sourcebook does not seem to mention that. Is this an omission?

3. Charm person works on TOU size 10 or smaller. Since anyone can have a TOU greater than 10, the spell will not work on them. Is this what you intended?

4. In a recent Infiniverse, I felt you were rather flippant about external gender differences between male and female edeinos. I feel my players deserve to know what the differences are, if any. And if there aren't, how do they tell the difference?

5. Allen Nunis is the most incredible Torg illustrator you've yet published. His full page edeinos illustration in Operation: Hard Sell just blew me away. Any chance of him doing Tharkold?

— Martin Wixted,
Boston, MA

1. Good guess, Martin. Yes, power action values can be increased using exactly the formula you listed.

2. That was an omission from the Nile sourcebook (though not from some templates therein). Yes, Nile characters can have a single attribute at 14.

3. A slight misunderstanding here. Pixaud's *Practical Grimoire* states that charm person works only on beings man-sized or smaller who speak the same language as the caster. However, the difficulty number of 10 for the spell does not relate to the target's Toughness. A ninja of average height with a Toughness of 13 can still be targeted for a charm person spell, providing he speaks the same language as the caster.

4. They don't. An edeinos would know (as a simple action) whether another edeinos was male or female. There are no external differences that would tell a non-edeios what the gender of a particular specimen might be.

5. Would you believe, Allen will be drawing all of *Tharkold*? In addition, Mr. Nunis did all the illustrations for the *Space Gods* sourcebook, due out in November.

In the latest Infiniverse realm update (issue #14), the Germans' Operation Central Fire is outlined. It is stated that at least 5000 casualties are expected among French nationals due to transformation ... But between the surge of possibility energy and transformation when the stelae is pulled up and the one when it is replaced, the deaths due to transformation could range upwards from 2 million.

The only other thing that wasn't mentioned in the outline of Operation Central Fire is a beneficial bonus effect — when the reality of Core Earth reasserts itself, the maelstrom bridge at Avignon will be destroyed. This brings up another question — since the Cyberpapal Darkness Device is no longer connected by a series of maelstrom bridges (to Magna Verita, then from Magna Verita to Quebec) to the realm in Quebec, will that realm revert to Core Earth reality?

— Michael C. Levay,
Roscommon, MI

The 5000 transformation figure was arrived at by Greg (Lord of the Still Waters) Gorden based on the fact that only an hour at most will pass between the time the central stelae is pulled up and when it is replaced.

As for the bridge in Avignon, yes, there is a very good chance it will collapse. But Quebec? No — keep in mind that (a) all bridges to Magna Verita could come down, and the realm would remain extant; and (b) despite losing the bridge in the Western Land, the reality of Baruk Kaah's realm remains firmly in place in the Eastern Land.

1. Do victims of the Orrorsh power life drain lose the number of Possibilities that are drawn from them?

2. Can a Storm Knight wear the Rijato Battlesuit?

3. When a Storm Knight has a "transform" result on the Reality Storm table, does he succumb to the axioms of the victor only on a roll of 1?

— Scott Mitchell,
Chicago, IL

1. No. *Life drain* attacks an attribute, not one's well of Possibilities. The attacking creature gains a Possibility as a result of the power for every five points of attribute he drains (keep in mind that the attribute does not actually go down). At this point, only Ayslish Storm Wraiths are capable of attacking and draining Possibilities in a vampiric manner.

2. No. The insides of the Rijato Battlesuit are so clogged with sophisticated machinery that there is no room for a being to fit inside it.

3. No. A character is instantly transformed to the axioms of the victor in an invoked reality storm. However, he must a contradiction check to determine if he is physically transformed as well — on a 1, that takes place.

Congratulations on the Orrorsh sourcebook. It was everything I hoped it would be. But it did leave me with three questions:

1. *If a character from outside Orrorsh becomes a vampyre, werewolf or similar beastie via infection, does he retain his own axioms and world laws, or does he transform to Orrorshan reality?*

2. *If a werewolf disconnected outside Orrorsh, could he live his life free of the curse of lycanthropy, as long as he didn't reconnect?*

3. *Do Orrorsh horror powers create a contradiction any time they are used outside their own realm?*

— Richard Lee Byers,
Riverview, FL

Good questions, Richard.

1. Yes, a character turned into a vampyre, etc. would retain his own axioms and world laws. The infection power does not have the ability to transform a character's reality. Therefore, a non-Orrorshan vampyre would not have access to horror powers, the Power of Fear, or suffer from

severe weakness or True Death, as all of these are connected to Orrorshan world laws.

2. If the character was in human form when he disconnected, yes, he would no longer be able to use his *shapeshifting* skill and would, in essence, be free of his curse. By the same token, if he was in wolf form when he disconnected, he would be unable to revert back to human form.

3. Yes, they do cause a contradiction, being an outgrowth of Orrorsh's world laws.

Can a Possibility be spent to roll again and avoid disconnection?

— Tony Perkins,
Layton, UT

This is a question we've gotten from a few sources, and the answer is no. Once you roll that 1 and disconnect, that ends that action. No Possibilities may be spent to increase that roll.

You can spend Possibilities in an effort to reconnect, providing you do not possess knowledge of the martial

arts style of ninjutsu (see the *Nippon Tech* sourcebook for details on that).

Please put out a map of the Near Now that I can use to keep track of the stelae boundaries!

— Stephen Kenson,
Merrimack, NH

Well, Steve, tell you what we're going to do ...

We determined that our putting out a map would end up being prohibitively expensive for our players. So here's our suggestion:

Do what we did, and pick up a big map of the world (they're relatively inexpensive). Then look in the upcoming *Infiniverse Update* (due out in April), where latitude and longitude coordinates for all the stelae in all the realms will be provided. That will allow you to plot the realms out on your map (we suggest pins, so you can move them easily). In future, we'll provide such coordinates whenever we announce a stela placement or removal, so you can keep your map up to date. ☒

Herald Messages

Ayslish Corsair ships equipped with magically-strengthened hulls have sailed from England to engage Mobius' submarines.

Score thus far: Corsairs 2, Mobius 1.
— The Freedom Reavers

Dragons? Ha! Give us something tough to fight!

— Fangs of Reality

(Truth of the matter is, we got REAL lucky.)

— F.O.R.

The Aysle stelae northeast of the Oulu bridge in Finland has been removed. Mobius' plan to disrupt Aysle has been defeated soundly. The Syndicate of Sin has been wiped out (Cerebrum is currently in jail in London, as is Raze. The others were killed in battle with the Storm Knights.)

Alexander Pelkington has fled into the Living Land. His talismans have all been destroyed. His contacts in the Spartans have been exposed and defeated.

— Tony Perkins,
Layton, UT

GodNet raider Pierre LaPorte has found location where stelae are created. Plans to raid location in conjunction with "Operation Central Fire" are going smoothly.

— Jim Pulles
Regina, Canada

After gaining new allies, an edeinos and a Cyberpapal rebel, the Storm Knights succeeded in destroying the Mystic Flame in the Northern Land, and thwarting the experiments of a mad scientist and an evil elven mage trying to design a "spell chip."

Long live the Storm Knights!
— Scott Mitchell,
Chicago, IL

Be not afraid to try odd things.
— Sai Hakimoto

Here's an interesting tidbit — has anyone noticed all those ATM machines bobbing about the Pacific Ocean, kinda close to Japan? They make for great heavy weapons practice (or lightning bolt practice, or spear throwing practice, etc., ad nauseam).

— Windigo

The Tarot Gang has more members than apparent! Beware Sun Man, a gadgeteer with a heat ray gun and a blinding light coming from his costume, and the Moon, an Egyptian able to inflict madness upon his opponents.

— Dale Hitesman,
San Francisco, CA

Missing: one Storm Knight answering to Sir Eric Fireshaft. Last seen in pursuit of Nile villain, Dr. Shocker, in the depths of Sherwood Forest. Leave message at the Royal Arms Hotel for Jameson Starkey.

— J. Starkey,
Huntsman to the World

Today, Dr. Mobius leveled the Islamic holy city of Mecca with five blasts from his artificial sun. When asked why five blasts were used, he replied, "Because I'm such a genius."

It seems our dear Cyberpope has good sources. While German forces were disabling his main cyberfactory, Malraux was busy setting up a stela in Germany — and a bridge! Collateral casualties reached 12,000; operational casualties were 7200.

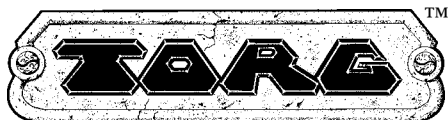
— Dominick Riesland,
Milwaukee, WI

INFINIVERSE™

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"Lefty" Stark, and the long-awaited
return of Bill Smith



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Here is the fourth card face for the drama deck. It is designed for use in Aysle, but its effects can extend into other realms as well.

The Quest

The heroic quest is an integral part of most fantasy genre fiction. This subplot card is designed to allow a player to attain such a quest for his character.

The *Quest* subplot must be played within the realm of Aysle. Once it is played, the gamemaster has the option of having someone (whether it be Pella Ardinay, Tolwyn Tancred, or simply an average mage) ask the character to undertake a quest on his/her behalf. There should be some reward offered for successful completion of this mission.

The object of the quest may lie in another realm, and if used as a campaign subplot, may take many months of game time to retrieve. Along the way, the questing Knight should have

his courage and mettle tested, as did those of yore.


The card may also be turned in for a Possibility if the player so chooses.

Dual Setback

A *dual setback* that appears on the conflict line indicates something has occurred in this round which affects both the heroes and the villains. It may be a sudden cataclysm, like an earthquake in the Living Land, or the unexpected appearance of a third force on the scene, like a rampaging dragon in Aysle.

How the players and the gamemaster deal with the cause of the *dual setback* following the appearance of this card is up to them. It may be that the villains and heroes will have to team up to defeat this menace to both of them, or it may be that one side or the other will attempt to escape in the confusion engendered by the incident.

Attack/Defend are approved actions on this card.

160 
When suddenly ...

S: H Setback V Setback

D: V Up H Fatigued

Act: ATTACK/DEFEND

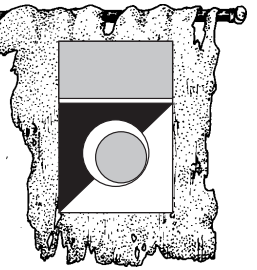
Critical Problem

Subplot: Character is offered a chance to embark on a quest, or may turn this in for a Possibility.

The Quest

 160

Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #15

1. War between the Chamkatt and Polja giant tribes escalating, as Polja giants are preparing to cross the maelstrom bridge into Northern Ireland. True (16).

2. Mobius' forces gathering near the Israeli front — is a complete conquest of the Middle East far away? True (19).

3. Video tape footage of fifth generation gospog being held by a Storm Knight who survived the attack. If distributed, Nippon Tech's true nature could be exposed. True (19).

4. "Burger Rex," a fast food chain featuring lizard meat from the Living

Land, leads the way toward greater public acceptance of dinosaur meat as a dietary choice. Despite an emphatic "False!" from a subscriber, it starts out at True (16).

Continuing Report: Issue #14

1. President Quartermain attempting to suspend 1992 elections for national security reasons. Rockets to True (80) — it's unanimous at this point, folks.

2. Weird science submarines sinking Cyberpapal ships in the Mediterranean. Climbs even more to True (30).

3. Dr. Sconce sewing gospog victims together to create a new horror. Could still swing either way — False (15).

4. Yakuza operative attempting to undermine Haragawa. Law of Intrigue working to dismantle Yakuza plans, staying at True (20).

The Wrap-Up: Issue #13

1. Orrorshan mad scientist has discovered means of trapping human souls in marionettes. Storm Knights murdered by demonically-possessed compatriots. Surges at the line to finish True (23).

2. Jeff Mills, creator of "Five Realms" game, fleeing the Delphi Council and currently in hiding in Oregon. Distributors calling and looking for catalogs, and finishes at True (25).

3. Hypnotic billboard in Thebes forcing dignitaries to surrender classified info to Mobius. Just barely True (11).

4. Ninja vampyres stalking Tokyo. Guess we know how everybody will be dressing for Halloween — a popular True (60).

New Stuff

Space Gods should be reaching your nearest hobby or book store mere milliseconds after you open this issue.

Creatures of Aysle, the first Torg product generated by *Infiniverse* subscribers, was just released in October, and to tell you the truth, everyone in the office was blown away by the book. It features a bold new graphic design, and lots of interesting creatures. Once again, our thanks to everyone who submitted creatures for this book — you folks made it happen.

Character Template Contest

The winners for the Character Template Contest have been decided:

Marc Brenowitz, of Marietta, GA for his Cyberpapal cat burglar.

Pati Conley, of Middletown, RI, for Dara Jarnel, a Cyberpapal priestess of Kra.

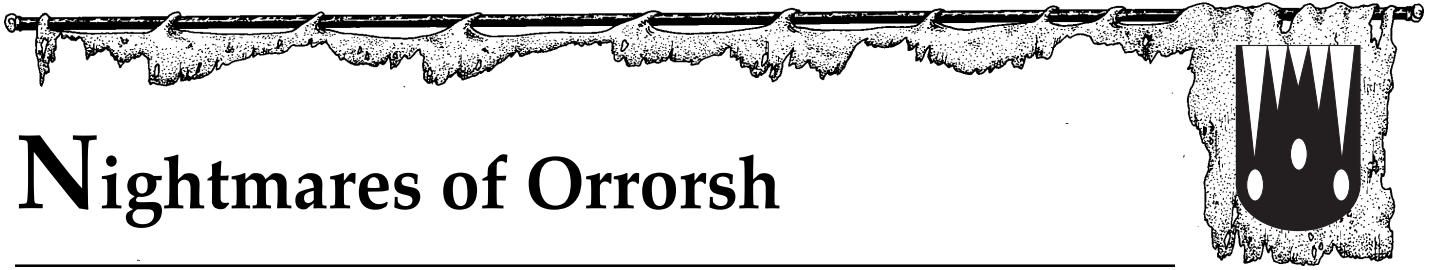
Dan Viger, of Bronx, NY, for Captain Verdigris, an edeinor Rocket Ranger.

Bill Olmesdahl, of Johnson City, NY, for Vito Taltaglia, an Aysle giant mafioso.

Steve Tanner, of Rheindahler, Germany, for Kevin Middleton, a Core Earth Storm Knight.

The winning characters are set for an adventure tentatively titled "Kamikaze," set for a late 1992 release.

Overall, we purchased 40 entries from our *Infiniverse* subscribers. Congratulations to all of the winners, and thank you to everyone who submitted an entry for this contest. The response to these products has been overwhelming! ☒



Nightmares of Orrorsh

The Nightmares of Orrorsh are the primary architects of Orrorsh's terrors, answering only to the High Lord (or his regent) and the Hellion Court. Their perverse and odious natures are legendary, even in the realm of horror. But each Nightmare has its own unique manner of approaching its work, its own morbid tastes and powers. Like hellish snowflakes, no two are alike.

There are roughly 200 Nightmares in the realm of Orrorsh. Here are a select few:

Ceanhir McGee

Ceanhir (SHAY-neer) McGee is not the most gruesome of Orrorsh's horrors; in fact, his appearance is quite pleasant. Less than a meter high, slight of frame and possessing a certain spring in his step, Ceanhir looks like the mischievous leprechauns that live in the emerald fields of Ireland (or, in Gaea, Eire). This is his most terrifying aspect: the fact that so joyful and benevolent an appearance hides a soul so horribly foul.

When the Gaunt Man invaded Gaea 300 years ago, magic suddenly flowed unchecked over the whole of the world. A number of myths were "substantiated" by this magic, gaining form — though it was usually a form twisted and evil, suited to the Gaunt Man's new order. In the lands of Eire, a great number of Horrors were unleashed in the guise of harmless faerie creatures.

One of these creatures was Ceanhir McGee, who delighted in leading peasants to horrible ends by granting them three "wishes" and interpreting them in the worst possible ways (such as giving a man a crock of gold — a crock which appeared 50 feet above his head, plummeted down and killed him). His

actions came to the attention of Eire's Nightmare, who informed her master of the imp's potential. The Gaunt Man asked McGee if he wished a position as a Nightmare for his coming invasion of Earth. McGee, fearful of the Gaunt Man's angry response if he refused, and eager to torment new souls, readily agreed.

Ceanhir McGee's province runs along the northern coast of Majestic, and is centered around the city of Medan. McGee and his fellow "demon pixies" spend their time thinking up new horrors (usually reminiscent of faeries, pookas, banshees, and other Celtic myths), drinking, and having "fun" with the locals. This can mean anything from tricking a man into kill-

She hides a horrifying secret: an obsession with death.

ing for the promise of riches to goading village children into playing with "that nice man who doesn't have any skin" (a perennial favorite).

Ceanhir makes a concerted effort not to appear too frightening to the inhabitants of his province, so they will not shun him and will continue to seek him out. He is aware of the Gaunt Man's disappearance, but does not think it strange. As long as he can amuse himself with lesser beings and is undisturbed, he will remain loyal to Thratchen (or whoever assumes the reins of power in Orrorsh).

Ceanhir McGee

DEXTERITY 13

Dodge 17, flight 17, melee weapons 16, missile weapons 14, prestidigitation 18, stealth 21, unarmed combat 16

STRENGTH 9

TOUGHNESS 14

PERCEPTION 18

Find 22, language 20, trick 25

MIND 17

Occult 24, test 20, willpower 18

CHARISMA 20

Charm 22, persuasion 26, taunt 26

SPIRIT 14

Faith (Orrorsh) 16, reality 19

Possibilities: 20

Powers: *animal control, hypnosis, resistance to normal weapons*

Corruption Value: 22

Fear Rating: 2

Perseverance DN: 20

Weakness: sunlight

True Death: Must be slain with a golden weapon made from the gold of his crock

Goals: To entertain himself with the misfortunes of others

Lady Eleanor Allenton

Lady Eleanor Allenton is a beautiful noblewoman with a great mansion, a dashing and successful husband, and high status in Victorian society. She also hides a horrifying secret: an obsession with death.

Ever since she was a young girl, the former Eleanor Richards has been fascinated with making things die — plants, animals, and people, especially people. When she was seven, her nursemaid mysteriously fell out of a moving carriage and was crushed under its wheels. Everyone around Eleanor was consoling, but she found the experience strangely thrilling.

Thereafter, people around Miss Ellie suffered horrible luck: food poisoning, falling down staircases, tripping onto knives carelessly left about. When she was 18, her parents were slain by a hideous demon while visiting the colonies in Rhodesland. When she heard about this, she became intrigued by

the horrors that plagued Gaea and the occult in general.

Her morbid fascination came to the attention of General Avery Wellington, a friend of her parents and a member of the Gaunt Man's Hellion Court. Wellington introduced her to certain circles whose activities were hidden from proper Victorian society. She learned the secrets of true sight, the mystic powers of the Findaru and Amerind religions, the dark pleasures of ritual sacrifice and black mass.

At 21, she seduced Sir James Allenton, a railroad magnate three times her age with a frail and sickly wife. In a scandal that shook London, Allenton abandoned his wife to marry the woman with whom he was now hopelessly obsessed. Now financially secure, Lady Allenton began subverting "decent, upstanding members of society" into participating in her occult rituals.

She was rewarded for her efforts by being made a Nightmare for the colony on Earth. Using occult means, she ensured her husband's appointment to a stuartship and travelled with him to Earth. She now lives in a spacious mansion in Sibolga, at the heart of her husband's stuart, ruling the city and the countryside around it with a maddening capricity, striking fear into peasants and noblemen alike.

She cares not to dabble in the internal politics of the realm, involving herself only when her position as a Nightmare is at stake.

Her chief concern remains her study of the occult. Rumors that the Nocturna has been seen in Jakarta have prompted Lady Allenton to acquaint herself with that province's Nightmare, Ahjebax.

Lady Eleanor Allenton

DEXTERITY 9

Beast riding 12, dodge 10, swimming 11

STRENGTH 9

TOUGHNESS 8

PERCEPTION 20

Evidence analysis 23, find 21, language 24, research 25, scholar (occult lore) 22, trick 21

MIND 20

Medicine 21, occult 25, test 23, will-power 24

CHARISMA 24

Charm 27, persuasion 25, taunt 23

SPIRIT 15

Faith (Orrorsh) 20, reality 19, swami 16, true sight 18

Possibilities: 23

Powers: none, not a monster

Corruption Value: 26

Fear Rating: 2

Perseverance DN: 19

Weakness: none

True Death: None. When killed, her soul will go to a waiting village, to be assigned to a monster that will have a True Death.

Goals: To increase her knowledge of the occult and death, and create fear in her province; to maintain her standing in "decent" Victorian society

Rashnaya

More beautiful than any dream, Rashnaya is also one of the coldest, most lethal of the Nightmares. A hybrid creature, in her natural state her face and the upper half of her body are that of a human woman, and the lower half that of a huge red worm. She can, at will, transform her worm half to legs.

Rashnaya rules the southern tip of Majestic, near the city of Telukbetung. She exists to exploit the dark fantasies harbored by Victorian men, and like the succubae and incubae she favors, she can appear as her victim's ideal woman come to life.

Rashnaya frequents only the best clubs and the most exclusive restaurants, and has cultivated a reputation as a high-priced courtesan. An association with her is believed to be a mark of status, and many young officers make a point of meeting her.

Once she has attracted a man of influence, she slowly begins to drain his will. Once this has been done, she uses her powers of hypnosis to bring him completely under her command. Many high Victorian officials are under her control, most in the snare of post-hypnotic suggestions so that they appear normal the majority of the time. When Rashnaya has need of one of them, she will employ the appropriate hypnotic trigger.

When she no longer has any use for a victim, she will wrap him in her tail (*Strength* total of 20 to escape), and feast upon him. She need feed only

once every six months. If she is already sated, she will simply order the unfortunate man to kill himself.

What makes Rashnaya so insidious is that even before their wills have been sapped, most Victorian men would refuse to believe that so beautiful and gentle a creature could be in the service of the evil that plagues Orrorsh. Those few who have learned her secret and attempted to expose her have more often than not been slain in duels with her lovers or clapped in lunatic asylums.

Rashnaya has plans to seduce Lord Stanton Cheltenham and "persuade"

When she no longer has any use for a victim, she will wrap him in her tail and feast upon him.

him to sponsor her for membership in the Hellion Court. Thus far, Cheltenham has resisted her advances, knowing well what she truly is, and not wishing to become her next victim.

Rashnaya

DEXTERITY 16

Acrobatics 17, dodge 18, maneuver 20, melee weapons 18, stealth 18, unarmed combat 18

STRENGTH 19

Lifting 20

TOUGHNESS 15/19

PERCEPTION 20

Evidence analysis 22, find 21, tracking 22, trick 24

MIND 19

Occult 21, survival 20, test 22, will-power 22

CHARISMA 23

Charm 28, persuasion 26, taunt 24

SPIRIT 13

Faith (Orrorsh) 15, intimidation 17, reality 17

Possibilities: 25

Natural Tools: scales, armor value TOU+4/19; tail, damage value STR+1/20

Powers: *hypnosis, life drain, shape change*

Corruption Value: 22

Fear Rating: 3

Perseverance DN: 20

Weakness: mandrake root

True Death: Rashnaya must be dismembered by someone who has felt her kiss.

Goals: To attain a position on the Hellion Court

Red Jack

One of the few Orrorshan Nightmares to be “born and bred” in Core Earth, Red Jacks holds Majestic’s city of Padang in a grip of terror.

Red Jack is a demonic creature with the ability to alter his appearance at will. He thrives on fear, and uses strings of murders to produce it. How long he has existed is uncertain, although many occultists believe him to be a product of the Dark Ages, when superstition ran high and any strange death produced widespread fear of the Devil.

Red Jack kills in many ways, but prefers knives, for they allow him to draw the act out longer than he could with a pistol. He will normally transform to mist after a killing, vanishing as mysteriously as he came and giving rise to tales of “invisible murderers” and police frustration.

Red Jack’s most famous (and last) series of murders took place in London’s notorious Whitechapel district in the late nineteenth century. No longer content simply to kill, he decided to crack open the very foundation of English society with his murders. He butchered five prostitutes, mutilating their bodies in ways reminiscent of Masonic lore. This inspired Scotland Yard, many of whom were Masons, to cover up the crimes and stall the investigation, believing one of their own to be responsible.

As occult societies dwindled and the *Magic* axiom dropped, Red Jack felt his powers fading. He retreated to a cavern beneath the city of London, and there was dormant until the invasion of Earth by the Possibility Raiders.

The sudden surge in magic brought him back to full awareness, and his dark doings brought him to the attention of Uthorion. Seeing a potential ally for his former master, the Dark

Lord of Aysle dispatched Red Jack to Orrorsh, where he was given a position as a Nightmare.

Now Red Jack oversees those Horrors who derive pleasure from the sheer terror that the thought of death and the actual agony of the experience produce in humans. He has proven to be a most efficient Nightmare, with an instinctive knowledge of when to start and when to stop killing in order to evoke the greatest amount of fear.

Red Jack

DEXTERITY 16

Dodge 19, lock picking 18, long jumping 20, maneuver 20, melee weapons 22, running 17, stealth 24, unarmed combat 20

STRENGTH 15

Climbing 16

TOUGHNESS 14

PERCEPTION 18

Find 21, tracking 20, trick 22

MIND 14

Occult 17, survival 15, test 16, will-power 18

CHARISMA 20

Charm 25, persuasion 23

SPIRIT 15

Faith (Orrorsh) 17, intimidation 20, reality 19

Possibilities: 30

Equipment: daggers (2), damage value STR+3/18

Powers: *elemental alteration, resistance to normal weapons, shape change (rat), blur form, silence*

Corruption Value: 25

Fear Value: 3

Perseverance DN: 24

Weakness: nettle branches

True Death: Stabbing with one of his own knives while standing within a pentagram drawn with the blood of one of his victims.

Goals: To spread fear by spilling the blood of innocents.

Thutep

The history of the Nightmare Thutep begins in Gaea’s infancy, 4500 years ago, in the Egyptian city of Memphis. Thutep was born to a cousin of the Pharaoh, and enjoyed the privileges attendant thereof: wealth, comfort, friends in high places, and beau-

tiful serving wenches. He took these boons for granted, being a precocious and petulant young prince.

On his twentieth birthday, his cousin gave a great party, with feasts and songs and gifts — and women. When the Pharaoh asked Thutep what he most desired, he answered that he wanted the Pharaoh’s queen. To his surprise, he did not get what he asked for, but was instead discreetly poisoned and mummified, then entombed in the Pharaoh’s pyramid.

Forty-four hundred years later, a Victorian archaeological expedition discovered the tomb and Thutep’s mummified remains. The mummy was brought back to London and placed on exhibit in a museum, to the delight of the museum’s patrons. But soon after his arrival in Victoria, Thutep was revived from his four millennia of sleep. He waited for the opportunity to escape, and once he did so, wrought havoc in the streets of London until a group of professors and occultists destroyed Thutep’s physical form.

Or so they thought. Thutep’s destruction was staged by the Gaunt Man to allow the monster to escape. Thutep, in gratitude, offered his services to the High Lord, acting first as a Nightmare along the banks of Gaea’s Nile, then coming to Earth to work in the Orrorsh realm.

Thutep’s province is comprised of the islands of Buru and Ceram. He rules from his crypt on Ceram, where he creates new horrors, foul and noxious undead things that plague the world of the living. Thutep appears as a towering mummy, over two meters in height, wrapped in Egyptian cloth and wearing jewelry and headgear befitting his once noble station. He reeks of the grave.

Thutep

DEXTERITY 10

Dodge 14, melee weapons 16, missile weapons 14, stealth 15, unarmed combat 17

STRENGTH 24

TOUGHNESS 22

PERCEPTION 17

Evidence analysis 20, find 19, language 24, trick 19

MIND 18

Survival 23, test 23, willpower 25

CHARISMA 9

Charm (20), persuasion (20), taunt 15

SPIRIT 14

Faith (Orrorsh) 19, intimidation 22, reality 21

Possibilities: 33

Equipment: wrapping, armor value TOU+2/24

Powers: *attack form resistance (cold, spiritual attacks), paralyzing touch, resistance to normal weapons, ward breach (miracles)*

Corruption Value: 28

Fear Rating: 4

Perseverance DN: 22

Weakness: *severe weakness* to fire

True Death: an occult ritual performed along the banks of the Nile, climaxing with Thutep's immersion in the river

Goals: To serve the Gaunt Man and create fear; to drown his horror at his predicament in the pain of others.

Trachelsteph

Lurking beneath the waves of the Java Sea is another of the Gaunt Man's Nightmares, an amphibious horror who is responsible for terrifying mariners that ply the waters. Along with Sabathina, Trachelsteph is one of the few creatures to have accompanied the Gaunt Man on his invasion of Gaea.

Trachelsteph is humanoid, with scales in place of skin and webbed hands and feet. His mouth is filled with row upon row of needle-like teeth, and his sole source of suste-

nance is blood, whether animal or human, he cares little.

He makes his home in an undersea cavern off the coast of Java, and from there he commands various aquatic horrors, as well as the restless spirits of those who met their deaths on the ocean. He particularly delights in using his occult powers to call down raging storms on the vessels of those seeking to escape Orrorsh.

Trachelsteph rarely allows himself to be seen by his victims, although he has been known to steal aboard a ship in the dark of night and carry off a

His sole source of sustenance is blood.

passenger for the purposes of making a meal. He will usually leave the bones floating near the ship as a warning to other crew members of the dangers of sailing through the realm.

Trachelsteph's origin is unknown. Some believe he may be an occult creation, while others think he is a drowned sailor cursed for eternity to wear a horrible form. He has never been known to speak, and it is not known if he is capable of speech as humans know it—if not, it can only be assumed that he uses sorcery of some sort to allow him to communicate with the Gaunt Man and Thratchen.

Trachelsteph is unaware that the Gaunt Man has disappeared. Since

his province is the sea, he rarely sets foot upon land to visit the High Lord, nor does he feel compelled to report his doings on a regular basis. For his part, Thratchen has never thought very highly of Trachelsteph (believing him to be little better than a pet of the Gaunt Man), and has not bothered to inform the amphibian of his regent status.

Trachelsteph

DEXTERITY 15

Acrobatics 18, dodge 19, maneuver 21, stealth 20, swimming 25, unarmed combat 21

STRENGTH 21

Climbing 22, lifting 22

TOUGHNESS 19

PERCEPTION 17

Find 19, scholar (sea lore) 21, tracking 22, trick 20

MIND 14

Occult 18, survival 20, test 17, willpower 17

CHARISMA 14

Charm (25), persuasion 18, taunt 17

SPIRIT 11

Faith (Orrorsh) 15, intimidation 17, reality 17

Possibilities: 25

Powers: *paralyzing touch, regeneration, up condition (when underwater)*

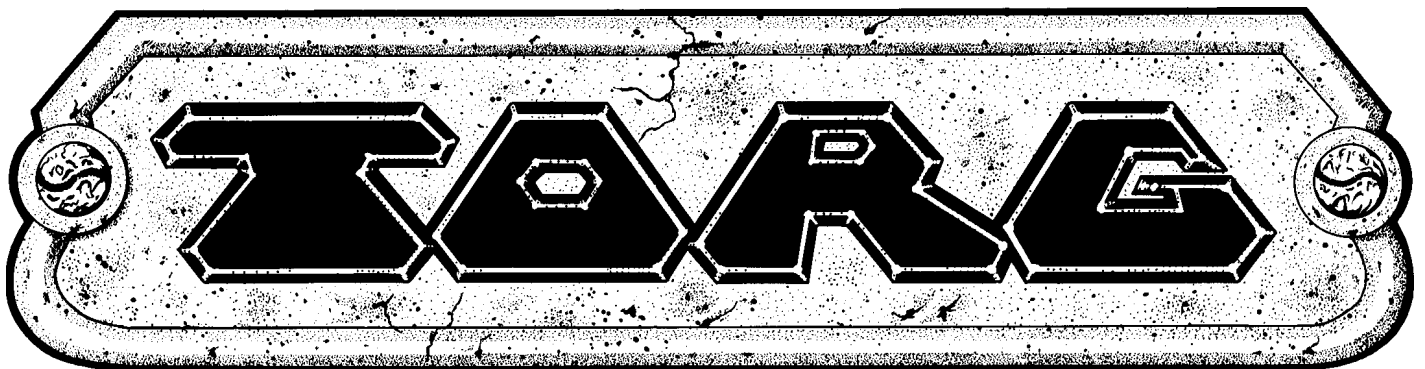
Corruption Value: 21

Fear Rating: 2

Perseverance DN: 22

Weakness: heat

True Death: Must be bound with seaweed and burnt to death. ☠





Dispatches and Rumors

Dispatches

1

The scheduled meeting of the representatives of various Middle Eastern countries, set for this month in Madrid, Spain, may well become a battleground between agents of the Nile Empire and the Cyberpapacy. Much of the conference is supposed to be focused on the predations of the Nile Empire and new strategies with which to combat the shocktrooper legions, now battling Arab troops in Saudi Arabia. The rest of the conference will be purely ceremonial, with various pledges of assistance and promises not to stab each other in the back at the first opportunity.

Dr. Mobius, however, was insulted at not being invited to attend the conference, and plans to send a pulp villain in his employ, the Dominator, to the conference as his "representative." Once there, the Dominator will use his mind-control powers to force the delegates to vote Dr. Mobius in as the new leader of the Arab world. Mobius will then hold a press conference and declare a jihad against Europe, hoping for the backing of the as yet unconquered Arab nations.

Besides the difficulty of piercing security at the conference site, however, Mobius' plan faces another threat. Cyberpapal agents in Spain caught wind of his intentions, and an Inquisition assassination squad has been dispatched to slay the Dominator and the delegates. The murder weapon will then be left in the Nile villain's hand, an act which should galvanize the Middle Eastern countries into an even fiercer resistance to Mobius.

The Dominator

DEXTERITY 11

Dodge 14, fire combat 13, lock picking 12, maneuver 12, melee weapons 13, running 12, stealth 13, unarmed combat 14

STRENGTH 10

Climbing 11

TOUGHNESS 10

PERCEPTION 12

Find 15, land vehicles 13, trick 16

MIND 14

Artist (actor) 16, hypnotism 16, test 15, willpower 17

CHARISMA 12

Charm 14, persuasion 15

SPIRIT 8

Intimidation 13, reality 13

Possibilities: 20

Inclination: Evil

Power: *mind control*, adventure cost 5, value 19, range 5 meters, duration variable (see page 72 of *The Nile Empire* sourcebook). *Stymie flaw* when successfully *taunted*.

Equipment: ebon and red costume; 9mm Luger, damage value 15, ammo 8, range 3-10/25/40; bullwhip, damage value STR+2/12

Personality: Outwardly arrogant, inwardly insecure, the Dominator developed the powers of his mind as a means of ensuring that everyone around him would have to act as he wished. This inner self-doubt makes him relatively vulnerable to taunts.

Cyberpapal Inquisitors (5)

See page 88 of *The Cyberpapacy* sourcebook.

2

The arrival of the Akashan realm in South America has sent shockwaves through the ranks of the High Lords. Cyberpapal and Nippon Tech agitators, known to be present in Brazil and Peru, have already begun point-

ing to the Comaghaz plague and the strange powers of the aliens as proof that they are a threat and should be driven from Earth.

Unfortunately for the Akashans, some among their expeditionary force seem to be intent on proving their enemies correct. A pack of Gudasko warriors recently went on a rampage in a Lima marketplace, badly wounding a number of residents as they fought for what they perceived to be delicacies. The Peruvian government, anxious to avoid an incident with their powerful visitors, have limited themselves to lodging a strong protest with the Akashan leaders. But the Lima police force has been called out to get the Gudasko out of the crumbling building in which they have taken refuge.

Akashan Monitors have offered to capture the Gudasko, and been rejected. The Akashans have asked for Storm Knight intercession in the matter to prevent the actions of a few savages from destroying any hope of good relations with the Core Earth governments of South America.

Standard Gudasko (12)

DEXTERITY 9

Dodge 10, maneuver 10, running 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 8

Find 9, evidence analysis 10, tracking 10

MIND 7

Survival 9, test 8

CHARISMA 7

Taunt 9

SPIRIT 7

Intimidation 8

Additional Skills: three at +1 adds

Possibility Potential: some (35)

Psionic Potential: none

Natural Tools: teeth, damage value

STR+2/12; claws, damage value STR+4/14

Description: Gudasko are humanoid creatures which average two meters in height. They are covered with a smooth, tight skin which ranges in color from pure white to pale violet. Their hair, which covers the sides of their heads and lightly coats the rest of their bodies, is bristly and white. Gudasko have two flexible antennae sprouting from their heads, which they use for both smell and touch.

The dread god Stalek has dispatched the spectres of the ustanah to revenge themselves on the race that massacred them.

The mouth of a Gudasko is filled with sharp, pointed teeth. Their hands and feet are equipped with sharp, retractable claws. Although intelligent, Gudasko are still at a very primitive stage of evolution. They can be ferocious and violent or childlike and trusting, and recognize no authority save their own clans.

The Gudasko in this adventure feel they have been unjustly attacked by the Peruvians, and will be *hostile* to any efforts to *charm* or *persuade* them. They will take good advantage of their terrain in the slum building, and attempt to pick off any intruders one by one, rather than engaging in a mass attack.

For further information on the Gudasko, see the *Space Gods* sourcebook.

3

Creatures resembling ustanah warriors have emerged from the Land Below in Michigan and begun slaughtering edeinos, both those friendly to Core Earth and those with ties to Baruk Kaah.

Immediately after each attack, the ustanah vanish back down into their new domain, a place the edeinos will not venture for fear that Death lurks there. While most believe the ustanah to be merely the last survivors of that

ancient race, others believe that the power of the dread god Stalek has dispatched the spectres of the ustanah to revenge themselves on the race that massacred them.

Whatever the truth, the attacks have resulted in great loss of life in nearby resistance communities, as well as an increased risk to Storm Knights traveling through the area. Discovering the nature and intentions of the ustanah, and stopping their attacks, might be a good means of cementing relations between friendly edeinos tribes and Knights.

Standard Ustanah Warrior

DEXTERITY 12

Dodge 14, maneuver 14, melee weapons 13, missile weapons 14, unarmed combat 13

STRENGTH 10

Climbing 13

TOUGHNESS 14/12

PERCEPTION 9

Tracking 11

MIND 13

Test 14, willpower 14

CHARISMA 11

SPIRIT 10

Possibility Potential: some (70)

Natural Tools: pincers, damage value STR+2/12; mandibles, damage value STR+3/13; chitin armor, value TOU+2/14

Equipment: crystal disks, damage value STR+3/13 when thrown, STR+5/15, when used with club-atlatl; club-atlatl, damage value STR+3/13

4

A number of Storm Knights and Stormers have been attacked in recent weeks for no apparent reason. The attacks have been furious but short, the attackers varying from Nile pulp heroes to stalengers. The sole link at first glance between the attackers is that all have been possibility-rated.

The attacks follow a pattern: an opponent will come out of nowhere and challenge an individual Storm Knight (rarely are entire parties assaulted). After a few blows are exchanged, the instigator will suddenly surrender, apologize for having mistaken the Knight for someone else, and offer him money or equipment to forget the matter. If the Knight refuses

the bribe, the attacker takes advantage of smoke screen pellets to effect his escape.

The truth of the matter is that all of these agents have been representatives of the Guildmaster, the Hawaii-based Stormer organizer. She is rumored to be searching for Storm Knights for Guild "sponsorship" and is using these manufactured combats as a means of testing prospective candidates without their knowledge. What the Guildmaster's "sponsorship" entails, and why she has launched so aggressive a search for personnel, is unclear at present.

The Red Eagle (Guildmaster Agent)

DEXTERITY 14

Acrobatics 15, dodge 16, flight 17, long jumping 15, maneuver 18, stealth 16, unarmed combat 18

STRENGTH 10

Lifting 11

TOUGHNESS 10

PERCEPTION 10

Air vehicles 12, evidence analysis 11, find 12, tracking 13, trick 13

MIND 9

Test 11

CHARISMA 9

Taunt 11

SPIRIT 9

Intimidation 11

Possibilities: 12

Inclination: Good

Equipment: flight suit, adventure cost 3, value 14, range self; clawed gloves, damage value STR+4/14

Description: The Red Eagle was an airplane mechanic on Terra who dreamed of one day flying a plane of his own. The day he finally got his opportunity, a mysterious storm came up and blew him off course and his craft crashed on a mountainside.

When he crawled from the wreckage, he found himself in a strange city filled with people who flew through the air at will. They took him in, healed his wounds, and gave him a colorful uniform made from a material that allowed him to fly. When he returned to the outside world, he took the name "The Red Eagle" (after his favorite character in the pulps) and began fighting for justice. He joined the Guildmaster's organization three months after arriving on Earth.

On the next Anglach Dornorin the most honorable beings of Aysle will become the cruelest and most corrupt people in the realm.

Litha (Guildmaster Agent)

DEXTERITY 11

Dodge 14, flight 15, maneuver 13, stealth 14, unarmed combat 14

STRENGTH 11

TOUGHNESS 9

PERCEPTION 12

Find 14, tracking 14, trick 13

MIND 8

Survival 10, test 10

CHARISMA 7

SPIRIT 12

Faith (Keta Kalles) 16

Possibilities: 9

Natural Tools: tentacles, damage value STR+4/15; flying pump, speed value 11

Description: Litha is a female stalenger who is uncertain whether Baruk Kaah is a true follower of Lanala or not. Until she is certain, she has decided to take no part in the battles between the Living Land and Core Earth. Guild agents stumbled upon her and convinced her that the Guildmaster would not force her to betray her principles, and would let her forfeit sponsorship if she should decide to join with one side or the other. Since that time, Litha has served the Guildmaster.

Rumors

1

In the Aysle cosm, a day like no other is approaching. "The Day of Night and Night of Day," or "Anglach Dornorin" as the dwarves call it in their ancient language, is a day of terrible happenings. The daylight hours are dark as night, and, in the nighttime, the stars shine so brightly it looks like day — or so ancient tales say. But that is not the whole legend.

During the last Anglach Dornorin, Angar Uthorion began a spell that would not reach its culmination until the next Day of Night and Night of Day. The spell was tied into his and the cosm's essences, and grew as they grew. Legend states that, so long as Uthorion is alive on the next Anglach Dornorin and if he has increased his ties with Corruption, the spell will work.

What it does is this: both the realm and the cosm are split by Honor and Corruption. When Day becomes Night and Night becomes Day again, *the Honor and Corruption values will switch for that day*. Likewise, for that one day, all people with adds in *honor* and *corruption* will switch their alignments for that day, having equal adds in the opposing skill. Their demeanor and interests will likewise change, and the most honorable beings of Aysle will become the cruelest and most corrupt people in the realm.

Gamemaster note: Due to the incredibly long cast time (1000 years), Uthorion was able to create an effect value of 80 for this spell — plus or minus a bonus number. If your players' characters are adventuring in Aysle, and this rumor is true, they need to generate an *honor* or *corruption* total above the effect value of the spell to resist changing for the day! Characters without *honor* or *corruption* adds are unaffected.

2

VX images of Knights Templar have been appearing in increasing numbers in the Catacombs region of the GodNet. Headquartered within a construct which resembles an ancient fortress of the Holy Land, the Templars have been staging raids on Cyberpapal data churches and cathedrals from this base.

Inquisition efforts to track down and stop the netrunning Templars have met with frustration. Although they are well aware of the existence of the Catacombs, the transient population of the area has refused, even under torture, to reveal the whereabouts of the Templar base. It is becoming increasingly evident that the Templars are serving as a rallying point for those

who are opposed to the Cyberpope but are not affiliated with the Resistance.

The one group of cyberpriests who did make some headway toward tracking the Templars were slain by a trio of Seraphim. What these angels were doing in the Catacombs, and whether or not they have any affiliation with the Templars, remains unknown.

3

Trouble is continuing in Magna Verita. There are reports that secular authorities are beginning to grumble about the "unreasonable demands" of the church in the absence of Malraux, and peasants complain of excessive tithing. In addition, murmurs continue that the cyberware being worn by clerics coming back over maelstrom bridge is a sign of the Devil.

Malraux has left it to his agents on Magna Verita to deal with these matters, and they have not done a sterling job of it. Their attitude has been arrogant and most high-handed, essentially telling rulers and peasantry alike that this is the way it always has been, and this is the way it always shall be. This has satisfied no one — Cyberpapal emissaries have actually found themselves clapped in irons in Magna Vertian jails by village mayors demanding an end to back-breaking taxation.

The Church has responded with its favorite tool, excommunication, but even this has had less effect than in past years. Agitators spread the word that Malraux and his clerics no longer speak for God, but for a false deity who lives inside a machine. The fact that hellfire does not immediately claim those who are excommunicated (although many of them do disappear mysteriously in the dead of night) has led people to think that perhaps the Church could stand reformation.

Things are becoming increasingly tense, and Malraux's bishops realize that the day an Inquisitor uses a wrist-gun to cow a mob is the day the College of the Way members are branded sorcerers and stoned to death. Increasingly, they turn to Malraux for counsel, but more and more, he is consumed with his power plays in the

Cyberpapacy. For now, Magna Veritan churchmen are simply hoping to ride out this crisis of faith, and slipping a little more money into the coffers of the secular powers.

4

An explanation of sorts has finally been discovered for the sudden, sharp increase in the radiation levels at the site of the famed Tunguska explosion in Siberia. Core Earth scientific teams have succeeded in unearthing a massive device, covered with circuitry, which is apparently responsible for the dangerous rise.

The discovery has given renewed hope to those people who believe the Tunguska explosion was the result of a UFO crash-landing. However, it bears no resemblance to anything possessed by the Akashans, nor have Nippon authorities been able to make anything out of it as yet. It most closely resembles a Cyberpapal device, but sources close to Malraux have confirmed that they are as baffled as anyone else.

But there is one place on this beleaguered planet where the nature of the device is all too well known: Illmound Keep in Orrorsh. There Thratchen has heard descriptions of the mechanism from his agents, and is now certain that it is an example of occulttech, the type of technology favored by the Tharkoldu.

The device was no doubt placed there by the same techno-demons who

planted Tharkoldu stelae in preparation for the bridge's arrival in the Soviet Union. However, with the destruction of the bridge and the defeat of the techno-demons on this world, the device was forgotten. Even Thratchen is unsure what its purpose was, but the radiation it is giving off would tend to indicate that it is close to activation. Thratchen has taken this as another sign that a second invasion by the Tharkoldu is imminent, and between that and continually checking on the maelstrom in the basement of Illmound Keep, his days are full of activity.

5

Sarila, the corrupt member of the Akashan High Council, has taken the first step toward her goal of dominating all cosms. A squad of Nippon Tech ninja took on more than they could handle in attacking a second-stage cell of Comaghaz carriers, and now carry the plague germs back with them to Nippon. It will be some time before the group mind can attempt to seize control of them, but should it do so, conceivably the virus could spread throughout that realm.

The results, for 3327, could be disastrous. Trusted agents would secretly be under the influence of Sarila, working toward her goals, and undermining Nippon plots in South America. In addition, this would give her an excellent opportunity to infect people in the Cyberpapacy and

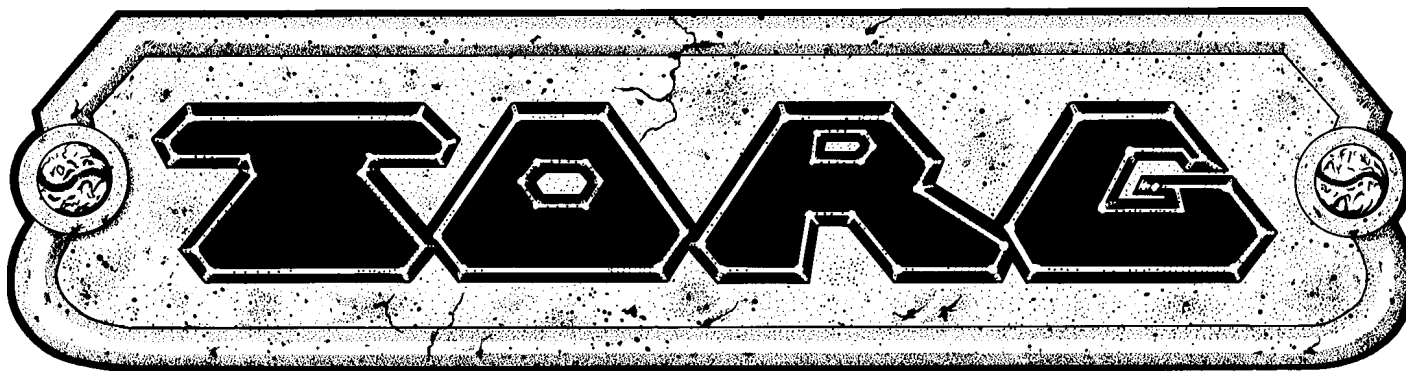
Orrorsh, places where ninja are often sent on missions.

6

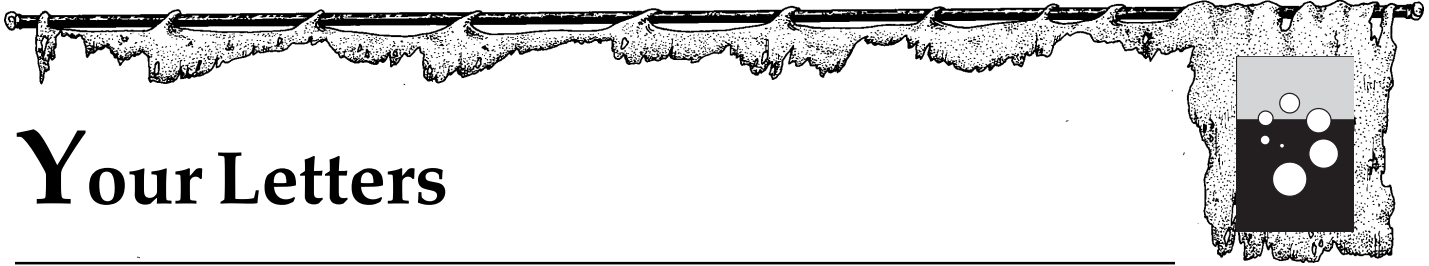
Spiritualism is enjoying increasing popularity in Orrorsh, where the relatives of people murdered by Horrors are anxious to contact their shades. Naturally, this sudden attention has attracted any number of con artists to the field, and a new profession, the "spiritualist debunker," has been born as a result.

In recent months, however, debunkers have been disappearing with an alarming frequency. It has always been a dangerous profession — your average scam runner does not like his games exposed, and will occasionally get violent. But reports state that it is the spectres being called up at this "phony" seances that are snatching the debunkers and taking them ... somewhere else.

Another interesting spiritualist news flash has come from the parlor of one Madame K., who in a seance staged for the Hellion Court last week apparently contacted the ghost of Lord Bryon Salisbury! The spirit told the Hellion Court members that Thratchen had murdered him and stolen the leadership of Orrorsh. Whether or not the Hellion Court members believed this — and just how Madame K. managed to contact the ghost of a man who isn't dead — is unknown. ☒



Your Letters



1. In The Land Below, the section on pulp powers says that the powers function identically to those in the Nile Empire. However, the character templates imply that purchasing a power costs more than in the Nile Empire. So, what is it?

2. The book implies that characters can gain more powers in the course of their adventures. How is this so?

—John Olsen,
Baltimore, MD

1. Yes, pulp powers are acquired differently. In the Nile Empire, they cost one beginning possibility.

In the Land Below, the first power costs three beginning skill points. A second power may be purchased at a cost of three beginning possibilities. Third, and subsequent powers, may be purchased at a cost of three possibilities, but the adventure cost associated with additional powers make such purchases very difficult to justify.

2. Characters may gain new powers through particularly spectacular adventures and circumstances. These happenings should be very rare, and must be carefully dictated by the game-master. If the character doesn't want the power, he simply doesn't have to pay the adventure cost and it will be lost after the first adventure.

1. If a character performs more than one action in a round, and both actions are "approved actions" on the initiative stack, does the player get to draw two cards from the deck?

2. If a character performs more than one action in a round, can the player advance more than one card from her hand into her pool?

—Daniel Pogoda
Waltham, MA

1. A character gets one card for each different approved action he or she performs. For example, if the round

calls for a flurry for the players, the character may get two cards. Similarly, by playing a haste card and doing an approved action, the character may get additional cards.

Finally, if a character is doing two different kinds of actions in a multi-action, the character may get two cards. For example, if *Intimidate* and *Trick* are approved actions, the character may get two cards if he successfully intimidates and tricks. However, if he attempts to intimidate more than one person, he only gets one card (effectively, he is doing the same action, but on more than one person).

Hey guys — Love the game, especially its sheer scope. Is it alright if we photocopy the response form? It allows me to keep an intact issue of Infiniverse, as well as reflect our group's activities.

—Duane R. Tant
Fairfax, VA

Thanks — glad you like the game.
Go ahead and use photocopies of the response form.

1. Is an MB Blocker on forever? Isn't it a drug and subject to overdose rules?

2. Aren't the Axiom levels of the Living Land miracles a little low?

3. What are the axioms of Kadandra? How about an Infiniverse article on them?

4. Did anyone realize that the Cyberpope himself, with +5 programs, will need to roll 18 or higher to manipulate some cells in the GodNet? If anyone else finds the difficulty numbers in the GodNet impossible, try multiplying them by .75 (75%).

5. Could you clear up how to go about looking for hidden datapaths?

6. Can you make possibility/Everlaw related spells like Detect

Possibility. Are spells like these unfair? What knowledge would be the Pattern and/or Mechanism?

—Joe Farrell
N. Merrick, NY

1. Yes, MB Blocker is a drug, and characters can overdose on it. However, the drug is only injected into the character when he or she takes damage — it isn't "on" all of the time.

2. The Spiritual Ratings for these miracles are lower than one would normally suspect, but this is part of the unique gift of Lanala to her worshippers. So strong is her faith and power in the Living Land that she has made her powers easier to access.

3. Kadandra is just one of many thousands of projects we would like to get to — so whaddya say? If all of you want Kadandra soon, say so!

4. Because of the circumstances surrounding the creation of the GodNet, there are many areas within the region that are very difficult to penetrate and understand. While the GodNet is a challenge to characters, it is also something that Malraux and his minions have a less than full understanding of. The high difficulty of the area was intentional.

5. To find a hidden datapath, a character must make a *net find* or *net manipulation* roll.

6. Ayslish sorcerers haven't yet determined under which arcane knowledge pure possibility energy falls — some have even theorized that it may be above the hierarchy of contemporary magical study. At this time, there are no spells which directly manipulate or detect possibility energy.

1. Since Living Land hrockt spears are created by praying to a goddess, are they "holy" weapons in the sense of being able to slay supernatural monsters like blessed bullets?

2. What happened to crooked Con-

gress woman *Ellen Connors*? The *Nightmare Dream* left her fate up in the air.

3. Is it possible to have an *Orrorshan monster* that cannot be killed at all, save for its *True Death*?

—Gregory W. Detwiler
Williamsburg, PA

1. Yes, Living Land hrockt spears are holy weapons.

2. Ellen Connors' fate and the rest of the Delphi Council will be dealt with in the upcoming *Delphi Council Worldbook, Volume One* (formerly titled *The Core Earth Sourcebook*)—it is scheduled for a spring release.

3. If a monster is killed, but not by its *True Death*, its soul simply goes to the *Waiting Village*. However, its mortal body can always be destroyed given sufficient weaponry, miracles or magic.

1. What special ability does the *Cyberpapacy's Darkness Device* have that allows it to move freely?

2. The *Invisibility spell* on page 19 of *Pixaud's Practical Grimoire* says that it is a real (as opposed to illusory) alteration spell, but on page 5 of the book, under alteration, it specifically cites invisibility spells on humans as something that cannot be done with alteration magic because humans don't naturally have this quality.

—Steve Crow
N. Liberty, IA

1. The ability of the *Darkness Device* to move freely within its cosm, realm or on its maelstrom bridges is detailed on page 88 of the *Torg Rulebook*.

2. The example wasn't made clear enough on page 5 of *Pixaud's*; the spell is not in error.

The spell is a transformation, which is a more sophisticated version of alteration magic. As made clear on page 5, *invisibility* cannot be made invisible through *modification*.

However, as you notice on page 6 and in the spell description, the effect value must beat the target's *Toughness*, and then the result points must also beat the *Toughness* to succeed. The spell cannot be conjuration since it is neither creating nor destroying a pattern; it is simply altering an existing one.

Herald Messages

The so-called "Fortress of the Dead" has vanished. For a time, at least, nights in *Majestic* will seem a little less dark.

—The New London Times

"Being on the receiving end of an *Impala* chain gun really hurts!"

—Knights of the Valiant 13th

Mobius is using a soft-drink company to subvert southern California. The pose displayed in its commercials is just like those of figures on Egyptian wall paintings.

—Gregory W. Detwiler
Williamsburg, PA

Storm Knights have managed to prevent Nile and *Cyberpapal* agents from acquiring a piece of the *True Cross*.

Malraux's attempt to place a stela outside Naples, Italy was foiled with the aid of a renegade *Nippon Tech* agent. A *Nippon stela* was placed instead.

—John M. Kahane
Ottawa, ONT, Canada

WANTED: *Darkness Device*
Curious techno-demon seeks information on *Darkness Devices*. Willing to take used *Device*. Contact *Thratchen* at *Illmound Keep*.

P.S. —□ Even *Huitzilopochtli* is acceptable (barely).

—Dominick Riesland
Milwaukee, WI

Storm Knights from the *Portland Resistance Community* were successful in destroying the *Living Land stela* on the West Coast of Oregon.

Unfortunately they fell into a trap set by *Victor Manwaring* and the *Unholy Three*, where the *Power of Fear* forced them to disclose the location of the *Core Earth Darkness Device*.

—Scott R. Mitchell
Chicago, IL

Baruk Kaah is DEAD! The *Knights of Niceness*, using the finest of storytelling, uprooted the central stela in New York. *Baruk Kaah* himself led the resistance group to replace it. Without his *Darkness Device* or home cosm advantage, the arrogant *Saar* of the *Edeinos* met his match in the *Knights*. *Rek Pakken* is strangely silent.

—John Maurer
Nashville, TN

"Why is it that volcanoes are always surrounded by friendly natives whose only wish is to toss you in it?"

—McCoy (Nile gunslinger)
Commenting on the
Land Below

"The Warrior of the Dark is *Tora Tancred*, daughter of *Gareth Tancred*. Her trial will be soon."

—Lady Pella Ardinay

How long does it take to perform *Nile magic*?

—Robert Maxwell
Athens, GA

As stated on page 88 of *The Nile Empire*, it takes one round to cast an Egyptian mathematics spell unless otherwise stated in the spell description.

The intricate calculations and geometric designs for the spells must be performed before the spell is to be cast. These calculations are figured for specific days and specific spells, but they can be done months or even years in advance. If the particular spell has not been figured for the particular day, the spell cannot be used.

These calculations are necessary to determine the exact locations of the various planets during the course of

the day. The calculations are often written down on a large scroll of papyrus.

By referring to the scroll, the caster will be able to figure out the necessary exhortations in order to cast the specific spell at the specific time of casting.

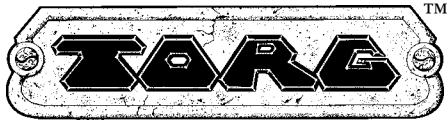
The necessary time value to prepare these calculations equals the casting difficulty number plus 10. ☒

INFINIVERSE™

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Welcome to the holiday issue of *Infiniverse*. Yes, it's that festive time of year, when Storm Knights are hung by the hearth with care, and Wu Han puts on a fake beard and climbs down chimneys all over Cairo.

The High Lords are nestled, all snug in their beds, waiting to see what their Darkness Devices will give them ("Possibilities? Again? You gave me Possibilities last year!")

In an effort to get into the spirit of the season, we present a little song to sing while pouring boiling plum pudding on all those sweet little Victorian carolers:

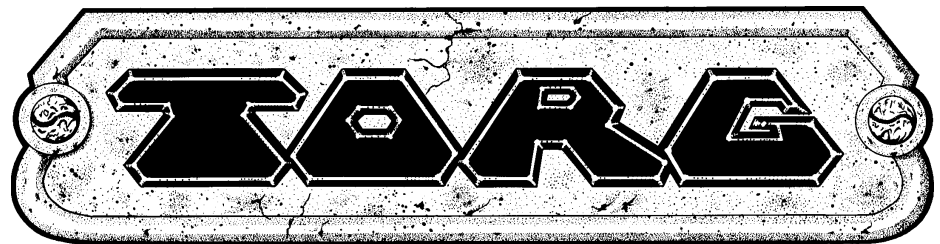
An Orrorshan Christmas Carol (To the tune of "The Christmas Song")

Stormers roasting on an open fire,
Gospog nipping at your nose,
Occult chants being muttered by a coven,
And Thratchen, plotting 'gainst his foes,

Everybody knows,
Some silver and a garlic strand,
Help to keep Horrors away,
Tiny tots, with their fangs all agleam,
Will find it hard to sleep today.

They know the Gaunt Man is on his way,
With lots of Hellion Court members to slay,
And every unholy child is gonna spy,
To see if chthons really know how to fly.

And so I'm wishing you this simple prayer,
For Victorians from one to 92,
Stay under your bed, or you might wind up dead,
And merry Christmas to you.



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing*

Report updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #16

1. Pharaoh Mobius gives the thumbs down to an actor appearing in Nile stag films wearing only a replica of the Pharaoh's hood. False (12).

2. Orrorshan occultist in Aysle trying to make monstrous versions of magical creatures. The *necrolepus vampirum* starts at True (13).

3. Baruk Kaah's support dwindling in the Living Land, and rumors that the edeinos are looking for new leadership. True (12).

4. Jean Malraux scrambling to keep public support on his side at home, but his international policy in Quebec has been remarkably successful. True (16).

5. Hachiman Arms making spectacular profits, but backlash has recently started because Hachiman will sell to anyone. Sabotage and outright attacks have occurred. True (12).

6. Gang warfare and refugees make life difficult in Los Angeles. A spree of serial killings in the city is worrying the local authorities. True (16).

Continuing Report: Issue #15

1. War between the Chamkatt and Polja giant tribes is a possibility. Polja giants are preparing to cross the maelstrom bridge into Northern Ireland. Rises slightly to True (18).

2. Mobius' forces gathering near the Israeli front — is a complete con-

quest of the Middle East far away? Jumps to True (48).

3. Video tape footage of fifth generation Nippon Tech gospog being held by a Storm Knight who survived the attack. If distributed, Nippon Tech's true nature could be exposed. Increases slightly to True (22).

4. "Burger Rex," a fast food chain featuring lizard meat from the Living Land, leads the way toward greater public acceptance of dinosaur meat as a dietary choice. Franchises seem to be popping up everywhere at True (20).

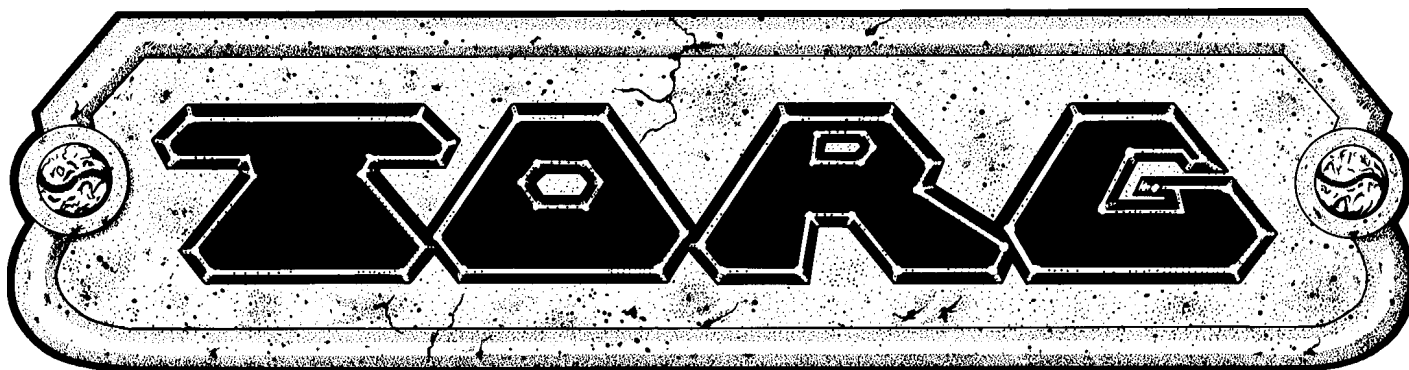
The Wrap-Up: Issue #14

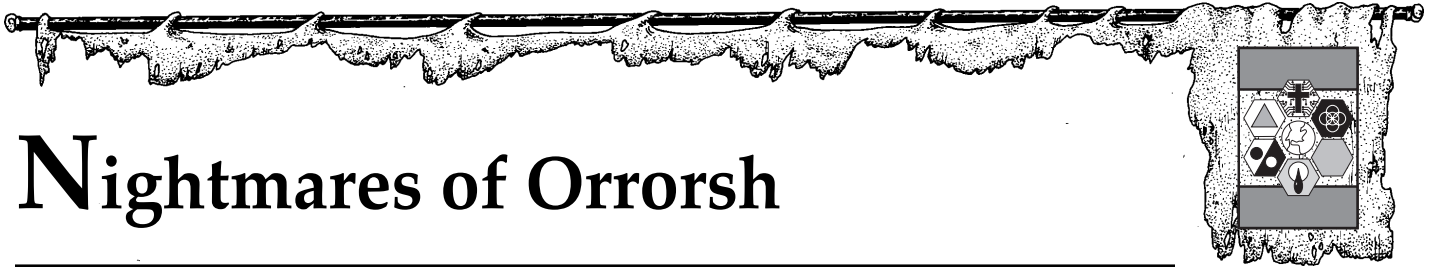
1. President Quartermain attempting to suspend 1992 elections for national security reasons. And ladies and gentlemen, a new RECORD — True (120)!

2. Weird science submarines sinking Cyberpapal ships in the Mediterranean. Better cancel that summer cruise from Monaco. Finishes with a nice boost to True (60).

3. Dr. Sconce sewing gospog victims together to create a new horror. Finishes at False (13).

4. Yakuza operative attempting to undermine Haragawa. Swings up to finish at True (28). ☒





Nightmares of Orrorsh

Another year of war, and time for another realms update. This update encompasses issues 12 through 14, which saw some major changes in the world of *Torg*, including the first hints of the coming of the Space Gods and Tharkold realms.

Below is a box score for this report. Listed next to each realm is the percentage of Storm Knight activity which has been directed against it (on its behalf, as in the case of Core Earth). The percentages have been rounded, so may not equal 100 percent. The averages for the number of Storm Knights in a group, adventure outcomes, starting and ending Possibilities and the card total are also given.

	Full Quarter
Aysle	14.9
Cyberpapacy	12.6
Living Land	10.0
Nile Empire	10.5
Nippon Tech	14.6
Orrorsh	7.9
Core Earth	13.3
Others	4.5
<hr/>	
Knights per group	4.5
Adventure Outcome	5.3
Starting Possibilities	59
Ending Possibilities	85
Card total	10

Aysle

Drakacanus' search for a new High Lord goes on, amid increasing reports that Thorfinn Bjanni has met his death. In point of fact, the rumors state that Bjanni's spirit has somehow merged with a thing of the Dark, and his evil continues unchecked. Storm Knight groups have been quick to claim credit for Bjanni's demise, but none have

come to Pella Ardinay with tangible proof as yet.

What is known is that despite these wild tales, the Dark forces continue to hold their own against Storm Knight parties, with only Orrorsh proving more lethal over the past few months. This may be a result of various sorcerers and men of evil "auditioning" for Drakacanus, attempting to pile atrocity upon atrocity to gain its favor.

The identity of the second candidate for the High Lord position has been confirmed as Wotan, Horn Master of the Wild Hunt. Having recently made his reappearance in the skies near London and vastly more powerful, Wotan could be expected to preserve many of the old alliances forged by Uthorion and his selection would make for a more stable tradition. He is certainly fond of destruction, but it is not known if the Darkness Device will favor someone so similar to its former servant.

In addition, a wild card has reportedly been introduced to the High Lord race. Rumors say an intelligent Ayslish creature in Scandinavia is trying to gain the attention of Drakacanus to advance its own cause. This has yet to be confirmed.

Initial efforts to plant stelae in Germany failed, but it is possible that Ayslish agents may have slipped back into the area during the confusion of Operation Central Fire. With the Cyberpapacy gearing up for revenge upon Germany, and that nation's military preparing to defend itself, the time seems ripe for Aysle to attempt an expansion.

The disappearance of Ayslish mages has grown serious enough that a unit of Home Guardsmen have been permanently assigned to the matter. Thus far, they have had no luck tracking down the Core Earther believed to be involved in the strange events.

London is suffering as the Dark siege, led by Wotan, continues. Despite Storm Knight efforts to protect shipments of food bound for the hardpoint, not enough is getting in to feed the ever-increasing population. Experts doubt that this is the prelude to an invasion, but rather an attempt to demoralize the populace. While many are unhappy, there are enough who remember the great London Blitz and know that this circumstance is nothing compared to that one. English morale remains high.

Innkeepers throughout England and Ireland have reported meeting a beautiful young peasant woman who seemed willing to listen to their tales of woe and their complaints about life in the realm. This was, in fact, Pella Ardinay, who has taken a leaf from the books of old English rulers, and is traveling the realm incognito. This action was taken against the fierce protests of Tolwyn of Tancred, who did manage to convince Pella to keep a party of Storm Knights ever nearby. These visits have passed without incident so far, and Ardinay is currently back in Oxford.

Cyberpapacy

Operation Central Fire was a mixed success for the German military. While civilian casualties were not quite as high as expected, military losses exceeded expectations and much of the equipment looted from God's Word Industries mysteriously did not reach Germany.

The operation began well, despite a general reluctance on the part of many Storm Knights to participate (Stormers were provided to the German military by the Guildmaster for a substantial price). German intelligence agents successfully pulled up the central stela in the wheel, while German air units

began bombing the area around Avignon. Cyberpapal jets immediately scrambled, and a bloody air battle began in the skies over France.

Meanwhile, Storm Knights hijacked trains near Reims and Nancy, but ran into stronger than expected resistance on the way to Avignon. Apparently not all of the Cyberpapal rail monitors were lured into the Net by raiders, leaving some free to dispatch Inquisition strike teams to retake many of the trains.

Under heavy fire from air and ground forces, Malraux's troops retreated to GWI and struggled to defend the high-security areas. Troops and Knights took the less crucial facilities and began looting, but had to be content with loading stolen equipment on trains (the German helicopters sent to rendezvous with the troops in Avignon were shot down by Cyberpapal fighters).

With time running out, intensive artillery and air bombardments succeeded in destroying many of the GWI plants. The pullout began, but unfortunately for the German troops, the central stela was replaced a full twenty minutes ahead of intelligence estimates. Retreating units crashed straight into reality storm fronts, and Cyberpapal air strike teams pounded German columns in the confusion.

Overall, the Cyberpapal forces lost close to 7500 men, as well as large sections of the GWI factory and millions of francs worth of equipment. Core Earth forces lost slightly more than 6000 men, most of them pilots or soldiers unable to return to Germany due to the storms. More than 4500 civilians were killed due to transformations after the stela as uprooted.

The Avignon bridge did begin to crumble, but did not collapse. Still Malraux will be forced to expend possibility energy to repair it.

Much of the equipment stolen apparently ended up destroyed or in the hands of Nippon Tech. Enough reached Berlin, however, that efforts are currently underway to understand and duplicate it.

In other developments, Malraux's offer to Baruk Kaah of aid against Nippon has gone unheeded, and clashes have already been reported between edeinos warriors and Cyberpapal

agents in "Tornado Alley." Malraux has used these skirmishes as proof that the edeinos fear the "religious revival" that has begun to grow in Quebec.

Increasing concerns about reports of a war going on between various GodNet entities has prompted Malraux to order the outfitting of VX exploration teams to chart the unexplored regions of the Net.

Living Land

Baruk Kaah continues to take it on the chin (if you can call it that), as Storm Knights proved to be more successful there than in any other realm.

In addition to Knight activity, Kaah has had to contend with increasing Nippon sabotage, reports that the ustanah have returned in the Eastern Land, and a possible threat from Takta Ker. Some optants have suggested that perhaps it is time he travels toward the sunrise to restore order to those lands, but Kaah is reluctant to do so. He is confident that his warriors can deal with any isolated threat, but feels he must be present to counter the moves of 3327.

Periodic rebellions against the Saar's rule continue, and have taken a strange new twist: there are reports that some of those on Takta Ker have turned away not only from Kaah, but from Lanala as well. If true, this could mean a major shift in the nature of the Living Land.

Kaah has devoted much of his energy to protecting his stela from further attack by agents of Nippon. Meanwhile he keeps a close eye on events in Quebec, not for a moment trusting Malraux's pledge not to expand into the Living Land. Although he heartily dislikes sharing North America with both Nippon and the Cyberpapacy, he feels that they may end up eliminating each other and leaving him free to conquer.

President Quartermain continues to push for passage of his order suspending the 1992 elections, but it is uncertain how Congress will vote upon it. Though Quartermain is calling for an immediate decision, many in Houston want to wait until the spring to gauge the feelings of the

public on the issue. There are fears that a people fighting for their freedom will not take kindly to a virtual dictatorship being put into place, and a general belief in the wake of the "Miracle of Sacramento" that the worst is over for America.

"Bombing" missions, in which rocks are dropped from aircraft, have been stepped up along the fringe areas of the Living Land. The military is unsure just how successful these attacks have been, as it is virtually impossible to count corpses in the Living Land, due to the corrosive effects of the Deep Mist.

Economic reversals in California have led Quartermain to assure the people that the country is not in a recession and that the dollar remains strong overseas. Conservative backers of the President have begun referring to his opponents as "lizard lovers," hoping to convince members of the opposing party that it is foolish to mount any challenges to a (relatively) popular leader in wartime.

The Delphi Council is reportedly hard at work preparing a report for Quartermain on the state of Core Earth. They are expected to deliver it to the Oval Office sometime next summer.

Nile Empire

It has been a period of impressive gains and sudden defeats for Mobius, par for the course for a High Lord who normally keeps dozens of plots activated at the same time.

In addition to dropping a maelstrom bridge into Ethiopia, Mobius has planted a new stela in Libya, northeast of the city of Ghat. As soon as he has sufficient possibility energy, he intends to spread his stela across the whole of Libya. With the Libyan government in exile and Nile troops firmly in control of the country, it is doubtful he will encounter a great deal of resistance. Tunisia is pleading for aid from Core Earth nations, but beyond an unstated Cyberpapal interest in landing there, there have been no offers to help.

The battle for Mecca continues, with Mobius forced to draw troops from Battlegroup Red Hand north from the Land of the Dead to aid in the fight.

Inch by inch, Core Earth forces are giving ground, but it is beginning to look as if this will at best be a Pyrrhic victory for Mobius. His armies may well be so decimated by this effort that Mobius will be forced to take some time to rebuild before venturing forth again.

The Nile Empire has also suffered the loss of a stela, the one planted adjacent to Jerusalem. This particular stela had been troublesome from the beginning, due to the fact that Jerusalem is a powerful hardpoint, being a sacred site for three major religions. With the stela's power weakened, Storm Knights in the employ of Mossad succeeded in tearing up the artifact and freeing a large portion of the area.

There were some civilian casualties in the aftermath of this, but the valiant Israeli stand at Masada had acted as a glory deed, refilling many with Possibilities. The collapse of this Nile area has freed the Suez Canal, and may be the prelude to an Israeli counterattack. It is doubtful that Mobius will make any immediate efforts to replant the stela or take Jerusalem after spending so much blood on Mecca.

Mobius' quiet war with Cyberpope Jean Malraux continues, with weird science subs engaging French freighters (and anyone else who might be around) in the Mediterranean. This "unrestricted submarine warfare" has drawn condemnations from most Core Earth nations, but 3327 is privately applauding it, as he does anything which impedes Malraux's plans for expansion.

The arrival of the Space Gods in South America has caused Mobius to rethink his idea that the Tharkoldu would make their reappearance there. He immediately dispatched "goodwill ambassadors" to Peru to meet with the Akashans, and make noise about a technology exchange (actually, Mobius has no intention of giving up any "weird science" devices, but would love to get a close-up look at biotech).

The Akashans have requested (and been granted) permission to visit the Nile Empire, under the strict supervision of Mobius' lieutenants. This has sparked some concern among Core Earth governments, but actually the Akashans only wish to retrieve a tab-

let of power left behind in the Sahara.

Mobius' hypnotic billboard has netted him a nice haul of classified information. It has worked so well, in fact, that he is seriously thinking of exporting the technology to other realms (after all, one more neon billboard won't look out of place in Tokyo).

Nippon Tech

The realm of Nippon has remained in its largely defensive posture, save for occasional salvos against Orrorsh. 3327 is believed to be planning a major strike against the horror realm, in an attempt to weaken it severely before the Gaunt Man can return.

Nippon has seen increasing Storm Knight activity, although the Knights have had only moderate success there. With his expansion stalled, look for Kanawa to turn his attention to the extermination of Knights and other internal opponents.

Nippon is striking back at Aysle for exporting false gold to them by salting the magical realm with phony magical items. These resemble standard knowledge stones, etc., and even have something of a magical aura (usually provided by enslaved dwarf mages in Nippon factories). But the stones are actually powerful transmitters which allow Nippon agents in Aysle to overhear plans made by both sides. A number of these stones have made their way to Oxford, and 3327 is pondering just what use to put all this lovely data he is gathering.

Nippon scientists were overjoyed to hear of a cold fusion breakthrough in London. This means 3327 can export fusion technology from Marketplace and put it to work in the realm without it seeming unduly suspicious. This will lessen Nippon's dependence on foreign natural resources, and may even free the realm to attempt a more overt expansion in North America.

Intelligence estimates place a new Tharkoldu invasion almost certainly in the Soviet Union, and offers of aid have already been made to the Russian government. Project Omen officials have reported no indications of techno-demon presence, however, and they are skeptical of the Japanese

theories.

Investments in Los Angeles are proceeding apace, with the Ichi Entertainment building now the crown jewel of Kanawa holdings in that city. Nippon money has revitalized LA, although some local government officials remain hostile to the newcomers. The Delphi Council has acted to "encourage" the planning commission to give whatever aid the Kanawa Corporation requires.

Nippon has officially opened its doors to Brazilians with parents or grandparents in Japan, and immigrants are flooding the island nation. This was originally planned as an easy way to get intelligence operatives out of South America, but it has had a side effect no one could have expected — many of these Brazilians, particularly those who have been traveling throughout the continent over the last few months, are carrying the Comaghaz virus. Most have settled in the Japanese city of Hamamatsu on Honshu, southwest of Tokyo, and their status as carriers has yet to be discovered.

Kanawa Corporation is still smarting from their failure to stop the establishment of the Akashan realm in South America, and terminations of the agents responsible are expected shortly. 3327 has decided to lay back awhile and let the Cyberpapacy challenge the power of the Akashans before making an effort himself.

Orrorsh

The horror realm has enjoyed great success against both Storm Knights and Nippon Tech in the past few months, thanks in part to the creation of "ninja vampyres." These shadowy creatures, transformed Nippon agents, have wrought havoc throughout Tokyo, falling only when they disconnect.

Ninja Vampyre DEXTERITY 16

Acrobatics 21, dodge 19, fire combat 17, maneuver 18, martial arts (ninjutsu) 19, melee weapons 18, missile weapons 18, running 17, stealth 18, unarmed combat 17

STRENGTH 16

Climbing 19

TOUGHNESS 18

PERCEPTION 11

Evidence analysis 13, find 13, language 15, trick 16

MIND 14

Test 24, willpower 24

CHARISMA 14

Charm 17, persuasion 21

SPIRIT 9

Faith (Orrorsh) 18, intimidation 16, reality 18

Possibility Potential: all

Natural Tools: Fangs, damage value STR+2/18

Powers: Life drain, animal control, shape change (bat), blur form

Corruption Value: 20

Perserverance DN: 17

Weakness: Severe weakness to holy objects, weakness to bright light

True Death: Must be decapitated by a blessed katana

Note: Most ninja vampyres required some retraining in their martial arts

skills, as their transformation made it difficult for them to access the knowledge they possessed.

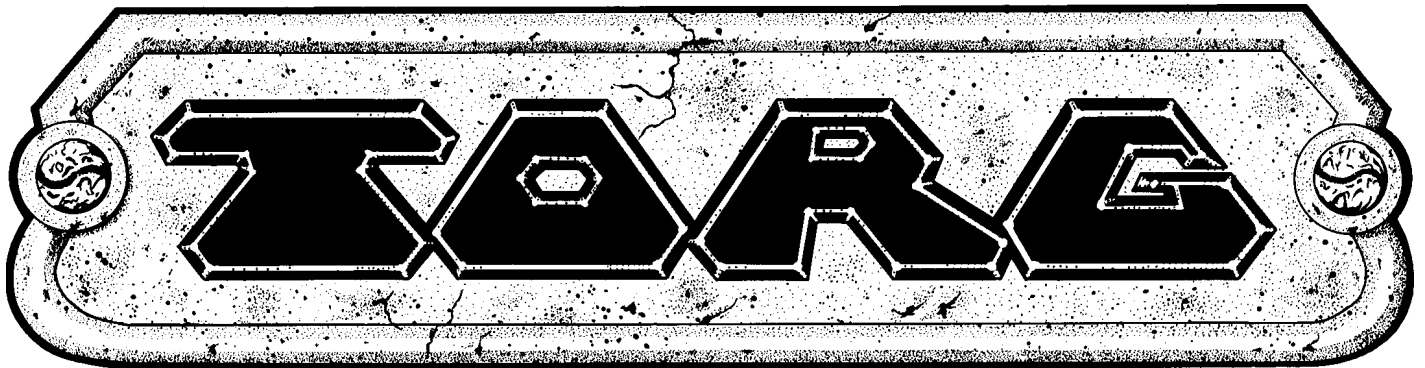
Thratchen's preoccupation with the apparently imminent return of the Tharkoldu has caused many Hellion Court members to go off on their own, implementing programs of terror without consulting with their regent. A recent seance in which the Gaunt Man's "ghost" accused Thratchen of his murder actually fooled no one, but some of the more rebellious Hellion Court members may try to use it as a pretext for overthrowing the techno-demon and placing themselves in the High Lord's spot.

Thratchen has paid little heed to the coming of the Akashans, although Heketon is believed to be sending agents to South America to gauge the strengths and weaknesses of these new arrivals. It is said that Thratchen knows where the new Tharkoldu invasion will take place, and is even now pre-

paring to slip out of Orrorsh to make a pilgrimage to the site.

Many have commented on Thratchen's long absences from Illmound Keep, but the truth is that he has been spending an increasing amount of time in the basement, keeping an eye on the maelstrom that holds the Gaunt Man. Thratchen is unsure if the reality storm is weakening or if it only his own faulty perceptions, but he now believes it is inevitable that eventually the Gaunt Man will return. At that point, it may be wiser for him to be elsewhere.

The Nightmare Red Jack had been ordered to London to spread some fear throughout that city. But on his trip across Europe, Red Jack passed through the city of Berlin and decided to ply his trade there for a while. How long it will be before the Hellion Court sends someone to discipline him is unknown. ☒



Dispatches and Rumors

Dispatches

1

The Akashans are already deeply involved in Earth relations even though they have been here for only a short time. A militant *Coar* follower, Sorgeiv, has become involved with a militant Marxist revolutionary organization called the Movimiento Popular para Libertad y Reforma (MPLR) in La Oroya, Peru. The MPLR advocates the violent overthrow of the current government and the establishment of a Marxist state because the currently society "ignores the poor to the detriment of all."

Sorgeiv's fierce opposition to ecologically destructive businesses and social injustice have helped him gain followers, and he is convinced that it is time to aid the MPLR in its actions. His access to more advanced weaponry has made the MPLR a threat in the region.

Sorgeiv has stolen arms for the MPLR, outfitting the members with whipfangs (damage value STR +6/24), primitive blasters (damage value 28) and bolter rifles (damage value 30/(in two-meter blast radius) 25). Because of his theft, the Akashans have recognized that Sorgeiv is "out of balance" and therefore dangerous to society, and they are seeking him for counseling and reeducation.

Sorgeiv's group has attacked several businesses (primarily mines in nearby mountains and forestry operations that have decimated whole forests). The MPLR regards Sorgeiv as an ambitious ally who needs to refine his objectives a little more, but they are wholly behind his efforts to disrupt the country — anything to convince

the people that it is time to revolt against the government and establish a country where everyone has good food, clothing and health care. These ideological zealots will stop at nothing to accomplish their goals, and have staged attacks on schools, hospitals, churches and any other institution which helps alleviate the suffering of the poor.

Sorgeiv feels that the pain and suffering in the short term are justified by the long-term benefits that will be gained when more enlightened individuals, such as himself, come to power.

The Storm Knights may be contacted by the Peruvian government or decide to take action on their own initiative.

Sorgeiv **DEXTERITY 11**

Biotech weapons 13, dodge 14, energy weapons 13, maneuver 12

STRENGTH 10

TOUGHNESS 11

PERCEPTION 11

Evidence analysis 12, find 12, first aid 13, psionic manipulation 18, space vehicles 12

MIND 10

Psionic resistance 17, test of will 13, willpower 12

CHARISMA 12 (15 with lornos)

Charm 16, persuasion 15, taunt 15

SPIRIT 11

Faith (Akashan) 15, focus 13, reality 12, intimidation 14

Possibilities: 16

Equipment: Kinetic armor (TOU +10/30), Lornos (+3 to *charm* with members of the opposite sex), Calaki (STR+8/damage value 18 per round thereafter until removed), Rhadan Mark V (damage value 17, plus entangle), Commtrol, MedKit

Alignment: Coar

Psionics: Kinesis (*containment, mental anchor, telekinesis*), Psychic Senses

(*awareness, farsight, psychic infravision*), Telepathy (*cloud mind, empathy, perception distraction, send thoughts*), Coar (*ego strike, projection emotion, psychic assault*)

Critical Event: If the Storm Knights convince Sorgeiv to stop his attacks upon businesses and innocents, and surrender to Akashan authorities, they have achieved a *Good* result. If Sorgeiv's attacks are not stopped, this is a *Bad* result.

2

The Kanawa Corporation is ready to make a move against the Rauru Block in the city of Kochi. The Rauru Block "owns" several neighborhoods, providing free housing to the most trusted and productive executives. Toranaga Chemicals, a subsidiary of Kanawa-owned Hiyatsu Raw Materials, is planning to dump a mind-altering drug into the water main for the target neighborhood, turning everyone into a berserk maniac. Then, with the neighborhood in chaos, Kanawa can move into the neighborhood and restore order, and claim that the Rauru Block is a poor manager for the area and Kanawa should be given clear title to the neighborhood. This is a test situation — if the Japanese courts allow this, Kanawa will have a valuable new weapon with which to fight the troublesome Rauru Block.

The Storm Knights have overhead rumors of this attempt from a disgruntled employee (this can occur in any city in Japan, preferably not Kochi itself). It then is up to them regarding how to handle the situation — they may decide to go to Rauru Block headquarters and warn them, or investigate the matter on their own. If they decide to take action themselves, they will have to infiltrate the Toranaga Chemicals Experimental Plant in

Yokohama, and search through the computer data bases or interrogate research scientists to learn what product will be used, as well as the exact time and place of the dumping. If they attempt to break into the lab, they will face heavily armed corporate guards, as well as Gospog of the Second Planting. If there are any survivors, or the video cameras captured the action, the Storm Knights will discover that several ronin have been sent after them as well. And, worst of all, they will learn that the truck carrying the chemicals has already been dispatched to Kochi, because the chemical dumping is set for early in the morning.

There is no known antidote for the chemical, which is a deep, blue odorless liquid called Kethon-23. Kethon-23, when ingested, causes a mental attack (against the *Mind* attribute) with a damage value of 16. A victim's *Mind* and *Perception* are reduced by the result points of the attack for a time value equal to the result points +5; in addition, virtually any die-rolling interaction with individuals under the influence of this drug is considered a *taunt* — if the character's achiever anything less than a *player's call*, the individual will attack. Needless to say, this chemical has a tendency to create mindless riots.

Kanawa Security Agents are secretly gathering on the border of the city, waiting for the call to move in and "quell the disturbances." There are a total of 200 agents ready to cover the one-block area, and they have three Oda Attack Platforms ready to spread tear and knockout gas.

Kanawa Security Personnel

DEXTERITY 9

Dodge 12, fire combat 13, maneuver 10, melee weapons 10, stealth 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, tracking 11, trick 10

MIND 8

Test 10

CHARISMA 8

Charm 10, persuasion 9

SPIRIT 7

Intimidation

Possibilities: None

Equipment: Kyoto Police RKD (TOU+7/25), clubs (damage value STR+3/18), SC Kyogo T11 (damage value 18, ammo 15), 2 tear gas grenades (damage value 18, stun damage only, blast radius: 10 meters).

Critical Event: Stopping the riot and exposing Kanawa as the source of the trouble is a *Good* result. Failing to expose the Kanawa Corporation is a *Bad* result.

3

The characters may be anywhere in the Nile Empire when they are contacted by a mysterious employer who requests their assistance in retrieving a valuable artifact.

The employer, a Mr. al-Heset, meets them in a huge mansion outside of Cairo, and hands them a note hastily scrawled in Arabic. He explains that he received this note from a Dr. Kom Sekhmar, an archaeologist with the University of Cairo. The note reads:

Mr. al-Heset:

I have made a fantastic discovery in the rain forests of Ethiopia, and am seeking your assistance. The Watumi, primitive savages in the employ of Pharaoh Mobius, have uncovered the staff of King Menelik I, first king of Ethiopia. The tribesmen immediately knew the worth of such an item, and greedily made their way to the shocktroops of the Nile to gain their reward

The story related to me is tragic and warns of what may happen to the unfaithful — the Tekeze River suddenly flooded the trail the tribesmen were taking, washing away the staff and all but one warrior (the weakest of the lot). The warrior, Kethen Giurang, says that only his prayers to Menelik saved him from death.

As I learn more from the Watumi, I will keep you informed. However, I would like to request some men and funding to undertake an expedition to retrieve the staff for yourself, a collector of such fine artifacts, before the Pharaoh can claim it for himself.

Dr. Sekhmar

Mr. al-Heset explains that this note arrived about one month ago, and he hasn't heard from Sekhmar since. He wants the Storm Knights to go and retrieve the staff, and is willing to pay them 2000 royals for their efforts (half payment up front and half payment upon delivery). He warns them that the Watumi are fanatically loyal to the Pharaoh Mobius (because he pays them handsomely for their enslavement of the Ghenta, a neighboring tribe that is forced to work in the gold and diamond mines of the region.

He will tell them very little about the staff of Menelik I — only that it is an important historical artifact because it belonged to the first king of Ethiopia, the first powerful black kingdom of Africa.

In truth, Menelik I is the legendary son of Solomon and grandson of the Hebrew King David, builder of the first temple in Jerusalem. Menelik is also believed to be the son of the Queen of Sheba. Menelik founded Ethiopia in approximately the tenth century BC. The staff is an eternity shard of Core Earth's reality.

The Staff of Menelik

Cosm: Core Earth

Possibilities: □40

Tapping Difficulty: 14

Purpose: To defend Ethiopia from invaders

Powers: The staff will call upon the natural forces of the land to defend it from those who intend ill harm — the rivers may flood, the ground may quake, herds of animals may attack. Only those of pure intent may safely handle the staff.

Group Power: *Stelae Sense*

Restrictions: The staff's powers may not be tapped outside of Ethiopia and the powers may not be used against someone who is defending Ethiopia.

The staff was washed down the river, into a lagoon deep in the hostile forests of Ethiopia. The Red Hand, upon hearing of this incident, has ordered his shocktroopers and the Watumi to scour the rain forest in search of the artifact. The Ghenta people have also been forced to search for the staff. The Red Hand wishes to recover the staff before Mobius hears

of the discovery and demands to see the staff — if the Red Hand can only say, “We lost it,” his life may be fair payment for his incompetence.

If the Storm Knights decide to look for Dr. Sekhmar, they may eventually learn that he has been forced into hiding among the Ghenta people because the shocktroopers wish to question him. Sekhmar and Giurang are the only people in the world with a clear idea of what the staff looks like.

The search for the staff should bring them into conflict with Nile shocktroopers, hostile Watumi tribesman and the dangerous nature of the Ethiopian rain forests, complete with waterfalls, huge poisonous snakes, volcanoes, mysterious caves, hidden caches of precious metals and “lost” gold coins, and so forth. The final confrontation should take place in the “restored temple of Menelik,” an underground tomb hidden in the jungle guarded by booby traps and the spirits of loyal warriors who have died defending their nation.

Critical Event: Recovering the staff is a *Good* result. Allowing the Red Hand to get his hands on the staff is a *Bad* result.

4

The American news media has finally turned its attention to one of the major “secret” concerns of the government. In the chaos during the invasion of the Living Land, many nuclear warheads, both tactical bombs and strategic missiles, were left behind. The United States Air Force, the Delphi Council, the National Security Council and the Central Intelligence Agency have all begun independent counts of nuclear warheads, and the consensus is that anywhere from a few dozen to 300 warheads are still unaccounted for. The discrepancy comes from a variety of sources, the prime one being that the military doesn’t wish to disclose to anyone (including President Quartermain) how many warheads it has at its disposal, and most of the information that is leaked to the press is so inaccurate as to be almost useless.

Another complication of the count is the fact that some individuals are

trying to hoard warheads for their own uses, and none of these agencies trust the others. In fact, it is known that agents of the various agencies have infiltrated the other agencies to see how the count is being skewed.

The NSC believes that Dr. Mobius has sent Nile agents into the Living Land to gather some of the missing warheads, for uses ranging from international terrorism to research for development of Nile Empire nuclear weapons. Agents of the NSC contact the Storm Knights to go into the Living Land and stop the Nile agents who have entered near the U.S. Air Force testing grounds in Nevada.

The Nile expedition is to secure warheads and then smuggle them out of the country, using small cargo ships docked in San Francisco and San Diego. The Nile agents know that the devices are inert in the Living Land, and the Pharaoh has made acquisition of these items a top priority. The leader of the Nile expedition is a turncoat American by the name of Chuck Charbonneau, and he has two dozen shocktroopers, as well as several heavy trucks, at his disposal.

Chuck Charbonneau
DEXTERITY 10

Beast riding 12, dodge 16, fire combat 15, maneuver 13, melee weapons 15, missile weapons 14, running 12, stealth 14, swimming 11, unarmed combat 14

STRENGTH 11

Climbing 12, lifting 13

TOUGHNESS 11

PERCEPTION 8

Evidence analysis 9, find 10, first aid 12, land vehicles 11, tracking 10, trick 12, water vehicles 11

MIND 7

Test of will 8, willpower 9

CHARISMA 6

Taunt 11

SPIRIT 6

Intimidation 9, reality 9

Possibilities: 14

Equipment: spears (STR+4/18, tech 7), knife (STR+3/17, tech 5), short bow (STR+5/19, tech 8), 40 arrows, M249 auto-rifle (damage value 23, ammo 24, tech 22), short wave radio, first aid kit, maps, specialized tool kit (used to remove warheads from missiles, and attack “dead man” or timer switches).

Charbonneau was a former mercenary, and for a brief time worked as a Spartan. However, he was one of the many “expendable” agents and was sent on a suicide mission into Egypt. He survived, and realized that the Spartans, and the U.S. government, had left him out to dry — he was offered employment with the Nile Empire, and gladly accepted. He doesn’t care about the “Possibility Wars” or anything as abstract as free speech or morality; he works for whomever pays the bills and takes good care of him.

Critical Event: Preventing the Nile from getting any nuclear warheads is a *Good* result. Allowing the weapons to fall into the hands of Dr. Mobius is a *Bad* result.

Rumors

1

The Kanawa Corporation, always trying to increase the pool of labor in order to keep competition for jobs keen and wages low, has recruited several thousand workers of Japanese-descent living in Brazil. These workers returned to the native land of their parents and grandparents with the guarantee of work and good prices, but the reality has been quite different.

There are several major problems facing the workers. The first is their cultural differences — the residents of Nippon Tech are continually conditioned to work hard and never complain about their status in life. In theory, good work and long hours provides ample rewards, with better wages and an increased standard of life. The Brazilians simply don’t understand the Japanese mind-set — they refuse to work more than 50 hours per week without huge salary increases and are quite vocal about dangerous working conditions and unfair labor practices.

The Brazilian-Japanese are also quite demonstrative — they are fond of public displays of affection and are quite vocal. This has greatly offended the traditional Japanese’ sensibilities.

This has resulted in the Brazilian-born being treated as second-class citi-

zens, and they face discrimination in every facet of society. They are unable to shop in the better-priced stores regardless of wealth, and most native Japanese refuse any contact with them outside of the workplace; restaurants refuse to seat them, they are forced to take the least comfortable accommodations at hotels and on public transportation, and Kanawa security and Japanese police are constantly harassing them on the streets for minor incidents. The language barrier is another problem, because most of these individuals speak only a smattering of Japanese, and prefer to use their native Portuguese.

Life has become even more difficult in the past few weeks as news spreads of the Comaghaz virus. These new immigrants have been moved to "safety housing," where only other immigrants live. They are no longer allowed to go into public without special authorization from the company they work for. Yet, no matter the amount of paranoia regarding these people, nothing is being done to help them; the government refuses to pay for expensive tests that would reveal whether or not any of these people are infected. It is simply easier (and while unspoken, it is more acceptable) to segregate these people and treat them as noncitizens.

2

Angar Uthorion's ineffective leadership in Aysle continues to splinter the forces of darkness. The dark Elves who worship Estar, god of corruption, are ready to split from the Vikings under the lead of Thorfinn Bjanni.

The elves, who have gathered in Finland and Sweden, have voted to establish their own territories, and as a means of announcing their split, are readying an attack upon the northern Viking tribes. The elves plan to create a huge empire of dark magic and mili-

tary might, using powerful new spells to enslave the minds of Core Earth and transformed humans caught in the captured territories and kidnapped from neighboring Core Earth towns. It is believed that they are carving huge cities out of ice and rock, and have developed spells to allow them to grow grains and vegetables adapted to the frigid arctic environment.

3

The Jakatts of the Living Land seem to have been granted new spiritual weapons in their continuing war against Earth's reality. When the United States renewed bombing efforts on the border regions (using rocks and pebbles as ammunition), parties investigating the bombing sites reported a tremendous decrease in hostile attacks from edeinos and Jakatt tribes. Many portions of the jungle were ripped to shreds by the bombings, and while the nature of the Deep Mist prevented an accurate body count, even resistance communities have reported fewer attacks.

However, those who have taken to the interior report that the religious zeal of the edeinos remains at a fever pitch, and encounters with them have been increasingly bloody. The Jakatts have apparently received two new miracles from Lanala, enabling them to attack strangers from afar and trap them in the vines of the jungles.

The first miracle develops a variation of the hrockt spear that can shoot thorns up to 30 meters away, causing a damage value of 15. Each spear starts with a dozen thorns and can "grow" a new one once every minute. This miracle has been used by edeinos to great advantage, since now they can attack at range and use the Deep Mist for cover since non-Jakatts often don't have the *See Through Mist* miracle.

The second miracle is cast on vines anywhere in the Living Land. Any


intelligent creature that doesn't have faith in Lanala is attacked by the vines, and is entrapped in them until Jakatts arrive to sacrifice them to Lanala or convert them to the Living Land religion.

Only tribes loyal to Baruk Kaah and based in the Eastern Land have used these miracles. These new miracles give the edeinos a new edge in the war, and make the Living Land even more dangerous to visit.

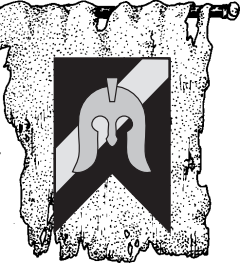
4

A lost Islamic mosque on the Orrorsh-occupied island of Flores (in Indonesia, near Timor) has been rediscovered by the faithful. The mosque is apparently a source of spiritual energy — people entering the holy place have reported "a feeling of calm and peace, and renewed hope." In game terms, it seems that the mosque helps eliminate the negative effects of the Power of Fear while visitors are within its bounds.

One worshipper reported hearing "the voice of Allah," which told him to spread word of the power of Islam in protecting the faithful from the evils of Orrorsh. The story has spread throughout Indonesia, and it is believed that members of the Hellion Court may be sending gospog and other terrors to find and destroy the building.

The faithful refuse to divulge the mosque's location for fear that the horrors of Orrorsh may descend upon it. Those seeking renewed faith are blindfolded and brought through a series of underground tunnels to the secret location, which is deep within the jungle, high on a mountain side. The natives are especially fearful that the Victorians may not realize the value of the mosque and attempt to destroy it and convert the "heathen savages." 

Your Letters



1. When the Action Line says *Hero Confused*, can a *Seize Initiative* card be played first to flip a new card, or are the characters stuck with what has been flipped?

—Dan Viger
Bronx, NY

The players cannot use a *Seize Initiative* to flip a new card to the action stack.

1. If a character has honor or corruption adds from *Aysle*, does this cause a contradiction in any other cosm?

2. In *Orrorsh*?

3. Does *Orrorshan corruption* cause a contradiction outside the realm?

—Sam Thornton
Essex, England

1, 2. Using any facets of *honor* and *corruption* outside of *Aysle* is a contradiction.

3. *Orrorshan corruption* is a contradiction anywhere outside that realm.

1. Do all *ravagons* practice the faith of *Irishantism*? And can *ravagons* practice magic?

—Duane R. Tant
Fairfax, VA

1. Not all *ravagons* practice *Irishantism*, although the group of *ravagons* in the employ of the *Gaunt Man* do. *Ravagons* could learn magic if they visit a cosm which supports magic. The extent to which *ravagons* currently employ magic is only known by the *Gaunt Man* and the *ravagons* themselves.

1. The *Land Below*, page 22, in the *wight's* description says that six wounds completely destroys the body of the *wight*. But other, earlier sources quote seven wounds to completely destroy an object?

2. The *Nile Empire*. The electro-ray pulp power on page 70 states the dam-

age value is STR+10. Is the bonus number added to this damage?

3. For the *Nile*, I'd love to see a volume containing new powers, gizmos, and creatures, especially a small section on the *Martians*.

4. When will we see those darn miniatures? And it'd be great to get some of the more unusual ones that we can put to use right away: say, *ravagons*, *edeinos* and perhaps *Nile shocktroopers*.

5. Are you planning on adding *Torg* to *America Online*?

—Martin Wixted
Boston, MA

1. You are correct — it takes seven wounds to completely destroy an object/body.

2. The bonus number is added to the STR+10 total.

3. The *Nile Gadgets Book* is currently in development, although it may not see release until late 1992 or early 1993. The *Martians* may be covered in more detail in the *Terra Sourcebook*, which is still in the planning stages.

4. *Lance and Laser Models* has just released the first blister packs of *Torg* miniatures:

- 001 The Gaunt Man w/ *Gibberfat*
- 003 Dr. *Mobius*
- 005 *Angar Uthorion*
- 008 *Pella Ardinay*
- 009 *Gospog (3)*
- 012 *Bryce & Mara*

We've just seen the first models for *Jean Malraux*, *Baruk Kaah*, and *Thrachten* and all we have to say is WOW! We'll tell you as soon as the release date is set.

5. At this time, there are no plans to put *Torg* onto *America Online*, although we are on *GENie* and the *Summit Games Network*.

How about a *Torg* world map?

—Wade Wallace
Bryan, TX

West End doesn't plan on producing a poster-size map of the world (at least at this time). However, if you have your own map of the world, we will be including the *stelae* coordinate locations and updated realm maps in the *Infiniverse Update*. We know of several resourceful gamemasters who have laminated their maps and use overhead projector markers to keep track of the realms. In the "West End War Room," we use pins, with bits of colored string to mark the boundaries.

1. If a *Spirit* chip was on-line at the time the *brazier* released the storm of possibility energy (at the end of *Infiniverse 14, Dispatch 1*), could the spirit in the chip (assuming it was an *Ord*) become possibility-rated? Can *Spirit* chips gain skill adds and learn new skills?

2. Can the group power send be used to send the spirit in a *Spirit* chip so that it may find a new body?

—Michael Levay
Roscommon, MI

1. Yes, an on-line *Ord* spirit chip would then become possibility-rated. Yes, *Spirit* chips can learn new skills and gain skill adds.

2. *Send* can be used to send a spirit chip to a new cosm. Since the chip was created from a person, he or she regains the physical attributes that were possessed before the chip was created.

1. How can a character build or improve a *cyberdeck*? What skill is needed?

2. Are necessary parts available only in the *Cyberpapacy*, or would a character be able to find parts in *Nippon Tech* or *Core Earth*?

—Jim Ogle
Socorro, NM

1. A character could build a *cyberdeck* using the *cybertech* skill, although it is often easier just to buy a

ready-to-go deck. The technological advancements that go into decks take months of research for teams with dozens of members — a cyberdecker operating out of his basement can hardly hope to come up a major advancement.

A character must make a *cybertech* difficulty of 12 just to know enough to repair a damaged deck with replacement components (acquiring these components is difficult to begin with).

To build a deck with components from other machines (like for example, integrating a processor from a Priestburner (2) with the response capabilities of an AngelBlaster (+4)) requires a *cybertech* total of 20 to determine the blueprint (this first roll takes one week).

To actually build the deck, the character must make a roll against a difficulty of 26 (basic difficulty of 20, plus 6 for the One-on-Many). If the roll is

failed, all of the components are destroyed, and the builder must acquire new components. Building the deck takes one month of constant work. If the roll is successful, all of the existing components have been successfully integrated.

To improve existing mass-market decks (not prototypes, such as in the example above), the decker can attempt to improve one portion of the deck per roll: Response, Stealth, Processor or Storage. Each roll is made against a difficulty of 18. For Response and Stealth, find the results on the Speed Push Table. For Processor and Storage, find the results on the Power Push Table. Each deck "attribute" can only be improved once in this manner.

To improve prototype decks, each deck "attribute" must also be rolled separately, but against a difficulty of 24.

2. The necessary parts are manufactured only in the Cyberpapacy; a very small amount of these parts may have been smuggled to other realms, but they are very difficult to find and very expensive.

1. Can Storm Knights increase their stats beyond racial maximums by spending possibilities?

2. How about elves and giants from Aysle, by use of their bonus packages?

—Randy Wilde
Long Beach, CA

1. Storm Knights may not increase their attributes beyond the racial limitations of their home cosm.

2. Elves and giants are allowed to exceed these maximums by use of the bonus packages. If their base attribute is below the cosm maximum, they may bump up the attribute at the normal cost (naturally, the "real" attribute, taking into account the bonus package, would also increase). Storm Knights may not increase an attribute they accepted limitations on (such as an elf accepting a *Toughness* limit).

The adventures for Torg are captivating, to say the least. I have read many adventures, of many games, and your adventures stick out the most in my mind. The stories are enthralling and the villains are of epic proportion.

Have a few questions and requests. In Orrorsh, is the Waiting Village a fringe reality? If so, then is it accessible to the living, such as Storm Knights? I also want the stats for the Darkness Devices of the Living Land and the Nile Empire.

—Anoop Shekar,
Pepper Pike, OH

Thanks for the kind words, Anoop. The Waiting Village is technically a part of Orrorsh's reality, and as far as we know, accessible only to those who are a) corrupt and b) physically dead. At this point, we know of no way for living Knights to reach there (and it's not a very nice place to visit, anyway).

Stats for the Darkness Devices you mentioned will be given in April's *Infiniverse Update*, Vol. I. ☒

Herald Messages

King Arthur lives! Storm Knights travelled to Avalon cosm (Magic 19, Social 12, Spiritual 22, Tech 29) and discovered Excalibur is being searched for by Morgan Le Fey!

— John M. Kahane
Ottawa, Canada

"Why serve a High Lord when you can **BE** a High Lord? When I return, Mobius will grovel at **MY** feet."

— Wu Han, on the eve of his departure to Mexico

Open message to all High Lords:

Whichever one of you geeks stole our space shuttle has 24 hours to give it back. You don't have to admit it — we'll turn around, and when we turn back, it had best be on its launch pad. Otherwise, we might have to get violent.

— Admiral Secord, Reality
Ranger High Command

Any *Torg* players in Yellowknife Northwest Territories?

— Sandy Addison

"We have found a land under the surface of the Earth! We have Hoftet in our custody. Befriended Kord, but angered some giant ape!"

— Scott R. Mitchell
Chicago, IL

Important safety tip for an elf in the Cyberpapacy:

Learn all there is to know about running and hiding. Trust me on this.

— John S. Olson
Baltimore, MD

Trust no one, especially priests and Japanese!

— Fighting for America
Howard 'Brad' Johnson

We, the Storm Knights of Scandinavia, send thanks to the Canadian government and can't wait for the chance to join forces with Reality Inc.

— Petter Sjöberg
Stockholm, Sweden

"Burp!"

— Daikoku, six hours after being introduced to Excalibur ...

Storm Knights, pass on the warning:

Rumor has it the Cyberpapacy is conducting experiments in artificial intelligence — they hope to combine a self-aware computer brain with the body of a cartagra bristling with cyberware, to create a robotic hunter/killer.

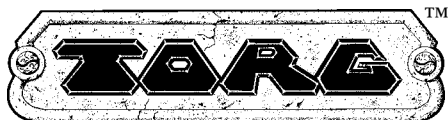
Hasta la vista, baby!
— Scott Darley
Caryville, FL

INFINIVERSE™

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Greg Farshtey, Greg
("Brakatakatakataka") Gorden, Paul
Hume, Bill Smith, Ed Stark, and
assorted monkey tricks



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Another year of Torg has come and gone, and it's time to take a look ahead at 1992 and what wonders await therein:

January means it's time for Lou Prosperi's *Storm Knights' Guide to the Possibility Wars*, featuring an improved character generation system. Just how did your Knight meet her moment of crisis, and where did she get all that money and equipment? This volume helps you answer these questions.

The *Tharkold* sourcebook is currently sailing through art, and publication in February is True (45). One hundred forty-four pages, jam-packed with creatures, techno-demons, Race slaves, occulttech devices, technomagic, nasty miracles, jumped-up monkeys from the slave pit, and various things that the go berserk in the night. Another product of the fertile minds of Greg Gorden and Paul Hume (see inside for a preview).

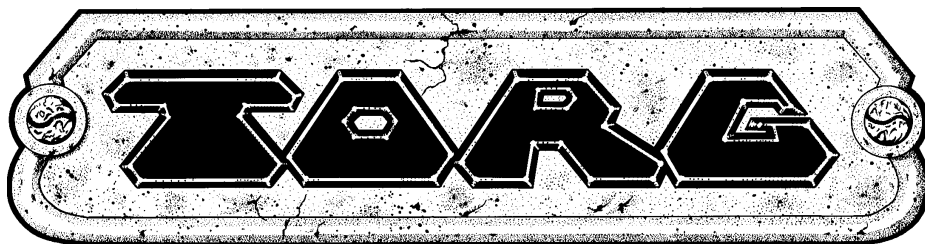
Winter's final month also brings *Temple of Rec Stalek*, the first adven-

ture from Shane Hensley, a talented WEG discovery. An edeinis worshipper of Death and his cult of murderous Takta Ker denizens are planning the overthrow of Baruk Kaah. Can the Storm Knights stop them — or will the Living Land become a dark and deadly place?

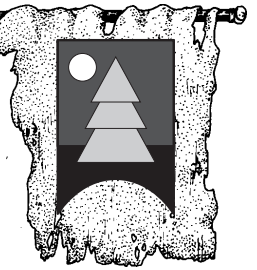
Spring is a time for flowers, sunshine, renewed life, techno-demon prides, Nippon armored warriors, and Christopher Kubasik's *City of Demons*. Storm Knights find themselves teamed with an unlikely ally — Thratchen — in an effort to prevent civil war in the Tharkold realm.

April provides *Torg* fans with the long-awaited *Infiniverse Update, Vol. I*. New realm maps! New mini-adventures! New templates! The latest from the world of the Possibility Wars, along with all the great features you've come to expect in *Infiniverse*.

Also planned for 1992: two new *Torg* novels, and three short story collections!



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #17

1. "Anglach Dornorin," or the day when Honor and Corruption reverse themselves within the realm of Aysle, starts at True (12).

2. Some VX images of Knights Templar making life in the GodNet difficult for the Inquisition. True (15).

3. Grumbling in Magna Verita about Malraux's absence as social discontentment and rumors of revolution begin to surface. Starts at True (15).

4. Tharkoldu Occultech device unearthed in the Soviet Union, and radiation levels indicative of a second invasion. Starts at True (16).

5. Nippon Tech ninjas believed to have transported the Comaghaz virus back to Japan, possibly leading to even more intrigue and mistrust. True (15)

6. Madame K., an Orrorshan spiritualist, claiming to have contacted the spirit of Lord Bryon Salisbury. WE know she's lying, but whether the people of Orrorsh are falling for it is another matter. True (15).

Continuing Report: Issue #16

1. Pharaoh Mobius — stag movie star? The "man in the hood and nothing else" climbs to True (16).

2. Orrorshan occultist in Aysle trying to make monstrous versions of magical creatures. The *necrolepus vampirum* has received many responses. Up in the air at True (12).

3. Baruk Kaah's support dwindling in the Living Land, and the edeinis tribes appear ready to embrace a new leader. Rises to True (50).

4. Jean Malraux scrambling to keep public support on his side at home, but his international policy in Quebec has been remarkably successful. Climbs to True (35).

5. Hachiman Arms making spectacular profits, but backlash has recently started because Hachiman will sell to anyone. Sabotage and outright attacks have occurred. Climbs to True (35).

6. Gang warfare and refugees make life difficult in Los Angeles. A spree of serial killings in the city is worrying the local authorities. Starts at True (16).

The Wrap-up: Issue #15

1. War between the Chamkatt and Polja giant tribes seems imminent. The Poljas are ready to cross the maelstrom bridge into Northern Ireland. Rises to finish at True (19).

2. The Israeli front becomes a center of conflict, as Pharaoh Mobius prepares a major assault into the holy land. Finishes at True (55).

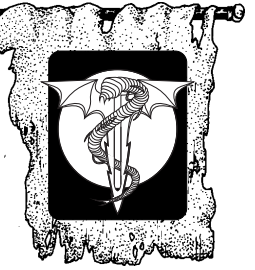
3. Video tape footage of fifth-generation Nippon Tech gospog being held by a Storm Knight who survived the attack. Nippon Tech's true nature could be exposed. True (35).

4. "Burger Rex," a fast food chain featuring lizard meat from the Living Land, leads the way toward greater public acceptance of dinosaur meat as a dietary choice. Looks like the "Borr Aka Burger" can't be far off at True (35).

Contributor News

Two names were inadvertently left out of the *Space Gods* playtest list. John Terra and Kevin Collins were a part of Dave Wetzel's group, and we extend thanks to them for their help with that product. ☒

Tharkold Axioms and World Laws



Here's a sneak peek at the upcoming *Tharkold* sourcebook, which will be hitting stores next month (and clawing them and shredding them ...)

In the Possibility Wars that ravage the Earth, things impossible to natives of our cosm become commonplace, while things we can do easily become impossible, or even quite literally unthinkable.

Jezrael has brought the axioms of Tharkold to Los Angeles. Her realm is tiny compared to those of the other Possibility Raiders — only a single zone, barely a hundred miles on its longest side. But within its boundaries, the conflicts between Core Earth reality and the paradigms of Tharkold generate great amounts of possibility energy.

The *Magic* Axiom: 12

When the War began, the *Magic* axiom for Tharkold was 9, and over the next 1500 years it climbed to a peak of 15. Following the hideous Spasm of 1490, it seems to have begun its decline, though it was not until 2310 that Tharkoldu mages were able to verify that magic was in decline.

During the long "apprenticeship" that Kranod, Thratchen and other powerful demons spent with the Gaunt Man, their sinister master provided the minimum possibility energy necessary to hold the *Magic* axiom of Tharkold oscillating between 7 and 8. When Kranod became High Lord of Tharkold, it began expending the possibility energy looted from conquered cosms at a prodigious rate, forcing the axiom to climb.

The *Magic* axiom stabilized at 12 only recently, about 80 years ago. Attempts to force it higher have so far failed. The reasons for this failure are not known, but it is generally blamed on imbalances created during the Spasm. Many areas of Tharkold have local *Magic* axioms higher, or lower, than 12. Many areas nestled among the peaks of the Alps have *Magic* levels as low as 5, which is one reason that Hefei has long been a stronghold of the Race. The hideous enchantments of Prince Viruxhmugla the Necromancer flourish at his stronghold in the Jungle of Souls, the counterpart of Earth's Yucatan, where the *Magic* axiom cycles on an irregular schedule from as low as 12 to as high as 16. Similar odd locations exist all over Tharkold.

Before the Spasm, Tharkold achieved great expertise in the magical arts. In martial applications of magic, they equalled and surpassed most Ayslish mages. Much knowledge was lost in the Spasm, or was forgotten as the spells stopped working.

Availability of magic: The demons are the principle masters of magic on Tharkold. The Race is highly suspicious of the supernatural, since the rise of magic was accompanied by demonic victories.

Magical knowledge is not as widely available on Tharkold as it is in Aysle, even among the demons. When a solitary magician, or a pride that specializes in magic, creates a new or more effective spell, the knowledge is kept as a secret weapon. The same applies to technomagical advances.

Gaining magical skill is a matter of self-training, or finding a teacher willing to accept a student. Almost invariably, teachers, whether demon or Race, only accept students who are willing to *submit* to them (see "World Laws," below). Humans have been known to

submit to demons in exchange for magical knowledge, becoming their agents among the Race. These incidents fuel the Race's distrust of magic and magicians.

Spells: Any Tharkoldu magician may have access to common grimoire spells, whether she wants to learn one, which costs a Possibility as always, or program one onto a SpellChip, using *occultech* skill. Common grimoire spells exist in written and computer-stored form all over Tharkold.

More advanced grimoire spells, on the order of those in the *Aysle* sourcebook and *Pixaud's Practical Grimoire*, are available only from highly advanced magicians or personal grimoires found in the course of an adventure. A character with an Ayslish spell of this quality would be able to sell it to a Tharkoldu for a high price.

As a rule, Tharkold has no recent spells with an axiom level higher than 13. Records from the time of the Spasm and before include spells with a higher axiom, up to 16 or more.

One interesting twist made possible by Tharkold's technological advances is that many magicians, especially those using technomagic, keep their grimoires in computers, so that an enterprising decker can go after spell files for a magician. Of course, a magician will guard the vaults containing his grimoire database with security programs of the most lethal intensity.

Technomagic: Tharkold's greatest magical advance is the development of technomagic. This is a product of the Law of Domination, bending technology to support and augment magic. Technomagical research requires a *Tech* value of at least 24. Magical cyberware is a product of *Tech* value 26, and is the level of technomagic required to mimic magical skills rather than enhance natural skills.

Technomagic's dependence on the Law of Domination makes it at least a one-case contradiction for all other realms. Tharkoldu technomagic requires *Tech 26* and *Magic 12*.

The Social Axiom: 20

The *Social* axiom has climbed steadily throughout Tharkoldu history, with the Race generally making advances in social organization and the demons adapting to the cooperative monkey-tricks of the human scum as best they could.

In a sense, the Race have provided the means by which the demons can continue to oppose them. The Race have forced the *Social* axiom, and often the *Tech* axiom as well, higher and higher. Tharkoldu are equally empowered by the heightened axioms and adopt or adapt the human advances to their own purposes.

Neither species has developed culturally to match the full potential of the axiom. The constant demands of the War have seen to that.

Demonic art and literature remain on an almost tribal level, with a few central epics shared by the species as a whole, but almost no other works of art or expressions of culture outside of personal genealogies and pride histories. Many demons practice terrible arts of terror and pain in creative, even ingenious ways. Of course these arts are not exactly consonant with a high *Social* axiom.

The Race must, of necessity, be warriors almost from childhood and military organization is the blueprint of the Free Nations. Even Aurioch, the most liberal of the Racial strongholds, is ruled by an oligarchy largely composed of military leaders. The other Free Nations are military dictatorships in fact, if not in name. While the fine arts are more highly developed among the Race, they are almost always turned toward purposes of morale. Art for art's sake is virtually unknown.

Both the demons and the Race maintain extensive communications networks. The media are subject to tight censorship and all forms of communication are loaded with heavy

security countermeasures. This is especially true for computer systems, since cyberdeck technology makes any publicly accessible computer network terribly vulnerable to invasion and subversion.

The *Social* axiom is limited by the Law of Ferocity to a value of 11 or 12 in nonviolent social interaction. See the "Law of Ferocity," below.

The Spiritual Axiom: 17

The War has shaped the spirits of the natives into forms some might find terrible. The religions of the demons and the Race, not surprisingly, are opposed belief systems. The demands of survival have led mystics on both sides to attain potent miracles. Yet, at the same time, the unbending opposition of two equally powerful spiritual currents prevents either side from acquiring miracles that would unconditionally overcome the other.

As technology has been a mainstay in the survival of the Tharkoldu, certain miracles have evolved which recognize the divine components of mechanism, and have been adopted by both of the War-torn cosm's principal religions.

Tharkold and other religions: Perhaps because the power of the spirit is so strong in Tharkold, the demons have learned, rather to their dismay, that they are vulnerable to miracles which are defined in a mythos as opposing demons.

Ward enemy, as described on page 131 of the *Torg Rulebook*, is effective against the demons. Fortunately, as far as the demons of Tharkold are concerned, they are not vulnerable to magical exorcisms, bindings, or constraints such as those practiced in Aysle, unless they were drawn to the cosm by means of a magical summoning.

Tharkold is torn between two strong religions. The power of the *Spiritual* axiom is influenced by the world laws to prevent miracles from other religions. Miracles from other religions suffer at least a one-case contradiction in Tharkold. The one exception to this rule is *ward enemy*.

The Technological Axiom: 26

Tharkold's *Tech* value defines that overall tone of the realm, as it does for the Cyberpapacy. Even magic and religion are powerfully influenced by a *Tech* axiom that, after the Spasm, rocketed upward faster than Core Earth's. It is hard to imagine the heights to which Tharkoldu science would have reached had the natives not handicapped themselves with the Spasm. But then, it is possible that without the bloody spur of the War, Tharkold would not have advanced at this rate in the first place.

Tharkold is not as limited by cultural taboos as the Cyberpapacy. Pere Jean would never authorize research into technomagic, since such work violates his faith. To Tharkoldu, no such barriers exist. Since the cultural foundation of both species is to survive and conquer, there are few constraints on research.

The *Technological* axiom's climb upwards only slowed in the last few centuries as the demons achieved near-victory in the War. The combined efforts of the High Lord and subtle, or sometimes brutal, sabotage of dangerous Racial research projects has retarded technological development.

Demonic tech is designed with extravagant use of resources and energy, since their relatively small population can exploit most of Tharkold freely, and there are always slave cosms to take up any slack. Possibility energy isn't the only thing you can get out of a cosm, after all. Oil, fissionables, and other raw materials can cross a maelstrom bridge as well.

Racial tech is much more efficient. It has to be, since the Race doesn't have access to the resources the demons do.

Since Tharkold was running pretty low on some resources before Kranod became a Possibility Raider, the Tharkoldu became experts at recycling, and that skill remains. Scavenger devices can reclaim and recycle various materials from urban and polluted environments.

Computers: Tharkold has massively parallel processing technology capable of installing multi-gigabyte

processors on a single chip. This technology, coupled with VX, Virtual Experience, allows the Tharkoldu Grid to come close to the power of the GodNet. Close, but not quite equal. The Grid and the GodNet have similar technological architectures, but the Grid doesn't have a Darkness Device as its master processor. Tharkoldu cyberdecks function in the GodNet every bit as well as Cyberpapal decks do, and conversely, deckers from CyberFrance will find the Grid a familiar environment in many ways, though completely free of the overt religious symbolism of the GodNet.

A decker can still die in either system, a case of program transportability that hackers would probably prefer to do without; but it is a tough virtual world out there.

Medicine: If a world has been dealing with combat trauma and bioweapons for a few millennia and doesn't kill itself off, its medical arts tend to advance. Tharkold is evidence for this assertion. One obvious form of this is cyberware. In other areas, nanotechnological "firstaid" is capable of healing that a top Core Earth trauma unit would be hard put to match. The new "Vat" technology has virtually automated even the most delicate surgical procedures.

Most infectious and degenerative diseases are conquered. The present generations of Tharkoldu are the descendants of folk who survived massive plagues. High resistance to disease has been selected for in the brutal evolution of Tharkold. Nanotech makes short work of infectious diseases, whether bacterial, viral or parasitic. Cyberware makes the effects of age on tissues almost a minor concern. Of course, old age was rarely a common cause of death on Tharkold even before these advances.

Genetic engineering is known but results are uneven. The high mutagen level in Tharkold's environment has made genomes almost impossible to map. Tharkoldu, with greater research resources than the Free Nations, lack patience for research that fails far more often than it succeeds. Some demons use genengineering to produce mon-

sters that prey upon the Race, but precise results remain an elusive goal.

Military: Virtually every technological advance for three millennia has been made as part of the War effort. The results: powered armor; cyberweapons; energy weapons and high-powered firearms; explosives large and small, conventional and nuclear.

Power Sources: Clean fusion processes provide nearly unlimited power. Minifusors drive larger vehicles, automated factories, and such, allowing them to operate independently of exterior fuel or power. Rechargeable power cells energize smaller devices.

Transport: Less advanced. Commerce, one of the great spurs to transportation development, is diminished or absent in most of Tharkold. Once designs reached a desired performance, there was little incentive to improve them. Hover technology is the norm for ground, sea, and close-support vehicles. Jet aircraft are efficient and fast, but little used since available anti-aircraft weapons are even more efficient.

UltraCAD: UltraCAD is more accurately called UltraCAD/M, for Ultra Computer Aided Design and Manufacture, but the label UltraCAD has stuck with the common Race and techno-demon. The inaccuracy of the phrase irritates research scientists, but as most of them are slaves, no one has to care.

Industry is decentralized to a large extent, with cybernetic autofactories producing devices as needed. Send a scavenger unit, called a SyntheCycler, into a ruined urban area. If it wasn't ruined before, it is now. The scavenger modules recover iron, tungsten, silicon, aluminum, hydrocarbons, and whatever else they need from the area. SyntheCyclers can also search for trace elements, rare earths and radioactives, but are slower in such searches. The reclaimed materials cycle through MakerMod units programmed to produce a given artifact and out comes a gun, a plane, a power suit, cyberware,

decks, etc. Even more UltraCAD units, if desired.

Tharkold Link Difficulties

The link difficulties for a Tharkold character when in another realm are:

Core Earth	12
Living Land	21
Aysle	14
Nippon	14
Cyberpapacy	6
Orrorsh	9
Nile Empire	8
Land Below	17
Space Gods	8

The link difficulties for characters from other realms when in Tharkold are:

Core Earth	4
Living Land	9
Aysle	8
Nippon	5
Cyberpapacy	3
Orrorsh	6
Nile Empire	3
Land Below	3
Space Gods	10

World Laws

The world laws of Tharkold reflect the savage nature of the cosm. While Kranod extended and intensified the effects of the world laws, in most cases the power of the High Lord simply worked with what was already there. These world laws develop the feel and mood of the realm while the axioms dictate the bounds of reality.

Tharkold world laws affect all characters who are in the reality of Tharkold. They may also be used by Tharkold characters outside of their home realm, but such use always causes a one-case contradiction, regardless of the axiom levels of the area they are in unless they are in the Akashan realm.

The Law of Ferocity

Ferocity is a key to success in any destructive competition or challenge. This can be a furious berserker charge,

or perhaps worse, a methodical and ruthless destruction of an opponent or hindrance.

An attacker who makes an *all-out attack* ignores K, O, or K/O results scored against her. These *singular* results have no effect on her. Combined KO results still put her down. This immunity only lasts until her time to act during the next round. Wounds and shock damage are still suffered normally.

A character receives a +3 to her *intimidation* and *taunt* bonus numbers. *Willpower* or *Mind* values are increased by +3 against *charm* and *persuasion* when these skills are used on a Tharkoldu by any character who is not from their pride (if demon), from their nation (if a citizen of the Free Nations), or immediate social group (if other humans). Note that these modifiers do not apply to interactions between a dominant and a submissive (see the "Law of Domination," below).

Tharkold characters react so quickly and violently in combat that *normal surprise* is impossible against them, and *complete surprise* only has the effect of *normal surprise* (see page 78 of the *Torg Rulebook*).

Limit on Social Interaction

The Law of Ferocity aids violent action, and penalizes non-violent social cooperation. Only war is supported to the full *Social* axiom of 20. The *Social* axiom value is 11 for economic interactions. This has hampered commerce and the building of a developed economy. Combined with the Law of Domination, the result is a quasi-feudal command economy, where goods are produced because someone in authority orders their production and distribution. Production of weaponry and war materiel is exempt from this limit. War production may be organized along the limits of *Social* axiom value 20, but these are supported by a value 11 economy. There are inefficiencies that would drive a Nippon Tech CEO insane.

Other interactions are limited to a *Social* axiom value of 12. News services and computer nets are possible. Cultural ideas may be traded, but the Laws of Ferocity and Domination combine to create suspicion and chauvinism to any idea not developed by the

character's culture.

Apart from rules effects, the law manifests as a tendency by all Tharkold characters to react violently to any opposition, emotionally if not physically. A character who quietly accepts defeat is usually planning a bloodcurdling revenge.

The Law of Pain

Eight hundred years ago, the Racial philosopher Dantohs wrote, "Pain is the great teacher." He was among the survivors of a demon massacre in Etruskum. The descendants of those survivors built up a highly capable force during the next three generations, before returning to their home, destroying Tharkoldu who infested the land, and teaching them the same lesson their ancestors had profited from.

A character earns a *roll again* when he inflicts pain on an enemy (K, *wound* or better result), or when pain is inflicted on him by an enemy. The *roll again* works just as if the player had spent a Possibility, including a minimum of 10 on the roll again. Both ords and possibility-rated characters may earn the *roll again* through the Law of Pain. This *roll again* cannot be transferred to another character, even by magical means. Pain for this purpose is defined as deliberate injury, either for the express purpose of causing pain, or inflicting at least one *wound* in combat.

The character who inflicted the pain may use the *roll again* on any character **except** the one upon whom he inflicted the pain. If the *roll again* is not used within 30 minutes of inflicting the pain, it is lost. If the character kills his victim, the *roll again* is lost.

The character who suffered the pain receives a *roll again* 24 hours after the occurrence. He may use the *roll again* only against the character who inflicted the pain. This *roll again* may be saved for days, weeks, or years until used. Until the *roll again* is used, the Law of Pain has no effect on interactions between the tormentor and the victim; no more *roll agains* may be gained by the original tormentor. As soon as the original victim uses the *roll again* on the original tormentor, the Law of Pain goes into effect. If the victim uses his

roll again to inflict pain upon his tormentor, the Law of Pain goes into action, but now the roles are reversed.

Psychological pain (for example, a *spectacular* use of *intimidate* or even *taunt*) may count under the Law of Pain, at the gamemaster's discretion. Generally, this must cause psychological anguish (six result points on the "Interaction Table"). Telling a foe, using *taunt*, that his family has been killed or kidnapped, counts for the purposes of the Law of Pain.

The use of a pain weapon also fills this Law, as long as it does at least a K result.

There is an important exception to this Law, caused by its interaction with the Law of Domination (see below). If a dominant inflicts pain upon one of his submissives, neither gains a roll again, for this is part of the natural order of the cosm imposed by the Law of Domination.

The Law of Domination

"You may only serve one master. Its master is not yours, until it proves its worth as a dominant. Never bow before two."

"You may dominate as many as as your talons can rake. Many may bow before you. Make them bow. Such is the wisdom of Omoo-Zhan."

— Krom-Ashur the Undying

When a character formally submits or surrenders to anyone, the Law of Domination takes effect. The submitting character becomes a submissive to the other character, who becomes the dominant. The submissive suffers a -3 bonus modifier to actions that oppose or harm the dominant, either directly or indirectly. Similarly, the submissive will receive a +1 bonus modifier for skills used to protect or benefit the dominant.

The dominant receives a +3 bonus modifier on all interactions with the submissive: *persuasion*, *intimidation*, *taunt* and *charm*.

Submission: What constitutes submission? Kranod and Malgest have spent decades modifying this world law to favor the demons.

Tharkoldu submit one of two ways. The first is a formal and deliberate

action: a verbal statement of submission, accompanied by a dance-like series of bows and prostrations before the dominant. The second is to accept a role in the breeding cycle initiated by another character. The role may be refused, but death is the usual alternative. Some demons prefer death, others do not.

If one Race submits to another, it requires a formal vow of submission. This is common in Mizatyan and Kham, rare in the other Free Nations, and almost unheard of among enslaved Race.

Where the law really favors Tharkoldu is in domination between the species. If a demon overcomes a Race in combat and captures the human alive, that event constitutes submission by the loser and breaks any existing relationship the human might have. The human is now a slave to the dominant demon and submissive to him.

It doesn't work that way if a human overcomes Tharkoldu. A demon can only submit to a member of another species through a deliberate act, including the dance-like acts of submission. Most demons would prefer death, which suits the Race just fine.

Humans can submit to demons voluntarily and, throughout the history of the War, many have. Submission under duress is valid submission. Human populations submitting before a demon overlord under threat of death are subject to all the constraints of the Law of Domination.

Escaping a submission: A submission can reverse the relationship by forcing the dominant to submit in turn. Submission ends if the dominant dies. The miracle *liberation*, available to humans who follow the Way of the Race, can release human slaves from their involuntary submission. A dominant can release a submissive from the relationships at any time.

Changing submission: Humans cannot voluntarily change their submission. Moreover, if a demon dominates a human, the demon may "give" the submissive to another dominant, of either species, changing the human's relationship whether the human wants to or not.

Tharkoldu can try to change relationships by offering its submission to

a more powerful dominant. The new dominant has to accept the submission, and must generate a *Spirit* total against a difficulty equal to the current dominant's *Spirit*. If this fails, the submissive **cannot ever** voluntarily terminate its relationship with the current dominant. The relationship ends when the dominant releases the submissive, when the dominant dies, or if the dominant is forced to release the submissive due to a circular chain of dominance (see "Chains of Dominance," below).

Tharkoldu can also change allegiance when its dominant submits to another, offering submission directly to the new dominant. No *Spirit* check is required in this case, but the new dominant must accept the submission. If the submission is rejected, then the demon is released from its submissive relationship completely.

The chain of dominance: A character can dominate any number of submissives, but can only submit to one dominant at a time.

Domination does not extend past the immediate relationship. It is not transitive. That is, if Ubbo-sagla dominates Nuctebis, and Nuctebis dominates Ishtoth, Ishtoth can act against Ubbo-sagla without penalties and act on behalf of Ubbo-Sagla without bonuses. There is no dominant/submissive relationship between them.


Ubbo-sagla can order Nuctebis to do something. Nuctebis cannot order Ishtoth to "always obey Ubbo-sagla as you would me," as that would make Ishtoth submissive to two demons. Nuctebis could grant Ubbo-sagla the use of Ishtoth for a period of time, but then Ishtoth would not have to take orders from Nuctebis.

Circular chains of dominance are prohibited under the Law of Domination. If Ubbo-sagla submits to Ishtoth, it creates a circular chain: Ubbo-sagla dominates Nuctebis who dominates Ishtoth who dominates Ubbo-sagla. The Law of Domination favors the most recent victor and punishes the most recent loser. If Ubbo-sagla submits to Ishtoth, it loses dominance over Nuctebis.

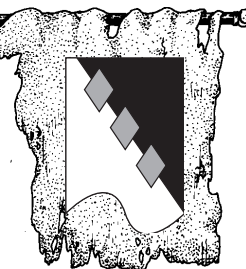
Tracking Chains of Dominance: The immediate relationship, if any, between the characters in a given scene is all you really need to worry about.

For example, if a group of Storm Knights is trying to fight its way past a group of slave troops defending their Tharkoldu master, the troops would receive a +1 bonus modifier in the fight, since they are acting on behalf of their dominant. If one of the slaves threw in her lot with the Storm Knights, she would suffer a -3 bonus modifier fighting her former colleagues, or in anything else she does to help the Storm Knights, since she is acting against the welfare of her dominant. The same slave could help the Knights against another Tharkoldu at no penalty, since that Tharkoldu is not her dominant.

Dominance in Daily Life: The Law of Dominance does not make a submissive mindlessly obedient to the dominant. Apart from the modifiers to various acts, it leaves their interactions as free as any other being's. Human slaves of Tharkoldu are controlled by force and fear, and such methods as SlaveChips and the demonic miracle of *enslavement*.

When one being in Tharkold reality acknowledges the superiority of another, that acknowledgement colors their relationship indefinitely. The law expresses the normal dynamics Tharkoldu biology and instinct, but demons are sentient. They can transcend the dictates of their instincts, just like any intelligent species. The Race operate more efficiently through cooperation than through coercion, which is the fruit of their instincts. They have turned the Law to their advantage to an extent, by incorporating it into the structure of the military and other pursuits. Humans sometimes form short chains of dominance, with soldiers vowing submission to their officer, or techs to their chief researcher, in order to enhance their activities on the dominant's behalf. This has proven counterproductive if the dominant is not more than normally competent, since it makes the usual interaction of cooperation harder. An incompetent dominant's interaction bonuses can often override the superior common sense of its submissives. 

Dispatches and Rumors



Dispatches

1

The activities of Operation Central Fire have so disrupted the internal security of the Cyberpacy that the brands of brigands in the Massif Central mountains, in hiding for months, have reemerged to torment the citizens of CyberFrance.

The most prominent gang, called *Le Coup Rouge* ("The Red Strike"), is led by a former soldier named Gilles, and is operating near Montbrison (near the city of Lyon). Little is known about the group, except that Gilles is a charismatic but ruthless leader, and many of his members have extensive military training.

Red Strike has made several assaults upon the towns of Montbrison, Ambers and Thiers, stealing food, vehicles and supplies, as well as creating widespread panic. Some small, poorly guarded trains have been attacked, and travelers in the region have become fair game. Red Strike members are normally content with stealing any money and equipment of value, but a few people have unwisely chosen not to cooperate with the brigands, and paid for it with their lives. Anyone who has been caught with cyberware has also been "zip-yanked" (had their cyberware removed, probably without anesthetic).

The local authorities have been slow to mobilize defense forces, and the regional and national theocrats have been too busy dealing with the repercussions of Central Fire to devote any manpower or equipment to the current crisis. If they decide to help, this is one of the few situations where the Storm Knights, in doing the right

thing, are actually helping the Cyberpacy maintain order.

Through its various raids over the past few months, the gang has gathered sizeable amounts of weaponry and cyberware. Red Strike has constructed an elaborate underground complex (in part to hide it from snooping citizens, as well as provide a defensible position), with the only entrance hidden amongst some huge boulders in the lowlands.

The Storm Knights, upon entering the region, hear much frightened talk from the local citizenry. However, no one seems to know anything about the whereabouts or plans of this band of brigands. After a few days in the area, they learn that a man named Eric Auwilliers, who was kidnapped and believed dead, has escaped and returned to his home in Thiers. If the Storm Knights promptly contact him, he gives them complete directions and information on the Red Strike subterranean fortress; if they don't act immediately, he will be killed by assassins from Red Strike and his house burned to the ground; although subsequent investigation by the Storm Knights reveals that he mailed a letter to the mayor detailing his knowledge.

The fortress has several distinct layers of security. Just inside the main entrance, there are some common rooms with relatively worthless equipment, as well as sensor monitors and automated defense systems. A second layer of rooms holds the quarters of the Red Strike members, while the next inner layer contains the equipment vaults. These vaults connect directly to the cybernetics labs, as well as a huge underground vehicle garage, which has a roadway with a hidden entrance on the surface. Gilles quarters are furthest underground, but also have a secret escape tunnel several kilometers long, that eventually emerges to the surface.

Gilles' plans are fairly simple: he wishes to establish himself as a regional warlord opposed to Pope Malraux. He uses whatever means necessary to accomplish his ends, including murder, assassination and enslavement of the local citizens.

Gilles

DEXTERITY 10

Dodge 14, energy weapons 14, fire combat 15, heavy weapons 13, lock picking 12, maneuver 13, melee weapons 13, missile weapons 13, running 13, stealth 13, unarmed combat 13

STRENGTH 10

Climbing 13

TOUGHNESS 10

PERCEPTION 12

Air vehicles 13, disguise 15, evidence analysis 15, find 16, first aid 14, forgery 14, land vehicles 15, scholar (military tactics) 17, tracking 15, trick 16

MIND 11

Cybertech 16, medicine 14, streetwise 15, survival 15, test 16, willpower 16

CHARISMA 11

Charm 15, persuasion 15, taunt 14

SPIRIT 12

Faith (Roman Catholic) 13, intimidation 13, reality 14

Possibilities: 13

Equipment: NeuraCal (cyber: 5), Belle View 20-20 (+2 *Perception* skills, cyber: 2), FFO Rove-Eye (+3 *find* for detecting ambushes, hidden weapons, etc., cyber: 2), throat mike (cyber: 1), apotheduct (cyber: 2), MB charger (+2 *Dexterity*, lasts 10 minutes, cyber: 4), interdermal plating (armor value TOU +3/13, cyber: 2), cyber hand (+1 *prestidigitation*, *lock picking*, cyber: 1), slashers (damage value STR +4/14, cyber: 1), Trigon Integral Weapons Unit (cyber: 0), subdermal GWI GodLight (damage value 24), voice identifier, 2 Medico SlapPatches, GWI GodsFire (damage value 30), Cyber Value: 20

Description: Gilles is a tall, solidly built man with deep brown hair and

eyes. He is at once charismatic and unsettling, an aura of danger always about him. He seems charming, but will cruelly sacrifice anyone to accomplish his objectives. If any Storm Knights seem receptive to his ideals, he will attempt to recruit them.

Critical Event: If the Storm Knights can stop Red Strike, they get a *Good* result (6+), but if they fail, this is a *Bad* result (2-).

2

This is a follow-up to Dispatch Two in Issue 16. It assumes that the Storm Knights had an *Average* or *Good* result.

... emerging from the haze induced by the mysterious hermit's teleportation spell, the Storm Knights realize they are in a dank dungeon and see magic prodigy Freida Robertson bowed to a headman, ready to be executed with a fearsome axe ...

The Storm Knights have only seconds to act, as the axe comes down through the air, ready to end poor Freida's life. The headsman is an Ord, with a *Dexterity* of 9, *melee combat* skill at 11, and *Toughness* of 9.

After Freida has been (presumably) rescued, the Storm Knights may want to take a few moments to explore their environs: a musty, wet, dank dungeon with no light source aside from a pair of flickering torches set into the walls. It is definitely an artificial location, made of fine-hewn rock. Any Storm Knight who makes a *science* (*engineering*) or *scholar* (*realm lore*) total of 12 or higher recognizes the architecture as "typically dwarven."

Freida explains that she was kidnapped by some dwarven mages. They threatened her in order to learn her mystic spell — *build room*, a powerful but easily learned spell that enables mages to construct rooms out of solid rock or prepared building materials (such as wooden planks, slabs of rock and so forth). She explains that many of the dwarven engineers fear that this spell will cut into their livelihood, and that this spell must reside only with dwarves and not humans and other folk. After the dwarves got the spell, they sent her down into this dungeon for execution. The entire dungeon area

is warded with a *folk* spell with an effect value of 40—it is a ward specifically designed to prevent the use of other *folk* knowledge-based spells. The spell used to get the Storm Knights into the dungeon will be canceled out by the ward, as the spell will have to be focused on the Knights since the effect is one way, and the effect value isn't large enough to blast through the ward. Therefore, their only choice for escape is to fight their way up through the dungeon.

The dungeon itself is a hideously elaborate complex, with much danger, and very little of worth. It uses a series of hidden passages, sliding doors, revolving stair cases, hidden portals, and other strange elements, and is in truth more of a dwarven engineer's playground more than anything else. When the Storm Knights first rescue Freida, the only beings in the complex are the dwarven engineers, who, despite their corruption, are relatively weak (see page 106 of the *Aysle* sourcebook for stats) and would rather lose some business than die. However, once the group of "intruders" is discovered, the dwarves will call out their enslaved warrior drones, the *Duvernans*, who appear like tall humans with the bodies of bears and huge spiked tails. They were believed to be only a legend, but apparently the dwarves responsible for kidnapping Freida have learned of their true home on the *Aysle* cosm.

Duvernans (3 per Storm Knight)

DEXTERITY 12

Dodge 14, *melee combat* 16, unarmed combat 16

STRENGTH 14

TOUGHNESS 12

PERCEPTION 6

Tracking 12, trick (10)

MIND 6

Survival 8, test (10)

CHARISMA 4

Charm (12), persuasion (13), taunt (10)

SPIRIT 6

Intimidation (8)

Corruption +2

Possibility Potential: some (40)

Natural Tools: claws (damage value STR +3/17); thick fur (armor value TOU +3/15); spiked tail (damage value STR +4/18)

Critical Event: Rescuing Freida is a *Good* result (6 or more); if Freida dies, this is a *Bad* result (2 or less).

3

The horror of Orrorsh has come to the Land Below. With Heketon's discovery of Merretika, it seems that new creatures of the horror realm have forced themselves upon the primitive reality.

The Darooni Wasp Riders, known for their savagery and hatred of all races not native to the Misty Gorge, have sought out a Keefee Haroo for aid and information regarding a "terror of darkness" that seems to have taken up residence in one of the caverns along the sides of the gorge. Due to the Keefee tribes, word of the creature has quickly spread throughout the entire domed world, and while all of the other races seem content to let the Darooni die, the Keefee beg the Storm Knights to aid in the destruction of the creature for fear that it will terrorize the rest of the land.

The "creature" is actually a family of six *bertogs*, carnivorous beasts capable of turning themselves into two-dimensional shadows at will. They have been cast out of Orrorsh by Sabathina, and, following the caverns beneath the realm, found and took refuge in the Land Below. As they aren't true "horrors," they don't benefit from the Ecology of Fear, but rather hunt and feed much like normal animals. They have learned that Darooni and their wasps make excellent meals.

As far as the Darooni are concerned, they know of only one creature, and describe it as a huge hulking beast colored a solid black. Of course, their natural fear of darkness has encouraged their fear of the beast. It has attacked several farming families recently and has dragged them off.

The first portion of the mission will be making peace with the Darooni, who do not trust strangers, even if they are accompanied by Keefee. The Storm Knights will then have the difficult task of finding the caverns (which are about halfway up from the bottom of the gorge and shrouded in mist), and finding a way to conveniently attack the beast (remember, the Storm Knights only know of one

such creature).

Even after the bertogs have been defeated, the Storm Knights quickly learn that the Darooni are not easy to change their ways — their usefulness over, the Storm Knights are perceived as threats and potential meals unless they have been extremely persuasive throughout their visit to the gorge.

Bertogs (3)

DEXTERITY 14

Acrobatics 15, dodge 15, maneuver 15, unarmed combat 16

STRENGTH 11

TOUGHNESS 13

PERCEPTION 9

Tracking 12, trick (13)

MIND 3

Test (9)

CHARISMA 3

Taunt (8)

SPIRIT 4

Intimidation 13

Possibility Potential: None

Natural Tools: Claws (damage value STR +4/15)

Powers: Shadow — bertogs can change their form from animal to a two-dimensional shadow (the shadow being in the form of a bertog). When in shadow form, the creature can take no physical damage, but cannot physically interact with things either (such as attack). This is a magically-based power, and requires a *Magic* axiom of 12 or higher not to be a contradiction.

Critical Event: Driving off the bertogs is a *Good* result (6 or more). If the bertogs defeat the Storm Knights, this is a *Bad* result (2 or less).

4

Calling upon the Storm Knight Registration Act, the Delphi Council asks the Storm Knights to investigate stories that some Akashan bioengineers have ventured to the Living Land with the intention of engineering more intelligent and efficient dinosaurs for use as laborers in the jungles of South America.

This experiment is being conducted without the consent of the U.S. government, and the Delphi Council wants it put to a stop. Ordering the Storm Knights into the jungles of Washington state, they are told to seek out the

Kustak Dorrsk tribe and find their optant, a human named Kendall. While the Storm Knights are told that Kendall can be trusted, he is actually a supporter of Baruk Kaah and wishes to have the Storm Knights killed during their trek.

The journey to the tribe will be most uneventful, and contact will easily be made with Kendall. He will, however, completely lead them astray, and tell them that the researchers have been spotted to the north, and they should proceed that way. In fact, the route Kendall suggests will take them through the center of the hunting ground for a hive of langatok (see page 90 of *The Living Land* sourcebook for more information).

Critical Event: If the Storm Knights defeat the langatok and head on to where Kendall told them to go, this is a *Good* result (6 or more); if they are defeated or decide to go a different route, this is a *Bad* result (2 or less).

Rumors

1

The half-folk of Aysle, primarily the centaurs, have decided that it is time to seek civil and political rights from the British government in London. The government of Pella Ardinay has continually refused to recognize the rights of the various half-folk races (including the minotaurs, harpies and centaurs), instead treating them much like animals, to be bought, sold and enslaved at will.

These conditions have led to constant conflict and violence whenever the folk races have interacted with the half-folk, and many of the more brutal harpies and minotaurs survive by robbery and violence upon folk and members of their own species.

In recent days, hundreds of the half-folk have taken to protesting outside Parliament, and the crime rate within the city of London has risen dramatically. Folk aligned against the half-folk have begun speculating that this is merely another plot by the forces of the Dark to bring down Ardinay, and that the half-folk must be ruthlessly suppressed.

2

A new competitor has arisen in the Sacramento area: a company called International Investment and Holding Company has begun outbidding many Kanawa Corporation subsidiaries for land and construction rights. Requests for an investigation of the company has received no action — at least publicly. In fact, city officials are having a difficult time piecing together the “paper trail” of corporate ownership, and cannot determine whether the company is owned by the Japanese, Americans, or some other new power in the region. It is known that it is beginning to cut the tremendous profit margins in the area, which has displeased the executives in many of the Bay Area’s companies.

3

Ghazi Rafek, staff reporter for *The Cairo Clarion*, has been spotted several times in recent days near the offices of Thebes Importers. This is a Nile-owned company that is responsible for importing and exporting food, textiles, tools and other goods from several European nations, including Italy, Greece and many Eastern European nations. Investigation by other parties into the matter have proven fruitless, and officials at the *Clarion* remain characteristically silent. It is known that Mobius’ officials have taken an interest in the matter, but they seem to be as curious regarding Rafek’s actions as everyone else.

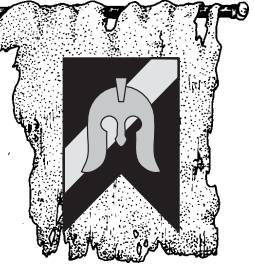
4

Agents of the Cyberpapacy have successfully inserted several Seraphim Angels into the primitive computer systems of the Rauru Block conglomerate (see page 66 of *The GodNet* for more information).

These Cyberpapal recruits have worked for several months experimenting with Nippon Tech computer systems, and altering the make-up of the entities so that they could survive in the computer network. Apparently they have been successful, and it is believed that the objective is to insert

— continued on page 12

Your Letters



This issue, we've got a whole bunch of *Space Gods* questions and comments for you. Many of them have been paraphrased and condensed, and some, of course, will have to be answered in later issues, but here's most of them:

1. How about Psionic Modifiers (page 63) for *The Land Below*, *pre-surge Magna Verita*, *Aztec*, and *Tharkold*? What is the formula, so that we can do our own calculations for our home-brew realms?

2. Page 10 says that alignment eases or makes more difficult some psionic use. But while page 78 offers an alignment-based bonus to particular prayers, page 71 simply forbids use of specific powers as determined by the character's alignment. What gives?

3. The rules (page 78) award a +1 to Akashan's focus skills for miracles which match the character's alignment, instead of using a Difficulty Modifier (as do all other realms). You realize, since characters are forbidden to use any miracles not of their own alignment, this effectively awards a free skill add (excepting the two non-aligned miracles)? Why didn't you just increase the difficulty of non-aligned miracles by +1? Are gamemasters required to rate all other Realm miracles according to Akashan alignments, or are they considered non-aligned miracles?

4. Three axioms for psionics seems a bit excessive. Why is the Tech axiom important? Can it be eliminated?

5. The electro-damper (page 80) seems to take the Tech level and subtract 10, all except for Core Earth's 23, which is listed at difficulty 11. Is this a mistake? If not, can we have modifiers for the rest of the Tech levels?

6. Must Genetic Enhancement Points all be spent on the same attribute? The templates reflect this theory, but the rules (page 110) aren't specific.

7. When "maintaining" a psionic power (such as telekinesis), can the character switch targets? If the target of a telekinesis "grab" attack has a higher dodge value than the psi manipulation total, but the psi manipulation total was sufficient to make the power work, can the power be "maintained?"

—Martin Wixted
Boston, MA
And Others

First of all, we'd like to thank everybody who wrote in or called about the *Space Gods* sourcebook; it seems to have become an initial success. Sorry we can't answer all your questions individually, but we felt it was better to include more answers and less text (so why are we writing this ...?)

1. Okay, the exact formula is concealed by the mists of time (yeah, that's right — it's buried in our filing cabinet), but the way it works is pretty simple. Take a look at the "Link Difficulty Chart" on page 50 of the sourcebook. A similar formula was used to figure this out.

Compare the numbers on this chart to the "Difficulty Number Scale" chart in your basic *Torg Rulebook*. When a character is in Akasha, he needs an 11 to reconnect — this number falls between "2:1 Against" and "Difficult" on the Difficulty Scale. Since Core Earth's axioms all support the use of psionics, we round down to a 10 Difficulty number — making the modifier +2.

For the same reason, Nippon Tech, in which a character from Akasha only needs a 10 or better to reconnect, has a +4 Psionic Modifier. That's because Nippon's *Spirit Axiom* is too low; we bump it up a notch.

While this method does involve a little "creative accounting," it does follow the general intent of the chart. Note that when involving a

Cyberpapal character in a psionic activity, there is a whopping +7 to the difficulty number, even though the Akashans need only a 12 to reconnect in that realm. That's because the Cyberpapacy's *Social Axiom* (the main axiom for psionics) is so darn low.

Remember, psionics is an Akashan tool — while it is not a contradiction in Core Earth, until the Akashans introduced it (way back when) and then reintroduced it when they arrived recently, the ability was largely dormant in the people of Earth. Even now, there are less actual psychics on Core Earth than there are stormers! And that isn't a lot!

Here are the Psionic Modifiers for involving non-Akashans in psionic activity:

Realm of Psionic Add	Difficulty
Aztec	+10
Magna Verita	+12
Tharkold	+13
Land Below	+14

Here are the link difficulties, by the way ...

Akashans in Other Realms		Character in Akasha	
Character is in:	DN	Character is from:	DN
Aztec	18	Aztec	14
Magna Verita	19	Magna Verita	15
Land Below	22	Land Below	17
Tharkold	8	Tharkold	10

2. Basically, this alignment modifier is really only used when the gamemaster feels it is appropriate.

Say a *Coar*-aligned character uses the *telekinesis* power to hurl a brick at an enemy. Now, while using *telekinesis* is not a *Coar* activity, *missile weapons* is. So, should the *Coar* character be given the +3 bonus modifier to hit?

It's really up to the gamemaster.

Here at WEG, we say yes. The bonus modifier, however, is applied only when seeing whether or not the brick hits the target — not when the psionic is making his *psi manipulation* roll to see if the power works. His Coar alignment does not make accessing this non-aligned psionic power easier, but it does make him more proficient at certain ways of applying that power.

Think of it like this: when the same character uses a knife to hit somebody, he gets the +3 bonus modifier. When he uses the same knife to defend himself against an attack, he does not get that bonus modifier (the rules on page 52 of the sourcebook do not spell that out, but it is implied and that is the intent). Psionics are just another tool; gamemasters have to make their own decisions as to whether bonus numbers are applied for alignment or not.

3. This does, effectively, allow an Akashan a free *focus* skill for miracles which match the character's *alignment* — as long as the character already has the *focus* skill. This was intentional.

The rationale is that Akashans are beings of strong faith but, because of their belief system, they have a low *Spiritual* axiom. The +1 *focus* was made to compensate for this.

4. Well, no. Sorry; the idea of sending out errata to each and every sourcebook buyer gives me the shakes.

But seriously, the *Tech* axiom was put in not just to be capricious, but because it fits. We chose *Tech* 15 for the reasons explained on page 56 of the sourcebook. It was important to distinguish, within the game setting, the technological perception of psionics versus magic or miracles. To be honest, we had thought of making the *Tech* axiom much higher (to fit with most classic science-fiction perceptions), but we thought *Tech* 15 was more appropriate as an awakening point.

5. That is not a mistake. Again, the "Difficulty Number Scale" was used to figure out these values. It was decided that, the lower *Tech* level an item was, the easier it was to shut down. Ten was picked as the lowest value because it was the lowest positive value on the scale. It was thought that a character would have to get a result better than "Average" to shut down

Herald Messages

It is a joy indeed when the cyber-fangs of Death are at your throat and they disconnect. Praise Elmiir!

— Aerntura Selendi,
Monk of the Path of
True Knowledge

"Nossir, I don't like 'em; not one little bit."

— Kaelin Seafarer (an Ayslish
elf) upon hearing of the
arrival of the Space Gods

The Gaunt Man stirs in Illmound Keep.
Soon, very soon ...

— Michael Levay
Roscommon, Michigan

"Malraux; hope you have a nice convalescence in the hospital. Next time we see you, you'll need a funeral parlor, not a hospital!"

— Knights of the Valiant 13th

Storm Knights have discovered a portal in the Land Below in an area with axioms the same as the Akashan's. Could this be a new cosm's first presence? If so, how many of these gates are there? If not, are they Akashan — or something/somebody else?

— John M. Kahane
Ottawa, Ontario, CAN

The Hunter has been avenged. The Gauntlet is no more!

— The Cloaked Avenger

What is this "snow" stuff?! Yecch!

— Skippy the Edeinos

"Space Gods; Gimme them Spaaace Gawds!"

— The Magical Fitzroy, in his
best Lounge Singer voice

any machine with this miracle. From there we extrapolated according to our and our playtest groups' knowledge of electronics.

As for other *Tech* modifiers: at all *Tech* levels below 19, the Difficulty is also 10, and we have no cosms between *Tech* level 26 and 30. If you are creating cosms within that range, then you can probably come up with the numbers on your own.

6. Genetic Enhancement Points *must* be spent on the same attribute.

The idea behind the GERs was to allow "space opera" type creatures to exist. You know — the really strong big guy, or the super-smart inhuman, etc. Ideally, these points would be used to increase an attribute over the cosm's limit. If you aren't comfortable with this, well, it's your game — do what you will.

Oh, and remember: these GERs are contradictions in every realm with *Tech* level 29 or lower, as they are the result of biotech genetic manipulation.

7. A character cannot maintain a power and switch targets unless the power specifically says she can. In the *telekinesis* example, the character can grab two people (using the "One-on-Many" table), but he cannot grab one and then the other without "restarting" the power.

However, if a character tries to grab a target with TK and fails (but *succeeded* in summoning forth the power), he can maintain it next round and try again. This is also true if a character breaks free of a TK grasp. He cannot go after another character without restarting the power.

Whew! Well, that's it for this month! Keep 'em coming. ☒



— continued from page 10

viruses into the computer networks and cripple the companies.

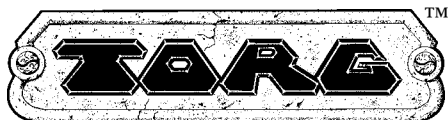
If the experiment is successful, the modified Angels will be placed with the Kanawa Corporation's computer systems, allowing the CyberPope the revenge on 3327 that he has been seeking. The disabling of the Nippon Tech computer systems will also allow the Cyberpapacy to insert dormant entities into these computer systems, perhaps to enable a military strike at some point, should Nippon Tech prove too aggressive for Malraux's tastes. ☒

INFINIVERSE™

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More upcoming product news from the House of *Torg*:

This month means double-barreled excitement from West End, with the releases of the *Tharkold* sourcebook and Shane Hensley's devastating *Temple of Rec Stalek*. Between the two of them, the Possibility Wars will never be the same.

March leads Storm Knights straight into Los Angeles, the *City of Demons*, where Nippon and Tharkold go toe-to-talon. It's a city where, sometimes, you have to "walk with the silver demon," like it or not.

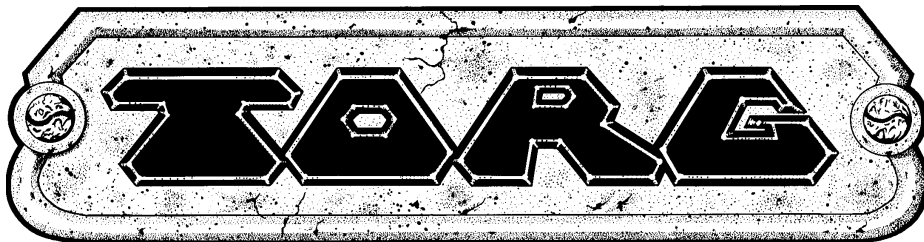
April, as we've been proclaiming for some time, is the month of *Infiniverse Update*. Here's a chance to catch up on all that's been happening in the Possibility Wars, including many never-before-announced events! This is also a good chance to show your friends all they've been missing by not subscribing.

In May, we return to LA with Dan Greenberg's *Los Angeles Citybook*. Learn all the secrets of that war-torn city,

including how to get from here to there without getting gutted by gangslaves or gored by ghuls.

June brings the *Delphi Council Worldbook*, by Bill Smith and Robert Maxwell. Along with updates on what's been going on in the Core Earth nations since the war began, this volume will include new world laws, new templates, two (count 'em, two) new types of magic, and diagrams of major Core Earth cities where adventure awaits.

In the meantime, plotlines are flying fast and furious around the WEG editorial offices. In the months to come, the Possibility Wars will be shifting into high gear. The unsettled situation in Orrorsh is communicating itself throughout the world, and all the High Lords will be looking to grab whatever they can before (dum da dum dumm) the Gaunt Man returns (yep, ol' Sunken Eyes will be back sometime in '92. Makes you feel all warm and gooey inside, doesn't it?).



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #18

1. Brazilian workers of Japanese descent have been recruited for the workforce of Nippon Tech, but have encountered a great deal of prejudice and some are carriers of the Comaghaz virus. Starts at True (15).

2. Elves in Finland and Sweden have voted to split off from the Dark forces and establish their own territories. Happy Independence Day — it's True (16).

3. Jakatts develop new and more powerful miracles. True (16).

Continuing Report: Issue #17

1. "Anglach Dornorin," Aysle's "Day of Night and Night of Day," may see the honorable become corrupt, if Uthorion has his way. Jumps to True (17).

2. VX images of Knights Templar making life in the GodNet difficult for the Inquisition. Gosh, guess so — it's True (20).

3. Grumbling in Magna Verita about Malraux's absence as social discontentment and rumors of revolution begin to surface. Leaps to True (19).

4. Tharkoldu occulttech device unearthed in the Soviet Union, and radiation levels indicative of a second invasion. Yipes — True (50).

5. Nippon Tech ninjas believed to have transported the Comaghaz virus back to Japan, possibly leading to even more intrigue and mistrust. Dead heat, but True (11).

6. Madame K., an Orrorshan spiritualist, claiming to have contacted the spirit of Lord Byron Salisbury. We

know she's lying, but whether the people of Orrorsh are falling for it is another matter. Flips to False (11).

The Wrap-Up: Issue #16

1. Pharaoh Mobius — stag movie star? Don't forget the popcorn — it's True (16).

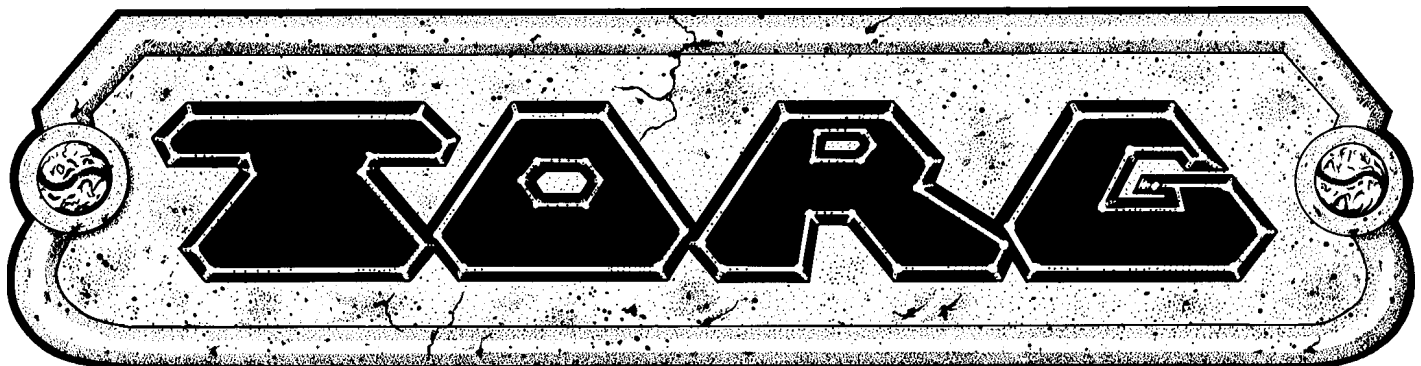
2. Orrorshan occultist in Aysle trying to make monstrous versions of magical creatures (*necrolepus vampirum?*) One vote put it over the top — True (13).

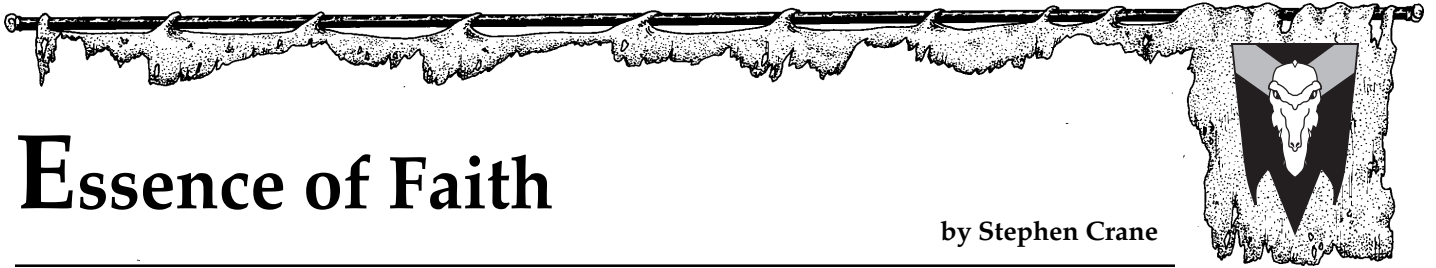
3. Baruk Kaah's support dwindling in the Living Land, and the edeinso tribes appear ready to embrace a new leader. Finishes at a whopping True (60).

4. Jean Malraux scrambling to keep public support on his side at home, but his international policy in Quebec has been remarkably successful. Holds at True (35).

5. Hachiman Arms making spectacular profits, but backlash has recently started because Hachiman will sell to anyone. Sabotage and outright attacks have occurred. Jumps to True (45).

6. Gang warfare and refugees make life difficult in Los Angeles. A spree of serial killings in the city is worrying the local authorities. Doesn't move much — finishes at True (16). ☒





Essence of Faith

by Stephen Crane

IR

reee-e-e-gaarkh!

The unearthly shriek echoed off the sheer walls of the narrow defile as the young ravagon ducked under the swipe of viciously curved talons. With the rustling of vast wings, the elder ravagon regained his balance, shrieked again and drove forward with another devastating slash, attempting to shred the face from his opponent.

Dodging to his left to avoid the terrible claws, the young one stumbled. He fluttered his wings to regain his balance, then felt a searing pain in his side as the elder's follow-up slash struck home. He staggered back, attempting to clear away the haze that sought to claim his vision. His exposed ribs glistened white, contrasting sharply with the red-hued skin surrounding the wound. The elder creature flapped his huge wings forward and tore at the younger's legs with the cruel hooks that lined the edge of the scaled pinion. Dark rivulets of blood streamed down to the ground, hissing as they seeped into the dry soil.

Folding his wings down in front of himself for protection from the hooks and claws of his antagonist, the younger ravagon scrambled back toward the wall of the deep, rocky gorge. He needed time to think, or he would not come through this clash alive.

He was an average specimen of ravagonhood, tall, barrel-chested, his long thin neck holding his bony skull seven feet above the ground. His long, scaled wings were still wrapped around his body. He unfurled them to give himself more freedom of action, and the sharp, hooked spurs along their edges scribed shallow grooves into the rough ground.

The young ravagon looked around and saw he had stumbled into a narrow and cramped portion of the gorge. He sprinted toward a wider area of the

arena, seeking room to maneuver, and suddenly found his adversary approaching him.

The elder, a large, palely colored ravagon, swung his long wings to the fore. Instead of striking again at the smaller creature, he continued to flap his wings and hurled himself forward and above the young ravagon. He swiped at the younger's face with his clawed feet, just missing the eyes as his talons were deflected by bony ridges.

The elder descended quickly, and turned to face his foe. He struck next for the younger's throat, but only succeeded in slicing through the outer layer of roughly textured skin as his feet lost their purchase in the coarse soil. He immediately righted himself and turned to face his opponent.

The young ravagon lurched back a number of paces, trying to put some space between himself and the older antagonist. The elder circled his adversary slowly, savoring the pain he had inflicted. He preferred to prolong the agony. A deep clicking rasp came rumbling out of his throat — a ravagon's equivalent of an evil grin.

The bleeding ravagon fought to regain his equilibrium. He knew he must concentrate on his efforts if he were to survive this encounter; his innate savagery could carry him only so far. His foe was a fierce warrior, a veteran of many raids, while he was merely a fledgling. As he struggled to focus his energies, he became aware of the throbbing of his wounds and the sound of the blood rushing in his ears ...

* * *

... the sound of the wind rushed by his ears as he approached the cliff face that was the village of Verakor. His glistening eyes picked out the ledge as he banked in his approach for landing. He was ecstatic. Even the lowering

sky could not dim his spirits. The hunt had gone exceedingly well. A large herd of wilvit had been sighted and a good many of them taken. He could still hear the squealing of the beasts and smell the hot lifeblood gushing forth; feel their flesh tear and separate around his talons ... but more intoxicating even than that was the news he brought to his mentor.

The hunter caught a final updraft in his huge wings, slowing his descent, then touched down securely on the rough sill of rock. He folded down his great wings, cloaking himself, then bounded around an outcropping of craggy stone toward an opening in the cliffside. As he approached he saw a crowd of ravagons around the portal and heard a commotion from within. A large, lightly colored ravagon — it was Karuzok! — stormed out of the dwelling as the flock of creatures dispersed before him. He turned to continue his angry speech, ranting at someone the young ravagon could not yet see, but suspected he knew too well.

"You are *tzufak*, not *tzullat*! You will answer for this outrage; that I will see to. This blasphemy will not go unpunished!"

The angry ravagon turned again and, noticing the young one approaching, fixed him with a disdainful glare. Then he turned and leaped off the edge of the rock shelf, and with a mighty flapping of his expansive wings, soared up into the cheerless grey sky.

The young one approached the entrance to the cliff dwelling. The other ravagons, hesitating to get too near to that which drew Karuzok's anger, still moved out of his way only grudgingly. He paused at the doorway, his claws resting upon the rough-textured wall, then entered the cool, dark lair, which had been carved from the interior of the sand-colored cliffs.

The sight which met his eyes caused him dismay. The cavern was in disarray. Many of the furnishings were upended and scattered about. In the midst of the chaos, a battered figure was rising to its feet, blood trickling from a crisscross of slashes across its chest. It was Skorit, his mentor and the village's tzullat. Karuzok had dared do this to a priest of Ravok!

The young ravagon felt a cold anger build in him. Skorit had obviously been hurled about the room, causing much of the damage in the process. The young one hurried to his side to steady him and spoke angrily, "Karuzok dares much; you are tzullat. He must be brought before the council!"

Skorit winced, as much from his memory of Karuzok's last comment as from the pain. The pale ravagon had named him tzufak — a passive prey creature — a reference doubly insulting to a ravagon. Skorit had earned his position by demonstrating his strength and viciousness, as did any ravagon with a name. He hissed in anger and bitterness, "Karuzok wields much power in the council. They will do nothing against him."

"They must listen to this. He has assaulted a speaker of Ravok."

"No, my friend, I am afraid they have no respect for me. The Denyers hold sway on council."

Skorit staggered a bit, then regained his balance. He stood half a head taller than his supporter. The smaller ravagon bent down and righted a stool made from the dark, rubbery flesh of the kornaf tree. He helped Skorit to sit, then spoke again.

"How can they be so blind? Sallsboratza is clearly one of Ravok's true prophets. He *is* the sixth Irishantza. He has demonstrated the power of Ravok many times."

"That is true, young hunter, he has indeed performed feats worthy of Ravok the Scourge. But the Denyers hold that he cannot be a true Irishantza because he does not come to us wearing the form of the Chosen of the Scourge. If he does not look like a ravagon, he cannot lead us, they say."

"But looks do not determine fitness to live, it is the spirit that grants us life. There are the tales of other creatures chosen by Ravok and graced with his essence."

"Yes, *szilvaravok* — the essence of Ravok — runs strong in us. It is the life force of our world. It is what raises us above animals and makes us masters of our world. Szilvaravok gives us the power to carve our own destiny from the many possibilities that lie before us. The essence of Ravok gives us the power, and we control that power with the spirit of Ravok.

"That spirit is our intelligence — the ability to understand our nature. While many other creatures are savage in nature, we ravagons are the Chosen of the Scourge because we have the capacity to appreciate our savagery. It is only we Chosen who can revel in the shredding of flesh, the

The infirm did not provide much sport as they were dispatched.

snapping of bones and the shedding of blood. It is what sets us apart from the beasts.

"Together, the essence and spirit of Ravok grant us power. That is why we can sense the essence of Ravok in others, and when the strong eliminate the weak, Ravok gifts them with the *szilvaravok* of the vanquished."

Skorit paused to ease his battered body into a more comfortable posture, then continued, "The tales are told of other creatures with the essence of the Scourge, but until now they have only been tales. The arrival of such a being causes dread in the hearts of some; this threatens their status as the Chosen. They have not the vision to see a grander design. Ravok tests us. It is our duty to recognize the Irishantza when he comes. Those who deny a true prophet are not fit to exist and must be cast down. Our faith in Ravok and his Irishanti makes us stronger than our foes.

"Five Irishanti have come to lead us. Those who could not accept them were destroyed by the faith of the Believers. Two more Irishanti are to come before we are finally allowed to join with Ravok in his holy Scourge. This Sallsboratza is the sixth Irishantza,

come to lead us to greater glories in Ravok's name. His power and viciousness mark him as such. He is ravagon in all but appearance."

The younger nodded his agreement as he spoke. "*Vaza!* He is indeed Irishantza. And that is why I have come here directly from the hunt. While seeking prey in the Dark Hollows we encountered a scouting party from the town of Uskorab. Word has reached them from further down the Long Gorge that Parok and his Flock fly this way! He seeks followers to join the Flock in a holy war to purge the weak and seize fresh *szilvaravok*. Rumor has it that Sallsboratza himself will lead this hunt, even flying to new worlds!"

The awe in the young ravagon's voice was apparent. His mentor could not help but add, "And you wish to fly with them."

"Yes," came the eager reply, "I long for the chance to honor Ravok, and this hunt will bring much honor on him. But ... I have no name. Parok seeks warriors, not striplings."

With a touch of tenderness uncharacteristic of a ravagon, Skorit said, "You will earn your name, hunter; opportunities fill this world. Ravok knows when it is right that you should. As for Parok's Flock ... there will be other hunts, other wars."

"If it must be, then *vaza*, so be it." The hunter vented his disappointment on the remnants of a shattered table. He shredded it with his gleaming talons until nothing remained of the table except a forlorn pile of twisted shavings — much like his hopes and dreams.

"Perhaps, at least, when the council beholds the might assembled under the banner of Sallsboratza, they will see the error of their ways and accept him. Then Karuzok can be made to pay."

Skorit's mood lightened at that. "Yes, with the power of Parok and his Believers behind us we can enforce the will of Ravok and pledge our village to Sallsboratza. Then shall Karuzok see who is the more mighty."

The hunter's dark eyes gleamed at the thought. He uttered a low hissing rasp of pleasure, the spoke. "I must go now, and see to the disposition of the hunt. I will return tonight, to help you

with this mess, and to plan for Parok's arrival."

Skorit flexed his wings and attempted to rise, but the pain of his wounds made him think better of it. He remained seated, his clawed pinions scraping against the debris on the floor. "Yes, go. Some rest will help me heal. We shall talk again this evening."

The Unnamed ravagon strode out of the dwelling and onto the rock ledge. Without breaking stride, he continued out over the brink, and his enormous wings lifted him into the air. He glided silently down to the holding pens in the lower levels. Skorit's residence was high on a rocky outcropping of the canyon wall. From this height he could see the expanse of the village. It was an extensive cluster of dwellings ranged across the walls of the canyon, looking like a series of fungal growths clinging to the decaying bark of a tree.

Some of the dwellings were built out from the rock face, while others were carved into the living stone itself. Terraced ledges and sills connected many of the dwellings on the same level. There were no stairs or ledges connecting the various levels — what need of such contrivances when every resident of the village could fly?

Those who could not — they were too weak to continue their existence. One of the ravagons' sacred duties was to preserve the strength of their race by weeding out the weak and passive. A ravagon who displayed weakness, physically or in spirit, could be challenged by others; indeed, must be. Any ravagon would be eager to perform its duty; it could enjoy the thrill of battle and the taste of slaughter, as well as serve its faith. Sometimes, however, it was solely duty; the infirm did not provide much sport as they were dispatched.

The sun was beginning to sink below the lip of the canyon. Long shadows crawled across the dwellings and outcroppings of the canyon, like evil fingers clawing their way down to the depths of the village.

The Unnamed one barely noticed the panorama he passed over. His thoughts were in a turmoil. He yearned desperately to fly with the Warlord. Parok's Flock would be a quest that would be spoken of down the ages. Yet he had not yet faced the Test that

would earn him his name, and could not be a part of that quest.

In these troubled times it seemed Ravok the Scourge was too occupied to dispense Tests. One could not create a Test; that could only be provided by Ravok. A Challenge could be issued, but Challenges were just a ritualized method of eradicating the weak. There was no honor gained in disposing of the unfit. If the challenged ravagon were to prevail, however, that would demonstrate his strength and spirit in the face of certain doom, and be a feat worthy of a name. But rarely did one survive a Challenge.

True Tests were scarce. With the coming of Sallsboratza, they were even more scarce, as local altercations were

**It is only we ravagons
who can revel in the
shredding of flesh, the
snapping of bones and
the shedding of blood.**

forgotten, subsumed in the more general religious dispute concerning the authenticity of the Irishantza. The number of raids among the towns and villages of the Long Gorge had decreased dramatically as each ravagon's attention was turned increasingly inward to consider its faith.

Local struggles were now centered in each community, as Denyers and Believers both attempted to impose their beliefs on the other. Any religious dispute was a critical issue, for those found to be on the wrong side of the controversy were then considered weak in their faith, and always it was the duty of the strong to eliminate the weak.

Perhaps his faith was weak; maybe that was why Ravok chose not to test his prowess. He was certain that Sallsboratza was the Irishantza — but occasionally he caught himself wondering about the Denyers' arguments. Did he truly believe, or was — no, that way led to confusion and weakness. He refused to let himself pursue that line of questioning.

As if to put an end to the chaos in his mind, the crenellated walls of the

slaughtering pens loomed before him, stretching up to the blackening sky like dark menacing claws. He halted his descent with a flurry of massive wings and touched down heavily, his taloned feet tearing furrows into the soft granular surface of the canyon floor.

The young ravagon proceeded to the gate giving entrance to the complex of pens, and passed through the shadowy claws encompassing the area. As the huntleader it was his duty to supervise the slaughter and disposition of the prey. He found his hunting companions, located the pens which held their catch and gave the hunters their instructions. They began their work with pleasure, gutting and dismembering the wilvit with their strong, clawed hands. The young one gained some respite from his inner turmoil as he bent to his task, losing himself in the rending and shredding of the animals' flesh and relishing the scent of the fresh blood as it coursed from their severed arteries and spilled over his hands.

The moons had begun to rise by the time the hunters' work was concluded. The young leader sent the hunters on their way to distribute the kill, then cleansed himself. His work tonight was done, and he had promised Skorit he would return to help him. He launched himself upward, and the twin moons hung above him as if the gloomy sky stared down at him with baleful eyes.

His flight back to Skorit's lair was more direct than the descent, as his mind was clearer. His concerns had been pushed to the back of his mind while he concentrated on his work. The taloned feet of the huntleader scabbled on the ledge before Skorit's dwelling, seeking purchase in the rough stone. Folding his wings behind him, he approached the entryway, but halted suddenly. His senses told him that something was amiss. No sounds came from within the cave. No light shone from within.

He entered cautiously, pausing just inside the portal to allow his eyes to adjust to the murky blackness. He was about to call Skorit's name when he detected something — something that filled him with dread. He could sense szilvaravok in the dwelling. A ravagon

had very recently released its life essence. Turning his head to track the scent, he found gory confirmation of what his senses told him. There was a body lying crumpled in a corner amid freshly shattered furniture. Its wings were twisted and splayed at odd angles. It was very clearly dead.

The hunter approached the mangled remains. Turning the cadaver over, his worst fears were realized. It was Skorit. Blackish blood trickled from the tzullat's jaws and seeped from the four deep cuts which had almost severed his head from his body. The blood gathered in sticky pools around the priest's corpse. As the hunter raised his mentor for a better look, the head lolled back loosely.

The young one let out a long, sepulchral shriek, then cried, "He shall pay for this! I swear it on my essence!"

"What is there to pay for?" a deep, malignant voice hissed from the darkness behind him. "Merely a weakness purged from this world. A minor altercation; of no import at all," the voice continued, rasping in the grating way that showed a ravagon was amused.

The young hunter turned swiftly, but rose slowly, trembling in his anger. "You!"

There stood Karuzok, framed in the opening of the cave. His shadowy wings were folded down in front of him, wrapping him like a dark scaly cloak. He stood jauntily, his imposing figure limned by the light of the moons. Karuzok was the most powerful warrior in Verakor, and he was arrogant in his strength.

The young one was too angry to be afraid. "You cannot get away with this. You will be made to pay."

"Again I ask, what is there to pay for? No one will miss a speaker of heresy. I am sure you will find that the council agrees. Now be on your way, little hunter, and mind what you say."

"There are greater forces than the council. Parok will see to it that Sallsboratza has his vengeance on *all* Denyers."

"What do you know of Parok?" Karuzok seemed unsure of himself for the merest moment, then recovered his brash demeanor. "You speak of matters that are beyond your concern, little one. Tend to your little hunts and your petty concerns and you may yet

live to attain a name. As for Parok, he will never know that a faithless priest sought his aid."

"No! I cannot remain silent. Skorit will be avenged by the champion of Sallsboratza."

"Impudent stripling!" Karuzok snapped, his voice turning black and angry. "You are determined to fly a course to your own destruction."

The huntleader became angrier himself. He no longer cared that he faced the mightiest warrior in Verakor. His voice became deeper and carried a hissing undertone of threat. "Then, *vaza*. It is a path I must fly. Ravok wills it."

"I tire of you, pup. You let your mind be weakened by the specious teachings of a foolish old priest. Do

A trio of the shadowy creatures descended silently, then soared into the sky bearing their mangled and dripping burden.

you not now see the error of your ways? The tzullat was weak, else why is he not here now to spout further sacrilege?

"Renounce your unfaith. Renounce this false prophet, or pay with your life when the truth is revealed!"

The hunter could stand it no longer. He hurled himself at the larger creature with a screech of bitterest anger. He slashed at the warrior, but his hand was suddenly halted by the crushing grip of a clawed hand on his forearm, a grip which threatened to snap his arm like a dried *qesta* twig.

"*Vaza*, so your choice is made," Karuzok hissed. He twisted the arm back and released it, causing the young creature to stumble back.

"The mighty hunter strikes ... and is bested by his prey. It seems you are no longer fit for this world, Unnamed beast! I shall inform the council tonight of my Challenge. You I shall see tomorrow in the Vale of Essence, if you are ravagon enough to face me."

* * *

Karuzok's smirking rasp changed to a full-throated roar, startling the young one out of his reverie. Jarred back to the present, he sought to regain his bearings as the elder creature charged.

With no time to clear his head further, the young hunter reacted on instinct. He leaped skyward, with a flick of his wings to gain added height. His leap carried him over Karuzok, but almost as soon as his claws touched the ground, Karuzok pivoted to his right and whipped his wing around. The force of the swipe sent the hunter tumbling. A searing pain tore through his side as his tattered flesh and exposed ribs slid along the sandy ground. His tumbling ended abruptly when he slammed into the wall of the gorge.

With a sharp intake of breath he heaved himself to his feet. Karuzok was once more circling him, more quickly this time, and each step brought him closer to the huntleader. The Unnamed ravagon cast his eyes about frantically, but no immediate course of action came to him. The Vale of Essence had been chosen for its configuration. It was a deep narrow gorge which made full flight difficult, if not impossible. It was chosen to make the duel more challenging, rather than to limit escape, since escape was something no ravagon would consider. Even if a ravagon could make it up to the canyon's edge, the spectators who stood along the rim would cast it back down, or hunt it down and rip it to shreds themselves.

The hunter despaired. His doubts about surviving this encounter seemed destined to become a certitude. His faith must without doubt be weak for Ravok to desert him this way. He was on the verge of submitting to his opponent when a cluster of passing shadows attracted his attention. He risked a glance upward and saw a great host of ravagons alighting on the rim of the Vale. The throng parted and a tall, powerfully built ravagon, resplendent in an ornate harness, strode to the edge to look down on the combatants.

It must be Parok! thought the hunter. Before the next thought could come, he heard a rustle of wings and threw himself to the side. Karuzok's talons tore along his left arm, but his last-

minute evasion had prevented the elder from ripping his arm to the bone. New pain surged through his arm. But instead of increasing his anguish, it strengthened his resolve. Parok was here. Judging from the Flock that accompanied him, the followers of Sallsboratza were a mighty force. His despair lifted, and his faith was affirmed.

And in that instant, he felt renewed. The blessing of Ravok had been delivered onto him. He ignored the throbbing in his side and in his arm. A lightness filled him, and he felt as if he could fly anywhere, unfettered and unencumbered. He turned to face Karuzok, a seething hiss coming from deep in his throat.

Karuzok, too, had noticed the newcomers, and sought to dispatch his opponent quickly. He pushed himself from the canyon wall and approached the younger creature.

"Now, we shall put an end to this."

The elder beast launched himself into the air, seeking to leap over the hunter. The moment before he passed over the younger ravagon, Karuzok braked himself with his wings and dropped directly in front him. While the huntleader looked up vainly to find his adversary, the elder creature thrust his right hand forward to tear out the younger's throat.

Not even lowering his head, the hunter reacted. With a snake-like twisting of his long neck, the young ravagon dodged his head to the left and swung a long wing around the thrusting arm to rip at the elder's head with the razor-sharp spurs along the edge of the wing. He immediately followed up by spinning his head and clamping down with his bony jaws on the elder's forearm, ripping it open to the bone.

Karuzok instinctively tore his arm away, ripping more flesh and muscle as the smaller creature bit down even harder. "Infidel!" the pale one rasped through his pain. "You shall die for this affront!"

The young one remained silent, his small black eyes glistening in their bony sockets like fine black pearls. He studied his foe closely, the bitter taste of the elder's blood still on his tongue—a toast to the victory he knew would be his.

He fought an inner struggle to restrain his ecstasy. This battle was not yet over. He knew, though, that he must be right. The strength of faith was his. In accepting Sallsboratza fully, he had received the blessing of Ravok. His reflexes were now as good as if he bore no wounds.

Those who choose not to accept the Irishantza are consigned to oblivion, he thought. Karuzok was no different. He would not change his ways, could not accept the wider view of a new world. His narrow-mindedness marked him as weak. The hunter would be glad to expunge him from the world. He feinted right, then staggered back as if had lost his footing. His abdomen was fully exposed.

Karuzok lunged forward, diving low to deliver a series of eviscerating slashes. To the elder's surprise, those slashes never struck home, as his young opponent unfurled the scaly web of his wings and launched himself forward and upward to meet Karuzok's lunge. The young one's taloned feet fastened tightly on the sides of the elder's head, the sharp claws easily penetrating the bony surface. In one continuous motion, the smaller ravagon swung his body down over Karuzok's back, at the root of the elder's wings, where they could not be brought to bear. He bit deeply into the small of the pale ravagon's back, his strong jaws easily tearing into the tough flesh to rip out the spine. At the same time the young one also reached around the elder's body to claw at his abdomen, delivering the eviscerating attack Karuzok had hoped to use.

The large ravagon collapsed in a shredded heap. The young victor disentangled himself from the gory pile that had been his opponent, and rose to his full height. The hunter sensed Karuzok's essence as it wafted free of the corpse, and drew it into himself. He shook out his wings to their full width, then folded them back down in front, shrouding himself in their dark embrace.

He glanced around the rim of the defile at the grim figures of his fellow ravagons lining the edge in silence. Then he strode out of the arena, under the cold stares of some of the observers and the hot glares of others. He did not

look back as a trio of the shadowy creatures descended silently, then soared into the indifferent sky bearing their mangled and dripping burden.

* * * * *

He stood before Parok on the large circular dais and his very being swelled with pride. The ravagon Warlord approached him. Parok held up a finely wrought harness, crafted from the wings of Karuzok, his defeated adversary. From the bottom of the harness depended a sturdily worked fringe of interlocking rings. The harness bore a delicately curved yet wickedly sharp blade, which was chased with the sigils and symbols of Ravok and the Irishanti. Parok displayed the harness for the gathered throng to see, then turned to him and spoke.


"Young one, you have come far this day. In your adversity, you demonstrated the strength of Ravok. Performing your sacred duty, you have cleansed this world of the weak; for in his unfaith, Karuzok was indeed weak.

Parok handed him the harness. As he donned the symbol of his newly-earned respect, the Warlord continued.

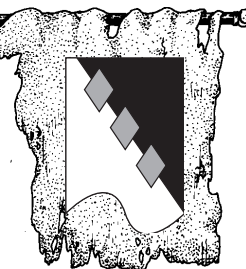
"Your strength and triumph have proven you are now ready for the next stage in your life. You are now a warrior of Ravok, and can no longer go unnamed.

"So do we acclaim your name and honor, Ujeratza, he who prevails in the face of oblivion.

"Come now and join us in our holy crusade for he who leads us in the name of Ravok, he who is named Sallsboratza, the Gaunt One."

Ujeratza raised his arms and spread his wings out to their full length, then let forth a mighty roar, challenging the heavens themselves to confront him. With a powerful flexing of wings he arose into the sky, followed by the gathered Flock who welcomed him to their ranks. As he flew off to the celebratory hunt, he thought once more of Karuzok's torn and twisted remains now decaying in some forgotten chasm. And that was the last thought he ever had for his brother. 

Dispatches and Rumors



Dispatches

1

Field Major Achmed Tunakakan, leader of the Nile shocktrooper force in the Land Below, has transcended. Tunakakan has been trying in recent weeks to cement an alliance between the Nile and a rogue faction of Darooni Wasp Riders. To accomplish this, Tunakakan ordered the massacre of Leopard tribe children, a strong choice for evil which resulted in his achieving a possibility rating.

Beastro rules a European kingdom made up of vampyres and ghouls.

The bloodshed also convinced the leader of the Darooni group, Elnes Kek, that the outworlders were savage enough to be her allies. She has amassed a small army of 25 Wasp Riders and, backed by shocktrooper guns, intends to slay Kihiti Dok, leader of the Darooni army, and seize control.

Kek dreams of an empire spreading far beyond the Misty Gorge, with the other Merretikan tribes no more than slaves. Tunakakan hopes to see Dok eliminated and a civil war break out among the Darooni. The Nile forces, backed up by reinforcements from above, will then move in and seize control of the gorge. Once the Wasp Riders are under his command, Tunakakan believes nothing will be able to stop him.

Storm Knights in the Nile have been

alerted to this plan by overhearing shocktroopers in their cups. The soldiers were due to be shipped out to the Land Below as part of the reinforcements.

The Knights would be well advised to intervene in this situation — a Darooni-dominated Land Below would be a very bad thing, as would Wasp Riders serving in the army of Dr. Mobius.

Critical Event: The Knights must find a way to shatter the alliance between the Nile shocktroopers and the Darooni, as well as eliminating Elnes Kek as a threat to the Land Below's peace. Accomplishing both objectives is a *Good* result (6 or above); failure is a *Bad* result (2 or below).

Field Major Achmed Tunakakan

DEXTERITY 11

Dodge 14, fire combat 13, heavy weapons 12, maneuver 12, melee weapons 15, stealth 12, unarmed combat 13

STRENGTH 12

TOUGHNESS 9

PERCEPTION 9

Find 12, hieroglyphics 11, scholar (small unit tactics) 14, trick 11

MIND 12

Survival 14, test 13, willpower 14

CHARISMA 9

SPIRIT 10

Faith (Egyptian religion) 13, intimidation 14, reality 14

Inclination: Evil

Possibilities: 15

Equipment: .45 Colt Auto, damage value 16, ammo 7, range 3–10/15/40; spear, damage value STR+4/16; sword, damage value STR+6/18; Nile headdress; backpack radio; diary

Elnes Kek

DEXTERITY 14

Beast riding 17, melee weapons 17, missile weapons 17, unarmed combat

15

STRENGTH 11

TOUGHNESS 11

PERCEPTION 10

Find 12, tracking 13, trick 13

MIND 9

Survival 11, test 11

CHARISMA 10

Charm 12, persuasion 13, taunt 11

SPIRIT 10

Faith (Olakaa) 13, intimidation 13, reality 13

Possibilities: 20

Equipment: Lance, damage value STR+5/16; javelin, damage value STR+4/15; javelin venom, damage value 15, but only causes "K" or "O" results

Pulp Power: Animal friend

Kek's Wasp Riders (25)

See page 45 of *The Land Below* supplement

2

The Storm Knights have received an urgent message from the Sign of Six, the militant anti-horror society of Orrorsh. Members of their organization had traveled to Gaea to find a legendary chest of hellegren root, a rare and powerful herb which is an essential part of the true death of Prince Beastro, leader of Rumostria.

Beastro is one of the most feared rulers on Gaea, being an undead who rules a European kingdom made up of vampyres, ghouls, and humans bred as livestock. It's widely believed that the assassination of so prominent a Horror might spark a rebellion among the enslaved humans that could spread throughout Gaea.

Unfortunately, the bold monster-hunters disappeared shortly after crossing the Rumostrian border. It is believed that the vampyric authorities had no inkling of their true identities or mission, so they may have been

placed in the pens with the rest of the "food supply."

The only chance to find the cask and eliminate Beastro lies with these adventurers, which means someone must go to Rumostria and save them. Although the Sign of Six members are willing to go along, they feel only Storm Knights have the expertise necessary to get in, save the captives, and escape alive.

Critical Event: The Storm Knights must rescue the three Sign of Six members from the Rumostrian livestock pens. They will then lead the Knights to the cask, and together, they can destroy Prince Beastro. Accomplishing this is a *Good* result (6 or above). Failing to do so is a *Bad* result (2 or less).

Prince Beastro

DEXTERITY 14

Beast riding 15, dodge 17, maneuver 15, melee weapons 16, stealth 16, unarmed combat 17

STRENGTH 14

TOUGHNESS 16

PERCEPTION 9

Find 11, trick 12

MIND 8

Survival 11, test 13

CHARISMA 8

Charm (25), persuasion 15, taunt 14

SPIRIT 8

Faith (Orrorsh) 12, intimidation 15, reality 14

Possibilities: 16

Natural Tools: Claws, damage value STR+2/16; teeth, damage value STR+3/17

Powers: *Cold aura, regeneration*

Corruption Value: 30

Fear Rating: 3

Perserverance DN: 22

Description: Prince Beastro is a ghoulish who prefers the flesh of the living. He won his supremacy over Rumostria by besting all rivals in combat. He views humans as food

3

Taking advantage of apparent disarray among the Dark forces, Ayslish Corsairs have been striking up and down the Gulf of Bothnia and the Baltic Sea, and even as far east as the Gulf of Finland. The risks have been great

(a number of Viking ships ply those waters), but the rewards in terms of plunder have been enormous. Dark settlements along the east coast of Sweden and the west coast of Finland have been particularly hard-hit by the pirates.

But not all of those flying the "Jolly Roger" are opposed to the Dark. Captain Terrence Kescivals and his galleon, the *Winter Wind*, have been alternately sinking Corsair ships and firing upon Light villages. Kescivals is blamed for the burning of the villages of Solvesborg, Simrishamm, and Borgholm along Sweden's southeastern coast.

Kescivals is said to be a most unusual pirate, seeming to care little for loot, allowing his crew to divvy the spoils among themselves. Rather, he seems to revel in the terror the presence of his ship sparks in others. His predations have caused him to be hunted not only by Ayslish and Core Earth navies, but by the Corsairs as well.

Pella Ardinay recently issued a queenswath for Kescivals, with a 200,000 trade reward offered for him, dead or alive. An additional 100,000 has been offered for capture of the *Winter Wind*. The edict also contained a warning — dark sorcery is believed to be connected to the success of the *Winter Wind*, and Storm Knights are warned to beware.

Critical Event: Capturing or killing Captain Kescivals and taking his ship, the *Winter Wind*, is a *Good* result (6 or above). Failing to stop his raids is a *Bad* result (2 or less).

Captain Terrence Kescivals

DEXTERITY 14

Acrobatics 15, dodge 19, fire combat 15, maneuver 16, melee weapons 18, running 15, swimming 17, unarmed combat 17

STRENGTH 12

Climbing 13

TOUGHNESS 12

PERCEPTION 14

Alteration magic 17, divination magic 15, find 16, trick 19, water vehicles 18

MIND 10

Apportation 14, conjuration magic 14, test 13

CHARISMA 11

Charm 14, persuasion 14, taunt 13

SPIRIT 9

Intimidation 15, reality 18

Possibilities: 20

Arcane Knowledges: *air 6, fire 6, water 6, aquatic 4, avian 2*

Spells: *fog, lightning, fish eyes, conjured fireball, Aeluin's water valley, summon kraken, create giant avian servant, weather control*

Equipment: Wheellock dag, damage value 13, ammo 1, range 3-5/10/25; cutlass, damage value STR+6/18 (*conjured fireball* spell focused within)

Kescival's Crew (75)

DEXTERITY 8

Dodge 9, long jumping 10, maneuver 9, melee weapons 11, running 9, swimming 9, unarmed combat 10

STRENGTH 8

Climbing 9

TOUGHNESS 9

PERCEPTION 9

Find 10, trick 10, water vehicles 11

MIND 7

Test 8

CHARISMA 8

Persuasion 9, taunt 10

SPIRIT 7

Intimidation 9

Possibility Potential: some (30)

Equipment: cutlass, damage value STR+6/14; pike, damage value STR+5/13

The Winter Wind

Tech 15, speed value 20/12/9, pass. 220, TOU 25; cannon (100), Tech 15, damage value 27, ammo 1, range 25-150/1k/2.5k

Note: The *Winter Wind* has a *fog* spell focused into it, which allows Kescivals to shroud it in mist whenever he so chooses. One quarter of the cannon have *lightning* spells focused into them.

4

The intelligence arm of Dr. Mobius' government has overseen the construction of an underground complex codenamed "Tomorrow the World." Here are areas designed to resemble each of the other realms, including Tharkold and the Land Below, as well as Core Earth. (No efforts have been made to duplicate the axioms, however, due to the disastrous Berofski

experiment last year).

Here Nile agents are trained in how to assimilate themselves into other realms before being sent out into the field. Those effects which cannot occur under Nile axioms are duplicated as closely as possible using “weird science.”

Agents are recruited from all walks of Nile life, and trainers are often defectors from other realms. While it would be possible for Storm Knights to attack and destroy the complex, they would be better served by infiltrating it and gathering information.

The dragons of Aysle are gathering for their Bi-Century Concordance!

Critical Event: If the Knights successfully infiltrate “Tomorrow the World,” they get a *Good* result and will learn that Mobius plans a major operation in Algeria, possibly connected to the unsettled situation in that country’s government. Failure to penetrate the installation is a *Bad* result.

Rumors

1

With Baruk Kaah’s popularity at an all-time low, it is not surprising that the edeinos are considering finding new leadership. While Kaah continues to use Rec Pakken to monitor his people and quell insurgency, things may be getting out of hand.

Rumor states that a substantial expedition composed of Jakatts, benthe,

stalengers, and other Living Land creatures made a desperate trek south, through Mexico and Central America, into the Akashan realm. Truly an incredible feat, even if the contingent contained an unusual number of stormers.

While this “March for Life” appears to have been successful, only one in a hundred of the group made it through Core Earth and Living Land resistance into the Space Gods’ realm. It is believed that these survivors intend to appeal to Rotan Ulka in the hopes that he and the other Akashans will help the Living Land denizens free themselves of both Kaah and Pakken.

2

Tharkold is in Los Angeles. The City of Angels is now a battlefield and a war victim. Frightened residents are either digging in or fleeing. Untold atrocities occur regularly, and few arise to fight back.

But, even so, certain factions are trying to gain entrance to the city. Rumor has it that Dr. Mobius has sent some of his most powerful Nile villains into the fray. Their orders are unclear, but, apparently, the “weird scientist” High Lord wants to capture Tharkold technology for further examination.

The Nile villains, however, are more interested in surviving than anything else. It is possible that a few have joined with the Tharkoldu against Kanawa and the Race, while rumors also suggest that a few have undergone the transformation and domination processes.

3


Fire and fury sweep over the hills of Scotland! Is it truth or a carefully-crafted fiction? The dragons of Aysle are gathering for their Bi-Century Concordance!

Rumor states that, in the old days on the disk-world, before the Giant Wars, all the dragons of Aysle — Teutonica, Aysle, Terra, Aquatica, Metallica, and Crotalaria — would get together once every two hundred years to discuss ... who knows?

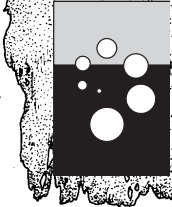
Regardless of alliances with Dark or Light, these dragons gathered at peace with each other — but, by no means, the countryside. Dragons require great space and sustenance, and their meeting-places quickly turned into legendary wastelands. The Isle of Flame. The Plains of Sucking Sand. The Mournful Hills. Is a section of Scotland soon to be added to the dread list? Is there any way the legendary meeting can be stopped?

4

With the virtual collapse of the American auto industry (due to the presence of the Living Land in Michigan), Japanese auto imports to this country have increased sharply. The Mitusyana Motors Corp., a Kanawa subsidiary, has made millions selling cars in the US, despite the shaky condition of the country’s economy.

Major cities like Houston have seen Japanese autos offered at major discounts, and many high government officials, while condemning the trade imbalance, continue to drive them. What they do not know is that the newer cars are equipped with bugs that beam conversations taking place within back to the Japanese embassy. In addition, the autos have self-destruct devices which can be triggered if the driver becomes *too* vociferous in his opposition to increased Japanese imports. 

Your Letters



1. In reality storms such as those around the Cyberpapacy, is a character transformed if he loses all of his possibilities, or does he have to be stripped of his reality adds, as in an invoked storm, before he is transformed?

2. When an Ord disconnects in a foreign reality, does he transform?

3. Regarding the map of the Space Gods' realm — I thought the reality trees were at the center of the mixed zones they create. Shouldn't all the circular mixed zones have reality trees at their center?

4. Can clothing be worn under biotech suits that depend on symbiotic links, or must the suit be worn under all clothing?

5. How does ammo work for biotech firearms? The info you give in the body of the text is that the weapon must be fed after every so often. Does it actually need to be fed after every so many shots fired or after the stated time period, whichever comes first?

— Michael Levay
Roscommon, MI

1. Reality storms occurring around the borders of realms work the same way as invoked storms. All Possibilities and reality adds must be stripped before a character transforms.

2. When an Ord disconnects in a realm other than his own, he will eventually transform due to the natural process of living in that area.

3. Yes, Mike, the map of the realm in *Space Gods* was in error. All of those mixed zones should have reality trees in their centers.

4. Symbiotic suits must be worn next to the skin. That's why you generally can't wear more than one.

5. Yes, if you tax your weapon by using up its ammo supply, you may have to feed it earlier than expected. Under normal use, the feeding schedule in the text applies.

Can a reality storm be invoked in the GodNet?

How close is the Gaunt Man to breaking free from the maelstrom?

— Sam Thornton
Essex, England

1. Yes. But remember that a Cyberpapal character will enjoy the home cosm advantage while in the Net.

2. Closer than you think ...

In the letters column of Infiniverse #16, you state that Storm Knights may not spend a Possibility to gain a roll-again and thereby avoid disconnection. Will a Second Chance card work?

— Randy Wilde
Long Beach, CA

Sorry, Randy, but no. Disconnection is a fact of life when you have realities clashing, and cannot be so easily avoided.

For mental wounds, do you use Mind or Spirit instead of Toughness? Also, what happens when you mentally "fall unconscious" or mentally "die?"

— Mark Siegal,
Schenectady, NY

Mental wounds primarily come into play when discussing spell backlash. Mental damage is measured against the *Mind* attribute rather than *Toughness*.

If you are KO'd by mental damage, you are unconscious — and if it was an actual KO result, and not just accumulated shock damage, you lose the arcane knowledge used to cast the spell for 24 hours or until a miracle of refreshment is done.

If you die from mental damage, you're dead, plain and simple.

If the great ape Ungrosh from the Land Below needs that realm's Magic axiom to support its great weight, could a lone Storm Knight from a realm with lower Magic axioms (such as Core Earth or Nippon) literally crush him to death by successfully invoking a reality storm?

— Greg Detwiler,
Williamsburg, PA

No. If Ungrosh were to be on the losing end of a reality storm, he would transform into an equivalent creature of the winner's reality who would not be dependent upon magic to sustain itself.

1. Is it possible to have an Akashan pure zone or dominant zone?

2. How about more info on the Star Sphere (other races, maps, what really happened to the Mohani?)

3. Is Sarila evil? The text seemed to describe someone who just got in over her head.

— Joe Farrell
No. Merrick, NY

1. No, it's not possible to have an Akashan pure or dominant zone. Pures and dominants, by their very nature, are invasive and transformational, two things which Akashan reality is not.

If an Akashan were to become a High Lord, he could impose a twisted version of his reality in such zones, but it would not truly be the reality of the Space Gods in that case.

2. We have played around with the idea of a Star Sphere supplement, but have no plans for one as yet. Of course, if there's enough demand (go ahead, twist my arm) we could be talked into it.

3. Very insightful, Joe. Whether or not Sarila is evil depends on how you define "evil." Sarila is an egotist who

believes that the ends justify the means, no matter who gets hurt. By assuming control of the Comaghaz group mind and using it as she has, she is running counter to the Akite philosophy she professes to follow. Sarila is self-deluded and very good at justifying her behavior. Keep in mind that the Comaghaz was not created to help the Akashans, but to advance her own career.

If a character uses his world laws in a foreign realm, he is creating a one-case contradiction. What if a character is in a foreign realm and uses that realm's world laws — is he creating a contradiction? Isn't this the same situation as using a tool that the foreign realm supports, but his personal reality doesn't?

— Jim Ogle,
Socorro, NM

It's exactly the same, Jim. Using another realm's world laws is a one-case contradiction.

Who the heck is "Kryptos" and why are edeinos worshipping him?

— Christopher Scott,
Windsor, MO

"Kryptos" is an actual object, an enigmatic obelisk that stands outside

Herald Messages

"Burger Rex" is really a front for a Nippon Tech operation. The lizboys enter Living Land areas for meat, but they also gun down any of Baruk Kaah's edeinos that they come across.

— Scott Darley,
Caryville, FL

My Storm Knights have triggered a serious diplomatic incident between Spain, England and the Middle Eastern countries. They recovered the True Cross, to barter it for the Nocturna with Gildao, a spiritual debunker who is in fact a reincarnation of Mantooth. With the Nocturna, they hope to prevent Angloch Dornonin from occurring.

— Antivackis Christian,
Bezons, France

"Behold the miracle of toxic waste. The Lady of the Lake is dead."

— An unnamed Core Earth
wizard

Sagato: "Master, I don't understand why you didn't kill the Gray Ghost when you had the chance?"

Kanawa: "Because he is nothing, and because Mobius hates him. Why crush a worm when I can use it to bait my hook?"
— Conversation overheard in
Kanawa Corporation HQ,
Tokyo

Har, mateys! Gemini agents Rampage, Pentacle and "the Kid" hijacked a cybertrain out of Paris and blew Cyberpapal base "Point Versailles" into a grease spot, crippling the Cyberpapacy's supply lines to the gangs and HOGs in Paris. (Massive glory result still failed to kill the living cyber-weapon "Destroyer.") The Paris streets are now messier than ever before (if that's possible.)

— Dan Swensen,
East Helena, MT

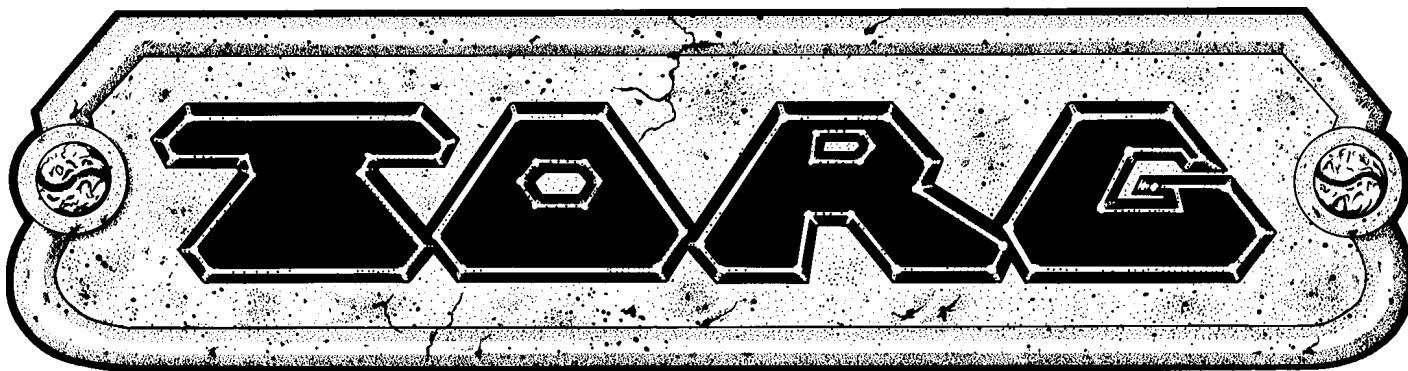
You never know ... Gospog Shuffle could become a craze ...

— Joe Farrell
No. Merrick, NY

of CIA headquarters in Langley, VA. As yet, no one has been able to decode the encrypted message on the sculpture, and the artist refuses to reveal

what (if anything) it means.

As for why the edeinos are worshipping it, Lanala only knows ... ☒

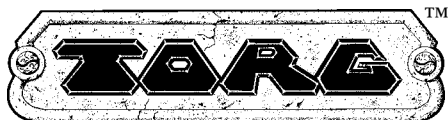


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Hello once again from the Poconos! (Or, depending upon how you look at it, the middle of a Living Land zone, in which case we aren't able to figure out where we are, and come to think of it, it has been real foggy lately ...)

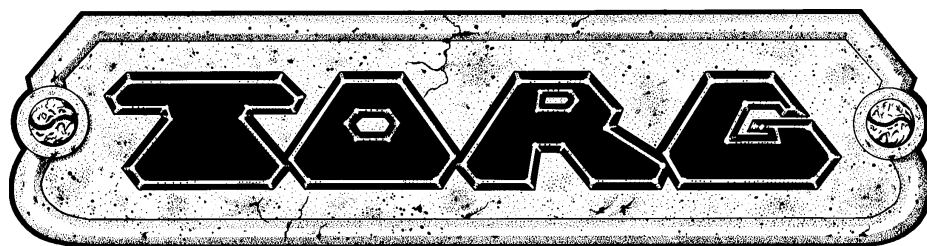
This month in *Infiniverse* we are doing things a little differently. Inside is the first ever *Torg* trivia contest. While we have given hints for each question, we warn you right now that it isn't for Ords. And, oh yes, have fun with the essay question.

Also included with this month's issue is a questionnaire. We at West End really want to know what you folks want to see in the future for *Torg*. The cosmverse is such a big place, and there are so many different avenues that can (and will) be explored, we want to make sure that our creative

juices are flowing in the same direction as your desires. So send us your wish list!

"You Asked For It!"

We hope all of you are happy. *Tharkold* has finally arrived in book and hobby stores, and let's just say that we warned you it wasn't a nice place. From the knockout Nick Smith cover, to the background of this most deadly realm, the sourcebook is a real "knock-your-socks-off" product. Learn all about the techno-demons' society and power structure, the tech of the Race, and the incredible magics of this techno-horror realm. Hats off to Paul Hume and Greg Gorden, who have devised a realm more feared and deadly than Orrorsh. Enjoy!



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #19

1. The half-folk of Aysle have petitioned the British government for full rights, while Pella Ardinay refuses to discuss the matter. London has been the scene of protests and a dramatic increase in the crime right. Hey, Centaurs are people, too, and start at True (15).

2. Kanawa Officials displeased with a new competitor, International Investment and Holding Company, which is outbidding Kanawa for land and construction rights. Sacramento officials refusing to investigate. True (25).

3. Ghazi Rafek, staff reporter for the *Cairo Clarion*, investigating the mysterious Thebes Importers. Mobius also curious about recent goings-on. False (12).

4. Seraphim Angels have been injected into Rauru Block computers in Japan. It looks like the Cyberpapacy has begun to strike back against their "friends" in the Orient. True (15).

Continuing Report: Issue #18

1. Brazilian workers sent to Japan dealing with prejudice, but worse, are they infected with the Comaghaz virus? If you're in Japan, it's time to buy stock in sealed environment suit manufacturers. Increases to True (25).

2. Elves in Finland and Sweden have voted to split off from the Dark forces and establish their own territories. It looks like the United Nations will be adding even more members to its roster at True (40).

3. Jakatts develop new and more powerful miracles. Just what the Spartans need. Rises to True (65).

4. Secret Islamic mosque in Orrorsh reported to be easing Power of Fear

and renewing hope for the faithful. True (13).

The Wrap-Up: Issue #17

1. "Anglach Dornorin," Aysle's "Day of Night and Night of Day," may see the honorable become corrupt, if Uthorion has his way. Slight increase to finish at True (19).

2. VX images of Knights Templar making life in the GodNet difficult for the Inquisition. Getting some extra strength down the home stretch — True (30).

3. Magna Verita prepping for revolution due to Malraux's absence. Rises to finish at True (55).

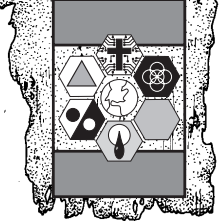
4. Tharkoldu occulttech device unearthed in the Soviet Union, and radiation levels indicative of a second invasion. Yeah, yeah, as if we didn't know this one would be popular. You wanted it, you got it — True (100).

5. Nippon Tech ninjas also bringing the Comaghaz virus back to Japan. Don't trust oozing CEOs, that's what we say. Barely survives at True (13).

6. Madame K., an Orrorshan spiritualist, claiming to have contacted the spirit of Lord Bryon Salisbury. Needless to say, she'll be very surprised ... any time now. A last minute reversal and finishes at True (17). ☒



Torg Trivia Contest



Welcome to the first *Torg* Trivia Contest! Simply read through the questions below, circle your answers on the sheet provided (page 6), and mail said sheet (or a reasonable facsimile) to:

Torg Trivia
West End Games
RR 3, Box 2345
Honesdale, PA 18431

Deadline for the contest is May 30, 1992. Winner will be the entrant with the most correct answers — if there's a tie, we'll have a drawing. Winner receives a \$25 gift certificate toward the purchase of WEG merchandise.

Onward:

1. Who was pitching for the Mets when the bridge from Takta Ker crashed into Shea Stadium?

- a. Dwight Gooden
- b. Bob "The Bullet" Jenkins
- c. Dave "Fireman" Jensen
- d. Walter "The Truth" Jones
- e. "Ace" Decker

2. What is the name of the library demon in *The Possibility Chalice*?

- a. Septimus
- b. Chislethwaite
- c. Laxius
- d. Gibberfat
- e. Azazel

3. What is the actual hardpoint in Fort Eugene in *Operation: Hard Sell*?

- a. The former Jackson residence
- b. The Spartans' barracks
- c. A model of the aircraft carrier *U.S.S. Enterprise*
- d. An autographed picture of Lee Iacocca
- e. The basketball court

4. Name the designer of the *Five Realms* game.

- a. John McLafferty
- b. Bill Smith
- c. Greg Gorden
- d. Rick Adler
- e. Jeff Mills

5. The mental institution to which Maya is sent in *Crucible of Pain* is called:

- a. Oasis
- b. Horus House
- c. Mobius Memorial
- d. Heritage
- e. Honesdale

6. What is the name of the lord of vampyre bats encountered in *High Lord of Earth*?

- a. Camazotz
- b. Ahulane
- c. Manwaring
- d. Pacal
- e. Huitzilopochtli

7. What is the largest demesne in the Tharkold cosm?

- a. Sterret
- b. Apocularum
- c. Malgest
- d. Mizatyan
- e. Dzis

8. The nearest Tibetan village to the final resting place of the Possibility Chalice is:

- a. Tangkula
- b. Jilibulake
- c. Lhasa
- d. Xigaze
- e. Kathmandu

9. 3327's mentor on Marketplace was:

- a. 7710
- b. 6365
- c. 9012
- d. 1099
- e. 2174

10. The famous Ayslish theoretical mage who discovered that the act of making a pattern permanent lowered the natural world's resistance to that pattern was:

- a. Pixaud
- b. Kenipat
- c. Thorvald
- d. Mathea
- e. Gutterby

11. The religion of the Ravagons is:

- a. Sacellum
- b. Slavicsekism
- c. Secular dwarvenism
- d. Irishantism
- e. Magmar

12. When the god of *The Land Below's* Pyrian Fire Tamers is in a good mood, he is called:

- a. Bob
- b. Karruk
- c. Darok
- d. Hevvil Gok Tek
- e. Amethia Cor Tal

13. The Parisian street gang whose members dress in rags and carry rabies is:

- a. The Warewolves
- b. The Crucifaces
- c. The Tri's
- d. The GOP
- e. The Carrion Dogs

14. What is a "queenswrath"?

- a. A type of succession
- b. A royal decree
- c. An execution
- d. A form of exile
- e. Bill Smith's favorite rock band

15. The creature from the stalenger homeworld whose body is covered with thick mucus, whose eight to 16 limbs each have their own sub-brain,

and who likes to steal small objects is called:

- a. A grotuk
- b. A portochk
- c. A restra
- d. A rufka
- e. A burger rex

16. Which of the following is **not** a biotech weapon?

- a. A volent
- b. A jiros
- c. A mitositer
- d. A calaki
- e. A hastur

17. The two youths who travel with Father Christopher Bryce in the *Torg* novel trilogy are named:

- a. Rat and Coyote
- b. Yogi and Boo-Boo
- c. Tolwyn and Tancred
- d. Rick and Tal-tu
- e. Ren and Stimpj

18. Dr. Mobius has also been known as:

- a. Pharaoh Mobius
- b. Deathhawk
- c. Sutenhotep
- d. Madib Al-Hebpsa
- e. All of the above

19. The Gaunt Man's real name is:

- a. General Avery Wellington
- b. Lord Stanton Cheltenham
- c. Professor James Moriarty
- d. Lord Bryon Salisbury
- e. None of the above

20. Elves and giant who disconnect are most likely to fall prey to:

- a. an inclination change
- b. the Comaghaz virus
- c. Ahjebax
- d. the wasting disease
- e. influenza

21. The most powerful of the evil secret societies in Orrorsh is:

- a. The Sanctum
- b. The Sign of Four
- c. The Order of the Purple Eyes
- d. The Order of the Golden Dawn
- e. The Sign of Six

22. Which of the following is a group power?

- a. stelae sense
- b. pathfinder
- c. common ground
- d. possibility shadows
- e. the Heart of Coyote

23. At what *Tech* axiom do watches and bifocals become possible?

- a. 15
- b. 19
- c. 21
- d. 7
- e. 16

24. At what *Social* axiom does democracy become possible?

- a. 10
- b. 15
- c. 20
- d. 23
- e. 30

25. A *Magic* axiom of 12 allows you to conjure from "nothing" as well as:

- a. Create wards
- b. Cast "wish spells"
- c. Impress spells
- d. Change living beings to inanimate matter
- e. None of the above

26. Which of these is, on average, the smallest of the Ayslish dragons?

- a. Draconis Teutonica
- b. Draconis Metallica
- c. Draconis Terra
- d. Draconis Aquatica
- e. Draconis Crotalaria

27. 3327 has had his agents searching the mountains of Manchuria for which eternity shard?

- a. The Potala
- b. The sword of Genghis Khan
- c. The Tobukai Algorithms
- d. Mao's Red Book
- e. The El Kharga Dagger

28. Which of the following aliens is most likely to possess the *frenzy* skill?

- a. a Draygakk
- b. a Larendi

- c. an Akashan
- d. a Lorbaat
- e. a Terran Martian

29. Which of the following is not produced by the Cyberpapacy?

- a. SpiritChips
- b. MemChips
- c. DatChips
- d. SpellChips
- e. None of the above

30. Which of the following is not an alteration spell?

- a. ritual of mind preparation
- b. sweet water
- c. stone tunnel
- d. sunstore
- e. weather control

31. Third-planting Orrorshan gospog are called:

- a. Caretakers
- b. Others
- c. Wraiths
- d. Were-tigers
- e. Ghouls

32. Sabathina, Nightmare from Orrorsh, is originally from the cosm of:

- a. Gaea
- b. Lereholm
- c. Dairoga
- d. Magna Verita
- e. Ahjebax

33. The Cyberpapal bureau which handles all legal matters and litigation is:

- a. the Penitentiary
- b. the College of the Way
- c. the Church Police
- d. the Chancery
- e. the Seidenary

34. Rec Pakken means:

- a. Darkness Device
- b. Dead Tree
- c. Black Forest
- d. Dark Blood
- e. King of Darkness

35. Gaea's kingdom of undead is called:

- a. Victoria
- b. Ch'in

- c. Nippon
d. Rumostria
e. Jonestown
36. According to *Pixaud's Practical Grimoire*, the "raw material" of a spell is the:
- Pattern knowledge
 - State path
 - Result knowledge
 - Mechanism knowledge
 - Pattern skill
37. In *Full Moon Draw*, the werewolf's rampages are connected to what?
- A crystal ball
 - Wolfsbane
 - Tarot cards
 - A Ouja board
 - Jonathan O'Leary's home
38. The cybernetically controlled husks of people who have been chipped into the GodNet are called:
- Cygoyles
 - Cartagras
 - Hospitallers
 - HOGs
 - Slinkers
39. Which of the following is an Ayslish minor god of balance?
- Mesus
 - Sarila
 - Kalim
 - Areel
 - Ulka
40. The first of Aysle's great Houses to fall in line with the Dark forces in centuries past was:
- House Daleron
 - House Vareth
 - House Gerrik
 - House Bendes
 - House Tancred
41. Yakuza syndicate operations in Hokkaido are headed by which mob "family"?
- Ashimoto
 - Corleone
 - Haragawa
 - Sebaru
 - Tottori
42. The singer who sacrificed his life to destroy a bridge from Takta Ker to Earth in the *Torg* novel trilogy was:
- Christopher Bryce
 - Eddie Paragon
 - Rick Jones
 - Douglas Kent
 - Quin Sebastian
43. The enforcement arm of the Human Factor, a Core Earth/South American group, is known as:
- The Sons of the Soil
 - The Peace Through God Party
 - Catequil
 - The Comaghaz
 - Nazca
44. The figure of central authority in the Sacellum religion of Gaea/Orrorsh is:
- Pope Willis IV
 - The Archbishop of Canterbury
 - The Deacon of Lourdes
 - The Gaunt Man
 - None of the above
45. The hippo-lion-crocodile demons that haunt the tunnels beneath the Nile Empire are called:
- Busus
 - Corpuls
 - Ustanahs
 - Swarmers
 - Monoliths
46. The creatures from *The Land Below* known as arhet crows are:
- wasps
 - rats
 - bears
 - crocodiles
 - leopards
47. The giant ape that stalks Merretika is named:
- Borr Aka
 - Ungrosh
 - Rodar
 - Torgo
 - Lathiar
48. Merretika's largest volcano is called:
- Ungrosh
 - Abominari
 - Kihiti Dok
 - Caleacon
 - Tanta Kallar



Torg Trivia Quiz Answer Sheet

NAME _____

ADDRESS _____

CITY _____ ZIP _____

- 1. a b c d e
- 2. a b c d e
- 3. a b c d e
- 4. a b c d e
- 5. a b c d e
- 6. a b c d e
- 7. a b c d e
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- 43. a b c d e
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- 45. a b c d e
- 46. a b c d e
- 47. a b c d e
- 48. a b c d

If a Cyberpapal man and an Ayslish woman, both Storm Knights, mate, and their child is born in the Nile Empire, of what reality is the baby? Would the child be possibility-rated?

Dispatches and Rumors

Dispatches

1

Some strange force has entered the war in the Nile Empire. Two new pulp adventurers lurk in the streets of Cairo. They go by the names of the Crimson Cloak and the Red Mist.

Truly, it is unknown whose side these two adventurers fight on. One day, they can be seen duking it out with gangsters or super-villains in Mobius' employ, and the next, they use their powers against Storm Knights and pulp heroes.

Of the two, the Crimson Cloak is the obvious leader. A female of unknown origin, she wears a dark red outfit that leaves little to the imagination, and, strangely, no mask. However, she also wears a long, billowing crimson cloak that seems to flow around her with a life of its own. It is unknown whether her powers are hers or come from the cloak.

Her hair is short and blonde, and she is considered attractive. However, she seems to wear a perpetual sneer when encountered in her Crimson Cloak guise (and no one has met her otherwise).

The Red Mist is the more mysterious of the pair. Obviously deferential to the Cloak, "he" follows her instructions to the letter — but "he" is fully able of acting independently. Actually, it is unknown even what sex the Mist is, for his (or her) costume is baggy and covers his/er entire body like a half-inflated balloon. S/he wears a mask.

The Mist has two apparent powers: s/he is able to shoot an inky mist from his/er hands at will — it is presumed that this substance comes from the

suit — and s/he is able to *disperse* into a fine red mist. The Mist, in this form, is able to travel normally, and s/he is very hard to hit.

The Mist does not talk — it is not known whether s/he can or not, just that s/he doesn't. S/he is, however, able (and very willing) to write with his/er inky jets on walls, paper, and people.

The Crimson Cloak, currently, strikes without warning all over Cairo. It is likely that any group of Storm Knights engaged in activities could run into her and the Mist at any time. So far, she has refused to assist Storm Knight groups, except coincidentally, and supposedly sneers at all offers to join or work with groups.

The Crimson Cloak **True Identity: Unknown** **DEXTERITY 12 (15)**

Acrobatics 14 (17), dodge 16 (19), flight 16 (18), fire combat 13 (16), missile combat 17 (20), stealth 16 (19), unarmed combat 14 (17)

STRENGTH 10
Jumping 12
TOUGHNESS 9 (15)
PERCEPTION 10

Evidence analysis 11, find 12, trick 13
MIND 9
Survival 12, test 15, willpower 14

CHARISMA 8
Taunt 15
SPIRIT 10
Intimidation 15, reality 17

Possibilities: 18
Inclination: Unknown
Powers: super attribute (DEX)

Equipment: Crimson cloak (*boosted* armor value +6/22) with *flight* power (value 9) built in; throwing blades (damage value *boosted* to +6/16); bow and arrow (damage value *boosted* to +8/18); Crimson Cloak costume.

Description: The Cloak is an attractive woman about 5' 6" in height. She is blonde with hazel eyes. The Cloak's

personality and inclination are in question. She apparently disdains male heroes, thinking them egotistical and chauvinistic. For this reason, she has a *stymie* flaw every time a male successfully *taunts* her. Also, she *must* attempt to *taunt/trick* or *test/intimidate* male opponents when the combat line says so. If she is unsuccessful, she gets a *stymied* result. She is wonderfully sarcastic.

The Red Mist **True Identity: Unknown** **DEXTERITY 9**

Dodge 14, fire combat 13, pulp power (mist blasters) 16, stealth 14, unarmed combat 12

STRENGTH 9
TOUGHNESS 12 (19)
PERCEPTION 12

Evidence analysis 16, find 17, first aid 14

MIND 13
Survival 14, test 16, weird science 16, willpower 14

CHARISMA 8
SPIRIT 11
Intimidation 14, reality 16
Possibilities: 14

Inclination: Unknown
Powers: dispersal power

Equipment: Red Mist costume (armor value TOU+7/19) equipped with "mist blasters." Mist blasters cover the target in an inky mess, obscuring vision. A character who is hit by a normal mist blast is automatically *stymied* the next round (from both sight obscurement and disorientation) and, if the target is hit with a *vital blow* to the eyes, he automatically suffers a *setback* the next round. If, however, a character who has been hit by the mist blaster gets an "Inspiration" on the next conflict line, the *stymied* or *setback* goes away, and the Red Mist suffers from his *stymie* weakness.

Description: Silent and supportive, the Red Mist has an obsession about

“correcting” evildoers — or heroes whom the Crimson Cloak points out as wrong. S/he follows her direction without question — so much so that s/he never suffers a *break* result while the Cloak is present — but s/he is smart and able to act independently as well.

Critical Event: The Storm Knights have been asked by the Mystery Men to defeat the Red Mist and the Crimson Cloak and hold them at bay long enough to perform an *Inclination Seduction* (see *The Nile Empire* sourcebook for details) on them. Since the Crimson Cloak and the Red Mist are of questionable inclination, the Knights get a -1 to the DN of this attempt. However, for each male in the Knights’ group, they get an additional +1 to the DN. A -1 to the DN is awarded for each female.

If the Knights are able to convince the pair to be *Good*, then they get a *Good* (6+) result. If the two cannot be convinced, or if they evade capture, then it is a *Bad* (2-) result.

2

The dark side of the Space Gods is beginning to show through. Initially helpful to Storm Knights and even ords, the Akashan High Council has been growing increasingly aloof. Members of the Delphi Council and the other western governments have been denied access to the Council with no reason given.

The reason is simple: after sending out single Monitors and other agents to observe Earth and the so-called “Possibility Wars,” the Akashans are displeased. Instead of seeing a people united in their fight against the invaders, they are seeing lots of little self-interested power groups.

And this seems to have affected the Akashans as well. After shoring themselves up against Comaghaz infection as well as they can, certain high-ranking Akashans — including a Council member or two — have set out to pursue their own agendas.

The most blatant such case is in Columbia, near the northern border. An Akashan Akite leader named Sur Allaan is delving into old Akashan sites searching for information left by

earlier Akashan visitors.

Rumor has it that Sur Allaan has found something horrible in Columbia, but no one knows for sure. Rumors of a biotech horror terrorizing villages in the region have reached Storm Knight ears.

Unfortunately, the Council refuses to believe. They have heard so many lies since coming to this world that they want proof before they act. The Storm Knights must get that proof.

Sergei must spray-paint his initials on one of the medium synthecyclers that prowl the streets.

The Akite Sur Allaan discovered a buried, forgotten lab dating from the time of “Those Who Wait.” In it, he found early biotech experiments placed in stasis. He planted a reality tree with the intention of entering it and then coming out nine months later to study the biotech lab.

But something went wrong. Somehow, feeding off of the tree’s (and Sur Allaan’s) possibilities, the lab’s defenses were activated. A hidden door slammed down, trapping Sur in the lab. Then, the biotech creatures and experiments awakened. Somehow, the lab has become a talisman of sorts of Akashan reality, and also a horrific place.

Sur Allaan, despite his knowledge and power, was overwhelmed. The biotech has merged with him, forming an inhuman blob of protoplasm. Unable to hold humanoid form for more than a few moments, it shifts back and forth between Sur’s pained features to a disgusting blob.

Sur Allaan/biocreature

DEXTERITY 11 (14)
biotech weapons 16 (19), unarmed combat 14 (17)

STRENGTH 12 (18)
TOUGHNESS 10 (22)

PERCEPTION 13
Psi manipulation 20, trick 15

MIND 13
Psi resistance 21, test 16

CHARISMA 8 (18)

Taunt (20)

SPIRIT 13

Intimidation 17 (25), reality 21

Possibilities: 15

Psionic Powers: *Akite Group* (all); *Kinesis Group* (containment, energy routing, telekinesis); *Psionic Defense Group* (general resistance (self), psychic screen); *Psychic Senses Group* (awareness, life sense, psi detection)

Natural Tools: Protoplasmic limbs, (damage value STR+7 / 25; character is stuck to the creature and suffers *digestive juice* damage — see below — every round until he makes a successful *Strength* total to struggle free); digestive juices (damage value 19 on contact with anything — if a character is hit, his armor takes damage as well, as long as it is physical armor)

Note: Because of the fluidity of the creature, the gravitic ray (and similar weapons or spells) has very little effect on the creature. Increase its *Toughness* by 10 if it is attacked by such an item, because the creature will, one round, crash to the floor in a pool of slime and, the next, get right back up.

Description: Sur Allaan has been totally covered by this protoplasm. He is almost totally submerged in the consciousness of the biotech creature. If, however, the creature suffers a *break* or *setback* result, then for the next round, all paranthetical values go away as the creature assumes Sur Allaan’s true form. It will still be mad with pain and hate, but it will be much easier to kill during that round.

The lab is littered with ancient — and sometimes useful — biotech equipment. The Knights can use this to kill the creature possibly, or it might just help it. The creature will try to lure the Knights inside and trap them before fighting.

For an added wrinkle, it is rumored that Kanawa agents are also trying to find the lab, in the hopes that they can capture either the creature or the reality tree for study. They will undoubtedly interfere with the Knights if they can.

Critical Event: The Storm Knights’ mission is twofold. First, they must find the lab and gain entrance and defeat the creature — or at least bring back proof to the Akashan Council

that it exists. Of course, once it is aware of the Knights, it will be obsessed with killing them; it is obsessed with killing possibility-rated people. If they can do this, they must then go to the Akashan Council and convince them that the solution to their problem is not to withdraw from the wars, but to help those who truly fight them.

If the Knights can accomplish all this, they get a *Good* (6+) result. Otherwise, the creature, defeated or not, does no good in helping the Akashans join the Knights in fighting the wars. This is a *Bad* (2-) result.

3

"Score!"

The cry goes up! The Winter Olympics have begun in Spain!

But all is not well. Disgruntled at not being invited to attend (though he would have declined anyway) Cyber-pope Jean Malraux I has decided to mess up the Olympics for everyone ... if he can.

Using his new territory in Québec (which is really pretty secret to all but a select few), Malraux has managed to get a "ringer" placed on the Canadian Hockey Team. This ringer is a HOG specially trained to play ice hockey, and he is very, very good. Possibility-rated, he is burying up the ice.

The plan is simple. Using this power forward on the ice has made the Canadian team an early favorite. Jean Malraux wants his agent to help the Canadians win the event, and then, during the awards ceremony, the HOG will decry decadent civilization and its hedonistic practices and expose himself as a follower of the Cyberpope. Then, he will blast his way out of the ceremony, probably killing dozens of innocents — on international television.

Fortunately, one of the Canadian coaches accidentally caught a glimpse of the HOG's cyberequipment. He has informed the Québec Liberté, and they have passed the word. While exposing the HOG as an agent would disqualify the Canadian team (something that made the coach think twice before leaking the word), if the Knights could infiltrate another team, they could compete against the Canadians and,

in the arena, possibly knock the HOG out of the game — perhaps permanently. Then, when he was exposed, the Canadians could disavow knowledge of his nature and perhaps get a "sympathy vote" that would allow them to stay in the race for the medal.

HOG Ice Hockey Star

See page 87 of *The Cyberpapacy* for the HOG's stats, and he is possibil-

After shoring themselves up against Comaghaz infection as well as they can, certain high-ranking Akashans have set out to pursue their own agendas.

ity-rated, with 2 Possibilities per Storm Knight. He has six more stat points than a normal HOG and 6 adds in *ice hockey*, a DEX skill.

Equipment: The HOG has several nasty surprises underneath his uniform (and skin!), but he will try to be as subtle on the ice as possible — even after the Knights blow *their* cover. Only if he is danger of dying or already exposed will he reveal his true nature ... and his weapons.

Critical Event: Exposing the HOG player while preventing the Canadian team from being disqualified is a *Good* (6+) result. Not exposing the HOG player is a *Bad* (3-) result.

4

LA Challenge is ready to roll!

The Storm Knights have been approached by a woman in her late twenties. She is Nora Tambukin, a Los Angeles resident. Her husband, Sergei, is a Russian immigrant who came to the U.S. just before the Possibility Wars broke out.

When the bridges dropped, the Tambukins fortified their LA home and prayed. When the people started coming back to LA, they rejoiced. Now, with the new Tharkoldu realm in place, they are frightened.

Sergei, it appears, has made a decision. He wishes to send his wife and eight-month old daughter home to her parents in Florida, now that things seem to be getting worse again in LA. But he has no money. He has decided to enter the *LA Challenge*.

Sergei has been assigned one of the most difficult tasks ever chosen by the cruel authors of the sadistic game show; he must spray-paint his initials on one of the medium synthecyclers that prowl the streets of LA at night. For this he will be paid one million dollars.

Of course, the *LA Challenge* crew has rigged this; several gangs have been paid to antagonize the synthecycler before it gets to the point where Sergei will meet it, and it will be hard to deal with.

Nora pleads with the Storm Knights to help Sergei both beat the *LA Challenge* crew at their own game and make sure they pay off. She will offer them much of the money if they wish (but not all — if she has to pay it all out, she'll figure these aren't heroes, they're just mercenaries whom she cannot trust. Play it by ear).

Critical Event: A *Good* (5+) result is obtained if the Knights keep Sergei alive and manage to help him spray-paint the synthecycler (and collect the money); a *Bad* (2-) result occurs if they fail or if Sergei dies.

Note: This whole sequence will be televised. If one of the Knights rolls 60+ on any "interesting" action versus the synthecycler, the Knights *automatically* get a *Glory* result.

Rumors

A New Rumor Scores True (100)!

Well, maybe not.

But, it is true that we are now accepting Reader Submission Rumors for publication in *Infiniverse!* If you are interested in having a rumor you use in your campaign checked out across the Near Now, simply enclose the Rumor with your normal Response form — *but on a separate sheet!* Include your name and address on this paper (though we won't print it if you don't want) and we'll see about putting it into future issues of *Infiniverse*.

All submissions to *Infiniverse* become property of West End Games Ltd. and West End Games has the right to publish the submission in any manner they see fit.

1

Kanawa has declared war on the Cairo underworld! After being stymied in the West by Tharkold, Ryuchi Kanawa is looking for new profits — in a hurry. The word on the streets of Cairo is that he is moving in ... through independent operatives, of course.

Spreading wealth and using muscle has always been an asset for Kanawa, and in Cairo it seems to be working. "Legitimate" business concerns have been bought out by the Nippon High Lord's operatives, and the Yakuza are working the other side of the street. There is a mint in Cairo if 3327 can grab it.

But considerable resistance is forming. Storm Knights and pulp heroes see the Kanawa operatives as "just more bad guys in suits and pajamas." They fight them normally. Unfortunately, the 3327's subtlety is helping him gain unexpected victories in the realm of action.

However, the underworld is not so easy. Used to dealing from the bottom of the deck, the Cairo gangs are developing an "us" versus "them" philosophy. Though they usually can't wait to stab each other in the back, Kanawa has scared them into some semblance of cooperation.

2

As if Parisian deckers and strange entities in the GodNet weren't enough, a new problem has arisen for Cyberpope Jean Malraux I to deal with. Accounts of deckers owing no allegiance to the Resistance or the Cyberpapacy — or any group, for that matter — have been reported in Cyberpapal constructs and vaults in particular.

Attempts to capture these deckers have met with failure, but jackpriests were able to trace the intruders' pulse trails. What they discovered was puzzling. The pulse trails were originating from beyond the Deep and con-

necting to the GodNet through the remains of the datchip of sensover images of Kadandra.

Malraux is concerned but doesn't understand how the Kadandrans (if that is truly who these strange deckers are) can reach the GodNet. He has sent cyberknights to find out who is behind this and to retrieve whatever in-

All the Nazca lines in the realm glowed ... and a small vessel of some unkown sort was seen disappearing up into the atmosphere.

formation they can before the situation gets too out of hand.

—Christopher Hudson
North Merrick, NY

3

Many reports have circulated through the Akashan realm. Last Monday at midnight, all the Nazca lines in the realms glowed — this is for certain. What is rumored is that, at that time, a small vessel of some unkown sort was seen streaking north-south along the lines, disappearing up into the atmosphere.

So far, no confirmation of this "UFO" sighting has been forthcoming, either from the Akashan High Council or independent sources. "No comment" is the word of the day.

Most rumors state that the Akashan High Council has tried to send a small "mini-lightship" through the stargate. Others believe that one of the client species is using the Akashan biotech to construct a vessel.

Most people just aren't sure.

4

This much is true: Another baseball season will soon be underway! But not the way it once was.

The remaining National and American leagues have joined together to

form one league: the Consolidated North American League. They are made up of teams in cities outside the Living Land and by old teams, such as the Yankees, who moved.

Two new teams have joined the CNAL; the "Mexico City Banditos" and the "Québec Tempêtes."

Now the rumor: some controversy has sprung up. The catcher on the Tempêtes, "Babe" LaCoste, has a cybernetic left hand. While he is willing to risk disconnection to play in Core Earth (rumor has it that he has access to a Cyberpapal talisman anyway), the CNAL is divided on whether they'll let him play.

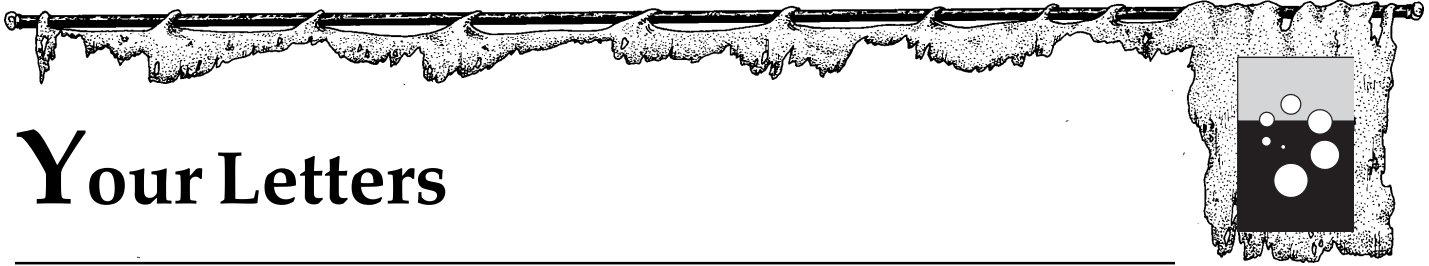
Prosthetics were allowed in the old American and National Baseball Leagues, but this is different; LaCoste's hand is, in many ways, better than his original. However, the fact that he and his team came forward and *asked* whether or not he could play, rather than hiding the fact, is in their favor. ☒



— continued from page 12

A cosm is the totality of everything in that particular universe, including alternate dimensions and such. The "nature" of a cosm varies from cosm to cosm: on Core Earth's cosm, which most resembles ours, there are possibly billions of galaxies. On Aysle's cosm, there seems to be simply "the world," the sun, the Limit, and the stars. It isn't known if there is anything beyond the Limit. ☒

Your Letters



1. When a weird science gadget is used, are Possibilities drained from the capacitor every time the gadget is activated, or only once per adventure?

2. How often may a Storm Knight attempt to reconnect?

3. Will there be any character templates for *Errorsh* featuring monsters (other than the werewolf from the basic set)?

I am really enjoying this game system. So far, I've bought all the sourcebooks and adventures. Keep up the good work.

— Wade A. Warren
Lakeland, FL

1. The Possibilities are drained once per adventure. The gadget cost is paid for immediately upon the first use of the gadget.

2. A Storm Knight (or other character) may attempt to reconnect once per round (in a round-by-round situation, such as combat). If not in a round situation, the character may attempt to reconnect once per scene, and if not in a story (the adventure ends with the character still disconnected), once per day.

3. At this time, we haven't done other templates with "monstrous abilities," although we may introduce such characters at a later date. Of course, Storm Knights cannot be "true" monsters, with corruption and horrific powers.

1. The map of South America, on page 32 of the *Space Gods* sourcebook, shows the Akashan mixed zones and the locations of the Reality Trees. However, there seem to be many more mixed zones than trees. Is there a tree at the center of each zone, or is there another way of spreading Akashan reality?

2. What are the axioms of deep space? When an Akashan lightship travels from one star to another, is there a danger of disconnection? (And must all pilots therefore be Possibility-rated)?

— Dennis Matheson
Kennesaw, GA

1. The map should have had a Reality Tree indicated at the center of each mixed zone.

2. Interstellar travel is beyond the scope of the game at this point, but for those who wish to boldly ...

The axioms of a realm are relatively constant throughout their cosm. Therefore, use of an Akashan lightship in Earth's cosm is a contradiction, but using them in the Star Sphere doesn't cause a contradiction.

You'll notice that some of the Star Sphere species (for example, the Gudasko) don't have a social structure or tech level as high as the axiom of the realm — this indicates that they simply haven't developed to the maximum allowable level for the cosm (just as on Earth, there are many places where Tech 23 equipment is extremely rare or unknown).

Questions regarding invoked reality storms ...

Some of WEG's NPC's have better reality scores. However, these are few and far between. A player of mine spent most of his early Possibilities on raising reality ... and constantly starts reality storms against NPC's. Ninjas make excellent targets ... do we stop using ninjas in campaigns, or just give them reality scores of 17-20 each?

You can't equip every reality-rated NPC with high enough a reality to match the highest reality in a group. For one thing, if the NPC's are losing a fight, they will simply invoke a reality storm ... then you'll have a lot of transformed Storm Knights on your hands.

— Steve Crow
N. Liberty, IA

The problems of a "Reality-Boy" character are similar to the problems encountered with some super hero games with characters of widely different powers. Nonetheless, our suggestions remain the same.

Regarding West End's NPCs, we have to design these characters for the widest possible audience, and thus, some characters will be lower-powered than others. In a situation like this, the gamemaster must be willing to custom design characters, much like adventures are custom designed to match the tastes of the players and gamemaster.

Now, on to the larger issue at hand. "Reality Boy" is bound to be unpopular with his/her friends after a while. If his reality score is that high, his companions are going to be tossed around like rag dolls in the ensuing storm. This will make them an unhappy bunch of Storm Knights.

Because of the effect values involved, when such a character starts a reality storm, its highly improbable that his companions will be close enough to lend any aid (either because they took cover several zip codes away, or were flung away from the battle sight). Remember that reality storms do more than just damage — some might do mental attacks, others might move things with a *Strength* equal to its effect value.

This is very important once the storm is over, since the losing NPC still has all of his other skills once the battle is over. He's transformed you say? No problem (unless this is a Pure Zone) since he'll only have to worry about a one- or four-case situation. Any of the more powerful dragons of Aysle, a wizard with access to some nifty spells, a well-armed and upset Akashan, a techno-demon with an attitude or a cyber-goan will do nicely.

Another nice trick is to give the NPCs a mode of transportation faster than the Storm Knights, so they can arrive on the scene first and beat the stuffing out of the "Reality Boy" character before his friends show up. This shouldn't be considered delibhHYtely loading the situation as much as a reminder that there

is ALWAYS someone more powerful than you.

Reality Boy's technique is also going to fail miserably the first time a storm is invoked on a non-reality rated, but nonetheless powerful, NPC — no storm, all of the Storm Knight's friends are hiding (since they'll be expecting one), and here come the NPC's friends.

Also, any character with *that* high a skill who invokes a reality storm against *everyone* is going to get the attention of a High Lord very quickly, and undoubtedly some of the most powerful NPCs ever to grace your particular cosmverse will be unleashed upon the character and his friends, with the sole intent of kidnapping or killing the pesky troublemaker.

This character is also Darkness Device-fodder the first time he tries to help remove a stela and fails (see pages 76–77 of *The Storm Knights' Guide to the Possibility Wars*).

Finally, the bottom line is that if any character, tool or other factor is unbalancing your game, then it is well within your discretion as gamemaster to do something about it. Explain the situation to the player to see if he/she has any mutually agreeable suggestions — maybe the character can be allowed to retire with dignity; maybe he'll get transformed and once again be reduced to "mere mortal" status; maybe he'll be asked to head up a Storm Knight organization of some kind.

'Nuff said.

Dispatch #2 in issue 16 doesn't lead directly into dispatch #2 of issue 19. Did a dispatch get skipped?

— Karl Hiller
Cincinnati, OH

Sorry! We assumed that everyone would've have gotten their Good/Bad results from dispatch #2 in issue 16. For those who didn't, here's a brief recap ...

Good/Average

After defeating the gospog and finding the mysterious loop, the Knights encounter an aged hermit. The hermit, actually a mage, explains that the band has a powerful teleportation spell, and that it also has a taint of evil about it. The Knights then use the band to follow after Frieda. As they come through, they emerge in a dark dungeon, and in front of them is Frieda, about

Herald Messages

Nightmares gnawing at your neck?
Ghouls giving you grief?

Is the Big Vic after you (having played that *nemesis* / campaign combination)?

"Montgomery Hill Lightning Associates" offer their services as expert vampyre hunters. Call them now!

When the stakes are high — a vampyre's about to meet his True Death

— Morgan Nash
Cuffley, England

A group of dimension travelers calling themselves "Vulture Warriors"™ have appeared in Southern California. Although they are heavily armed and possessed of an Extreme Paranoia™, they claim to be unaligned with any of the High Lords™. Indeed, they seem to be concentrating on the acquisition of various pieces of Computer™ equipment.

— Dennis Matheson
Kennesaw, GA

Lost: one tra (well, that's what it is now).

Last seen near Muncie, Indiana. May answer to "Zephyr-3." If found, contact Tukul through the Home Guard in Aysle.

— Donnie Blagg
Fayetteville, AR

By order of the Akashan High Council:

Wanted: renegade Coar bioengineer, Hzetl. The miscreant was sentenced to imprisonment for immoral biological experiments and escaped. He has been traced to the Living Lands near Sacramento, where we believe he is refining mixed-realm plants into new addictive substances.

— Steve Crow
N. Liberty, IA

Lord Geoffrey Salisbury, a descendent of the Core Earth version of the Gaunt Man, appears to be the current favorite of Drakacanus.

— John M. Kahane
Ottawa, ON, Canada

"I don't know ... I think a knife in the back is a mighty funny way to find 'eternal peace.'"

— Calum the Mage

Never listen to a sales pitch from a Possibility-rated brush salesman.

— Karl Hiller
Cincinnati, OH

to be slain by a headman's axe ...

Bad

The Knights' mission is a failure and they return to the Liverpool Magicians' Guild. The Knights will find it difficult to obtain their aid in the future.

1. My Knights managed to play all four Glory cards on a single action with a roll of 100!

2. Regarding the rules for ammunition on page 77 of the Torg Rulebook. When the book says "chalk off seven rounds worth of ammo," does this mean seven combat rounds worth of ammo or seven rounds as in "bullets?"

3. If making a One-on-Many multi-action attack, must the total ammo used be multiplied for the number of targets?

— Michael Levay
Roscommon, MI

1. Only one Glory card may be player for any single action (which must be in a Dramatic scene and significantly contribute to the plot; see pages 78-79 of *The Storm Knights' Guide to the Possibility Wars*).

2. Full auto fire uses seven *combat rounds'* worth of ammo. Please note that the *Torg Rulebook* indicates that ammo listings are for combat rounds' worth of ammo.

3. When firing upon multiple targets at full automatic, the attack is a One-on-Many, but only the seven combat rounds of ammo is used, regardless of whether the Storm Knight is attacking one character or a dozen.

What is the extent of a cosm? Is it one planet, one galaxy or what? Would aliens with a higher level of technology create a contradiction?

— Allen Woodward
Houston, TX

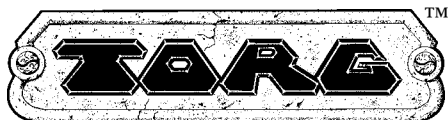
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INFINIVERSE™

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Infiniverse Update hits the stores this month, so we thought we'd take a column and give you a preview. Some of you may be thinking that *IU* is nothing more than a collection of the "best of *Infiniverse*" — and we'd hate to see you miss out because of that misconception.

Infiniverse Update is packed with news from the Possibility Wars never before published, momentous events that are already having major effects on the course of the struggle. Which High Lords have gained territory, and which have lost? Where can you expect to see new High Lords in the next few months? Just what are those Tharkoldu doing in the GodNet? Is there or isn't there an Aztec Empire? All of these questions and more are answered in the realm chapters of this book, complete with updated maps and latitude and longitude for stelae.

You'll also find two new one-act adventures, new dispatches and rumors, new gamemaster characters and new character templates.

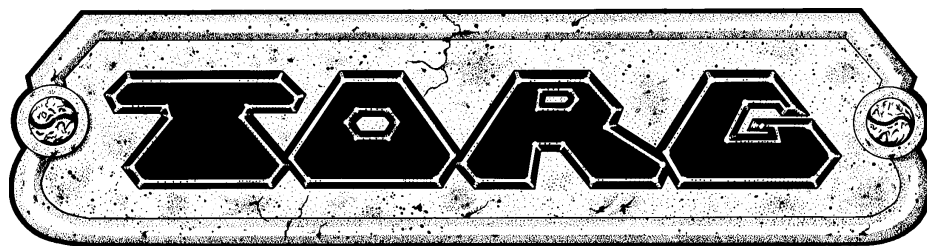
So if anyone tries to tell you *Infiniverse Update* is all old news, just mail him to Mobius□...

Also in the stores this month is *Central Valley Gate*, a new adventure by Greg Detwiler. Edeinos! Orrorshans! Tharkoldu! Biker gangs! All converging on the same peaceful little California town — if Storm Knights were ever needed anywhere, they're needed there.

Coming in May: *Kanawa Land Vehicles* (you can't win the war if you can't get to the battles), and *Creatures of Orrorsh* (it may be a good volume, but we've been too scared to look).

Also out in May is *Dragons Over England*, our second short fiction collection set in the cosm and realm of Aysle. The Editors Three and a host of gaming's best take you on a journey through the fantasy realm that you'll never forget.

Next Month: The long-awaited, often-promised, steel-plated, legally inadmissible axioms and world laws of the Aztec Empire!



Rumors and News



Irst Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #20

1. Jakatts staging a "March for Life" from the Living Land to the Akashan realm, seeking to escape the tyranny of Baruk Kaah. Imagine the South Americans' delight — starts at True (17).

2. Nile villains visiting Tharkold and may have transformed to the techno-demon reality. A truly frightening thought, and starts at True (13).

3. Bi-Century Dragon Concordance about to take place in Scotland. What ever shall we wear? It's True (13).

4. Japanese cars come complete with bugs and self-destruct devices. Buy American? It's True (17).

Continuing Report: Issue #19

1. The half-folk of Aysle have petitioned the British government for full

rights, while Pella Ardinay refuses to discuss the matter. London has been the scene of protests and a dramatic increase in the crime rate. Slight jump to True (17).

2. Kanawa Officials displeased with a new competitor, International Investment and Holding Company, which is outbidding Kanawa for land and construction rights. Sacramento officials refusing to investigate. Surges to True (30).

3. Ghazi Rafek, staff reporter for the *Cairo Clarion*, investigating the mysterious Thebes Importers. Mobius also curious about recent goings-on. Is he or isn't he? Still False (12).

4. Seraphim Angels have been injected into Rauru Block computers in Japan. It looks like the Cyberpapacy has begun to strike back against their "friends" in the Orient. Holds at True (15).

The Wrap-Up: Issue #18

1. Brazilian workers sent to Japan dealing with prejudice, but worse, are they infected with the Comaghaz virus? Get out your breather masks — leaps to finish at True (50).

2. Elves in Finland and Sweden have voted to split off from the Dark forces and establish their own territories. Holds at a respectable True (40).

3. Jakatts develop new and more powerful miracles. Yikes — finishes at True (80).

4. Secret Islamic mosque in Orrorsh reported to be easing Power of Fear and renewing hope for the faithful. The slightest of jumps to finish at True (18).

And now a top-ten list, courtesy of Steve Stelter (one of the creators of "High Lord Theatre," to be run at this year's GenCon);

Top Ten Ways to Improve the Gaunt Man's Image

10. Sing a duet with Julio Iglesias, then kill him.

9. Provide inexpensive, reliable long-distance telephone service.

8. Arrange to have a New Jersey Turnpike service plaza named after him.

7. Secure a cameo appearance on "Beverly Hills 90210."

6. Get a tan!

5. Emphasize that at least he's not a giant lizard, like some High Lords he could mention.

4. Pledge to only use his hordes of demons and gospog for good instead of evil.

3. Lose the black robes and hat; replace with Public Enemy cap and Bart Simpson T-shirt.

2. Defeat Randy "Macho Man" Savage in Wrestlemania IX.

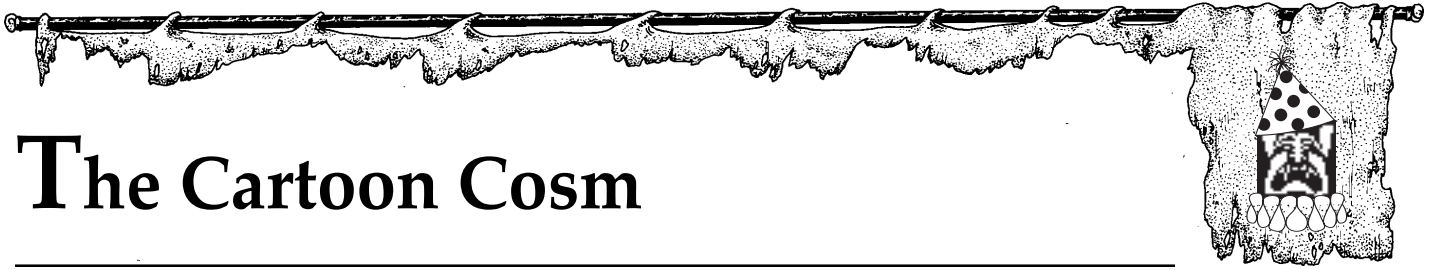
And the number one way to improve the Gaunt Man's image is:

1. Less draining of possibility energy; more rock.

Final Words

Strange Tales from the Nile Empire, WEG's new paperback short fiction collection, should be in your local book/hobby store about now, so run out and pick up a copy. And watch for our next collection, *Dragons Over England*, in May. It's going to be a real winner.

Also, find more info on *Torg* on the GENIE computer bulletin board (Scorpius, category 2, topic 25). Fascinating debates, rules clarifications, updates on product, and just a generally good time to be had by all. So drop in and leave a message, we'd love to hear from you. ☒



The Cartoon Cosm

And now, because you demanded it (well, *somebody* demanded it ... and it is the month of April Fools) — we present the axioms and the world laws for the Cartoon Cosm! (Yes, we're allowed to do bizarre and wacky things on April 1st just like you are — and we get paid for it!)

Where is It?

Well, no one is quite sure. Some Storm Knights report that the Cartoon Cosm dropped a Maelstrom Bridge into Florida or California, but it seems that strange occurrences there are actually natural (or at least man-made) phenomena. Anyway, nobody's been able to get a straight answer out of the California Knights for over a year, and Florida ... well, we won't talk about Florida ...

The most likely place for the Bridge to have dropped is Albuquerque, New Mexico. From there, it's just a left turn to madness.

How Big is It?

That's the strange thing. Since the Bridge dropped, there have been absolutely *no* reports of stelae plantings. The Bridge came down, disgorged a lot of ... characters (in a fanfare of classical music played to a cut-time beat on xylophones) and, apparently, went away.

The World Laws

There are several World Laws to the Cartoon Cosm that —

Hey! Waitaminute! I know my game mechanics — how can you have a realm without stelae?!

Oops. You got us there. You're right; no stelae, no realm.

Right. So what're you gonna do about it?

Hmmn? "Do about it?" Why, nothing. You got us; we can't have a realm without stelae — please ignore the rest of the section. I'm going golfing.

That's not fair! You have to give us the four-page section!

Why?

Well, uhmm, you ... uh ...

Okay; okay — we'll do it. It was raining anyway.

The World Laws (Part II)

The Cartoon Cosm has several World Laws that allow it to exist in a foreign cosm *without* the bother of planting stelae (see — we got around to it!) One of these very important World Laws is called:

The Law of Darkness Devices

<<SFX>> *Dun, da dun dunn!*

As you may have already discovered, the first facet of the Law of Darkness Devices —

<<SFX>> *Dun, da dun dunn!*

— is that you can't say "Darkness Device" —

<<SFX>> *Dun, da dun dunn!*

— without a subsequent sound effect. Namely, a deep, eerie, ominous —

<<SFX>> *Dun, da dun DUNN!*

Yeah, that's it.

The second, more important, aspect of the Law of Darkness Devices —

<<SFX>> *Dun, da dun dunn!*

— Stop that! Where were we? Oh, yeah. The second aspect of the Law of ... the Law We've Talked About Above is that *every character native to the cosm has its own Darkness Device!*

<<SFX>> *Dun, da dun dunn, DUNNN!*

But What About Play Balance?

"Play balance"? Whattayamean "play balance"? There's no play balance in the Cartoon Cosm — it's insane. If you send your Storm Knight characters into the Cartoon Cosm, they're *in trouble*, okay?

But back to the World Laws.

The Way this Works

Every character in the Cartoon Cosm carries a distinctive object on its person at all times. It could be a funny hat, a long and silly beard, or even some sort of orange vegetable that will remain nameless so we don't get sued ... whatever. This is the character's own personal Darkness Device —

<<SFX>> *Dun, da dun dunn!*

Damn. Anyway, it is unlike the ... artifacts belonging to the High Lords of the realms in that it is portable and, apparently, non-intelligent.

[Secret Gamemaster Note: It has been revealed that these ... objects possessed by Cartoon Characters *are* intelligent. In fact, they are *so* intelligent that they refuse to involve themselves directly in the affairs of Cartoons and Men (or Women, or Elves, or Little Furry Guys that Steal Your Left Sock Out of the Dryer). Their mentalities are so far removed from the universe as we know it that they are, just, well, oblivious to what's going on right in front of them.]

The Characteristics of a Cartoon Darkness Device

<<SFX>> *Dun, da dun dunn!*
Sigh.

The object is indestructible, of course — though it may, at times, *appear* to be destroyed. It may *look* like it's been blown to cinders, or it may *appear* that the character is eating it, but it is really only turning into energy and back again. Y'ever notice how, in one scene, the Hunter Cartoon Character has his hat incinerated by the Grey Furry Rodent with the Smart Attitude and then, in the next scene, it's back? *That's* how it works.

Next, each Device — <<SFX>> *Dun, da dun dunn!* — has certain powers. It confers total, partial invulnerability to the character it possesses.

Huh? Total, partial invulnerability?

Right. The invulnerability conferred by the ... thing is not always as immediate or as complete as the character may like. The character will never get killed (at least not for long), but it may end up in traction, or in splints, or even floating up to Heaven playing a harp (or on the *other* track ...), but none of this is permanent. As a general rule, a character is never incapacitated for more time than it takes to reach the end of a scene or, at most, an act.

Unless, of course, it's funny.

Which leads us into the next World Law ...

The Law of Humor

This law is somewhat misleading. Officially, it means that anything that's funny, *can* happen. A character can suddenly fly ... *if it is funny*. The character may be transformed into a werewolf ... *if it is funny*. This may seem like a gamemaster's nightmare, but it really isn't. For two reasons:

One, the character must come up with a device —

<<SFX>> *Dun, da —*

No, not that kind of device! A *modus operandi* or a "hook" for making the effect work. If a player wants to, for example, turn her character into a monster, the character has to come up with a way of doing this. It may be a magic/weird science potion, a spell, or some other strange process ... but it

has to be funny and it has to make some sick sort of sense.

Two, the *gamemaster* has to think it is funny!

Ah, hah! *That* makes things so much easier. Generally, if the gamemaster doesn't laugh when you state your effect, then the effect probably won't work. If he doesn't smile, then your character is going to take some "damage" from the effect (see below for how Cartoon Characters take damage). And, if instead of laughing, the gamemaster takes on an evil, mali-

lose his temper and do stupid (i.e., more stupid than usual) things, or he may metamorphize into a totally different being (under the gamemaster's control) for a time. Don't worry about it! Sit back and enjoy the panic shared by the *other* players — your character will be okay!

Example: Marvin the Malamute is trying to befuddle his long-time nemesis and co-star, the Green Moon Man. However, Greenie has locked Marvin in his sub-basement laboratory and has decided to experiment on him. But, the doorbell rings — the friendly Avon lady is talking Greenie's ear off.

Meanwhile, back in the lab, Marvin manages to mangle the manacles malevolently restricting his mobility, and he decides to use the Moon Man's lab against him. Mixing several liquids together into an inferno of sparkling beverage, he downs the radioactive sludge. The player states that he wants Marvin the Malamute to become Marvin the Monster!

Ho, hum. The gamemaster is not particularly impressed. He invokes the Law of Humor and stretches an evil grin across his face. When Greenie finally returns, he does not find Marvin the Malamute in his lab, he finds Marvin the Mocha Mouse.

If you see a Cartoon Character pick up a lamp — RUN!

cious grin, *look out!* Something bad (but funny) has happened to your character!

[Gamemaster Note: As a general rule, when your players are coming up with cute, semi-funny gimmicks to use on the non-player characters and each other, let it ride. But, when it is important or when they get into a rut ... let 'em have it! Twist their plans into evil, hilarious ones of your own. See "The Law of the Setup" below.]

When this happens, your character often gets out of your control. He may

Law of Humor Difficulty Numbers

Type of Action	DN
Very improbable (sinking all the balls on a break in a game of pool)	12
Super improbable (flipping a coin 100 times and getting heads every time)	15
Really incredibly improbable (flipping a coin so it lands on its edge)	18
Okay; just plain impossible (causing the law of gravity to ignore an object)	22
More than just impossible (causing the law of gravity to work differently on different objects or parts of an object)	*

*You figure it out.

Applying the Law of Humor

Of course, there is a game mechanic that allows the Law of Humor to operate. When a character performs an “impossible” (or highly improbable) action, it must use its *reality* skill to bend the physical laws of the universe to meet the Law of Humor. The character then rolls on its *reality* skill to beat a difficulty number assigned by the gamemaster. See the “Law of Humor Difficulty Numbers” table for some sample DNs.

Depending on the situation, the difficulty number may be modified. Representative modifiers are shown in the “Law of Humor Modifiers” table.

In addition to making the *reality* roll, the character *must sacrifice* one Possibility. This Possibility does not affect the rolls, it just allows the action to proceed. An opposing character (cartoon or not) can spend to cancel this Possibility. More than one Possibility may be spent to perform the action, and additional Possibilities can be spent to modify the actual roll.

Example: *Marvin the Mocha Mouse is about to be trampled by the Green Moon Man in his lab. Marvin looks wildly for an escape and finds none. “But,” he says, “what about this syringe filled with SleepyTime MoonMan Sleep Liquid™?”*

“What syringe?” the gamemaster asks.

“Why, this syringe,” Marvin triumphantly yells, pulling a syringe out of nowhere.

“Make a roll.”

The player marks off a Possibility to perform the “super improbable” action of finding a syringe containing the appropriate liquid in the lab, and the Green Moon Man cancels. Marvin spends again, and, this time, the Moon Man lets him. Since the action was ruled “super improbable,” Marvin needs a reality roll of 15 to produce the syringe. While the gamemaster doesn’t think of the action as highly humorous (i.e., no extra modifier), it is humorous enough to succeed.

Marvin gets a reality roll of 16, succeeding, so now he’s got to stab the Moon Man’s foot before it crushes “his widdle head”!

Law of Humor Modifiers

Action	Modifier
Action is very funny (a pie in Thratchen’s face)	-2 DN
Very funny and creative (a pie in Thratchen’s face with a brick filling)	-4 DN
Very funny and puts the character at a disadvantage (the pie in Thratchen’s face is still connected to the character by a Pie-O-Matic Piecaster™)	-6 DN
Not funny at all (trying to sell Thratchen life insurance)	It doesn’t work
So not funny it’s funny (trying to sell Thratchen life insurance while he’s ripping your arms off)	*
Character is not a cartoon	+15 DN

* See footnote in the “Law of Humor Difficulty Numbers” table.

The Axioms of the Cartoon Cosm

Sorry, there are none. At least, none we can find. Well, not really. Let us explain.

If a Cartoon Character tries to use a tool of another cosm, it will disconnect on a one through four. However, because it carries its own personal Darkness Device — <<SFX>> *Dun, da dun dunn!* — it can easily reconnect the next round. Generally, though, CCs use a special kind of tool unique to their cosm.

The Acme-ums

All types of limits on the cosm are imposed not by Axioms, but by *Acme-ums*. Here are some examples:

Tech Acme-um: 42

Being the rough numeric equivalent of Axiom values, it should be noted that the *Technological* Acme-um of the Cartoon Cosm far exceeds the maximum of the *Torg* Universe, which is 33.

Oh, well.

But that does not mean that the Cartoon Realm’s Tech is *better* than anything in the *Torg* Universe — just really different. A Cartoon Character,

utilizing Acme-Tech, can perform incredible, spectacular feats far beyond the abilities of mortal ... what? That’s trademarked *too!*

But there are drawbacks. You’ve heard of “weird” science? Well, weird science is positively *normal* — no, *bor-ing* — when you look at Acme Tech. Acme Tech promises and does the impossible.

The only requirements of Acme Tech are two things: it either has to be mail-order (which is no problem, because Acme delivers anywhere, anytime, instantly), or it has to be constructed from strange spare parts and monstrously complicated blueprints. A Storm Knight who even *looks* at an Acme Tech blueprint or device must make a four-case contradiction check; an actual scientist needs to make an insanity roll (roll *Spirit* versus the actual effect value of the device, subtracting any *science* adds the character has from the total). On a failure, the scientist has an irresistible impulse to look at any audience present, stand rigid, and run his or her index finger up and down between his or her lips and make “Brubba-Brubba” noises for a turn.

Spiritual Acme-um: 0

Ed:

Don't mess with this one. They'll sue us blind. Find some quick, nonchalant way of skirting the issue.

Okay, Ron; no problem.

Magic Acme-um: 33

This is a rough equivalent to *Torg's Magic Axiom*. Virtually anything imagined is possible. But, for some reason, Cartoon Characters only use magic in trivial ways (perhaps that is because everything else they do is pretty trivial). They even adopt psychological "crutches" to help them restrict their powers:

The Magic Wand

Many Cartoon Characters have run across magic wands on occasion. In order to use one, the Cartoon need only point it and gesture (though sometimes they hit you with it — ouch!). While these wands can do just about anything, the Cartoons seem to limit themselves to simple (and, of course, humorous) alteration spells — although conjuration and apportionment are not ruled out when the occasion warrants.

Fortunately (for everybody else), the wands are capricious. They seldom do *exactly* what the character wants — perhaps this is another psychological crutch. Subtle changes in the spell become apparent immediately. Most often this manifests itself as "theme magic" (see below).

The Magic Lamp

Yeesh. Ooop. Eeeeegg. This is nasty. If you see a Cartoon Character pick up a lamp — any lamp, even if it's one you've used for years — *RUN!* Bad things are *going* to happen. Heck; make tracks if they are even carrying a flashlight (you never know what those Acme Techs are going to come up with next ...)

For those who thought the magic wand was capricious, don't even try the lamp (shudder!). You see, the lamp

is powered by a genie (don't even *think* about Barbara Eden, guys) and, unlike in the stories, this genie is usually pretty ... annoyed at being cooped up in the lamp. In fact, it's a near guarantee that whoever releases him — *especially* with greed in his heart — will bear the brunt of his wrath.

Storm Knight: Hmmn. What's this? A strange-looking lamp. Well, I'll clean it up (*rub, rub*).

Smoke pours out of the lamp and forms the upper half of a large, green man.

Genie: Who summons the genie of the lamp?

SK: All right! First I want a car, then a big gun, then a million —

Genie: What's that, Master? My hearing is going from all the time I spent in *that stupid lamp!* (*Poof!*)

SK (in the form of a toad): Ribbit. Croak.

Genie: Ah, I thought not. Well, when you come up with something you want, I'll be in Hollywood ... I've *got* to look up this Barbara Eden babe ...

You get the picture.

Of course, good characters who don't want more than, say, a ham & cheese sandwich or who wait to be asked (right, a Storm Knight who waits to be asked) can make out from such a genie.

Of course, if all you want is a sandwich, go to a Delhi ... we mean, "deli."

The Magic Book

Then there is the Tome of Knowledge, the Grimoire, the Scrolls of Ancient Lore ...

The Cookbook For Trouble.

This book contains detailed instructions for casting spells, either by brew or by word (for the former, see a distorted version of *Macbeth*). The word-type spell is the easiest to use.

First, create a magical word. Guidelines: it will almost always have some sort of form of "Abracadaba" or "Hocus Pocus" in it (see "Theme Magic" below). Then, decide what the spell does for the duration of the act.

Of course, devious players and blindingly idiotic Cartoons will play around with the words: "Abra-caPocus," "Hocuscadabra," and, of course, "Walla Walla, Washington" will bounce in occasionally for no apparent reason.

Oh, and the same word or combination of words *will not* have the same effect twice! This might seem like a nightmare to deal with (and it should be), but see "Theme Magic" for some tips.

Theme Magic

Theme magic is the only way magic seems to work in the cosm. Perhaps this is another world law, or perhaps it is just the product of a sick and deranged mind (yep, that's it). This means that all magic follows a *theme*. Whether it be a common object-derivation idea (from "flying bat" to "baseball bat" to "baseball" to "umpire"), or whether there is a pun involved (from "umpire" to "vampire" to "Empire State Building") it doesn't matter. Think of a theme and beat it to death, then switch.

Social Acme-um: ?

Yeah, right. You gotta be kidding. While it is very true that Cartoon Characters have *some sort* of social structure, *I'm* not going to spend enough time around them to figure it out. Just when you get comfortable, you get a pie in the face and a bomb in your shorts. No, thank you.

The only time these guys work together is to mess you up.

How to Integrate Cartoons into your Torg campaign

Don't. Not even a little. Or, if you *must* play them, don't tell us — *please*. We'll call the men in the white coats to take you away, we swear.

April Fool! ☒



Dispatches and Rumors

ispatches

1

Hollywood has become the home of a new type of street gang. Operating under the name of the Black Diamonds, this group of dark elves first became fascinated with the movies while storming through the cities of Scandinavia. Disenchanted with the progress of the war, these elves began haunting the local cinemas and found themselves fascinated with the images on the wide screen.

Determined to one day join the powerful sorcerers in this strange, new realm they'd discovered, the Black Diamonds stowed away aboard a Kanawa freighter and traveled to California. Once there, they made their way to Hollywood and carved out a section of turf for themselves.

The Black Diamonds are convinced that studio heads have some sort of bizarre magic that can project people into the "realm beyond the wall." They have begun a systematic effort to intimidate studio heads, and they are said to be planning the torching of a small independent, Reynolds-Hooper, as a show of strength.

The Storm Knights have been asked by a Core Earth gang, the Raiders, to intercept the Black Diamonds and stop them. What no one realizes is that a Reynolds-Hooper soundstage is the current hideout of a group of Race warriors, who will feel compelled to eliminate both parties in the dispute at their doorstep to ensure that the attention of the Tharkoldu will not be drawn to their base.

Standard Black Diamond (16)
Cosm: Aysle

DEXTERITY 12 (9)
 Dodge 15, fire combat 13, maneuver 13, melee weapons 13, missile weapons 13, stealth 13, unarmed combat 13
STRENGTH 8
TOUGHNESS 8
PERCEPTION 12 (9)

Find 13, scholar (film lore) 13, tracking 13, trick 13
MIND 8
 Streetwise 9, test 9
CHARISMA 7
 Charm 9, persuasion 9
SPIRIT 8
 Intimidation 9

Additional Skills: three at +1 adds, including one magical skill
Possibility Potential: some (45)
Equipment: elf longsword, damage value STR+8/16; MAC 10, damage value 18, ammo 10, range 3-15/25/50

Standard Race Warriors

Cosm: Tharkold
DEXTERITY 9
 Dodge 10, energy weapons 11, fire combat 12, heavy weapons 10, melee weapons 10, running 10, stealth 10

STRENGTH 8
 Climbing 9, lifting 9
TOUGHNESS 9
PERCEPTION 8
 First aid 9, trick 9
MIND 7
 Survival 8
CHARISMA 7
SPIRIT 8
 Faith (the Way) 10

Additional Skills: two at +2 adds
Possibility Potential: some (70)
Equipment: Chod/8 armor, TOU+9/17; 11/Alph pistol, damage value 16, ammo 21, range 3-10/30/50; Mim-8 Bith rifle, damage value 22, ammo 30, range 3-40/180/600; monodagger, damage value STR+4/12

Critical Event: Stopping the Black Diamonds from torching the studio,

and avoiding getting killed by the Race warriors, is a *Good* result (6 or above). Failing to stop the Diamonds is a *Bad* result (3 or less).

2

With the mysterious disappearance of Wu Han and the sudden death of his successor (see *Strange Tales from the Nile Empire*, now on sale) a power vacuum has developed in Cairo and

The Race warriors will feel compelled to eliminate both parties in the dispute.

the vicinity. Where once shocktrooper interference was kept to a minimum in the city, such blatant challenges to Mobius' authority have resulted in a crackdown. Gin joints (even those selling "blessed" liquor) are being shut down by the score, known snitches are being found floating in the Nile, and Mystery Men are finding themselves targets wherever they go.

The prime mover behind all this is a masked criminal known simply as The Hood. From his fortified base far beneath the teeming streets of Cairo, he manipulates events above like a master puppeteer. Former over-governors, he has stated, have been too much in the public eye, making them easy targets for Storm Knight assassins and spies. He has no interest in joining the hallowed ranks of the infamous — simply to do the job to which Dr. Mobius has assigned him.

Relatively little is known about The Hood — his features are always masked, his voice muffled; "he" could

be either man or woman. Rumors have sprung up that he is Mobius is disguise, or Wu Han returned. Others claim he is no more than an automaton who relays Mobius' commands. Still others note what appears to be a strange accent and believe The Hood may be from the isle of Khem.

What is most definitely not known by Storm Knights and the people at large is that The Hood has been bought and paid for by agents of 3327, in the first major salvo of Nippon's efforts to seize Cairo. The Yakuza has already taken steps to move in on the underworld, and now the forces of Kanawa hope to destroy all vestiges of Mobius' authority in the city.

The Hood (true identity unknown)

Cosm: Nile Empire

DEXTERITY 14

Beast riding 15, dodge 16, fire combat 18, maneuver 17, melee weapons 16, stealth 18, unarmed combat 16

STRENGTH 11

TOUGHNESS 11

PERCEPTION 12

Air vehicles 14, camouflage 13, disguise 17, Egyptian religion 15, evidence analysis 14, find 16, land vehicles 14, mathematics 15, trick 18

MIND 11

Hypnotism 15, psychology 13, test 16, weird science 16

CHARISMA 10

Persuasion 14, taunt 16

SPIRIT 13

Faith (Sebek) 22, focus 18, intimidation 17, reality 23

Possibilities: 20

Equipment: dark costume, cloak and hood; various weird science devices; bullwhip, damage value STR+2/13; .455 Webley, damage value 17, ammo 6, range 3-10/15/40

Pulp Powers: *mind control* (value 16); *chameleon* (value 15)

Adventure Cost: 10

Critical Event: Evidence of The Hood's link to Kanawa can be obtained in his secret base — if you survive getting in there. Finding the base and escaping with the evidence is a *Good* result (6 or above). Failing to find the evidence (or, for that matter, the base) is a *Bad* result (3 or less).

3

Japan has seen the resurrection of the Scarlet Dragon Society, a secret organization of Core Earthers skilled in the martial arts and dedicated to the eradication of all things not truly Japanese. They were aware early on of the true nature of the Kanawa Corporation and despised it — for, though its executives looked the part, they were not true Japanese.

The Scarlet Dragons have been striking at random, doing some damage to Kanawa operations in Tokyo and Osaka, but not enough to earn them the attention of 3327. But he is not above manipulating them — among the Brazilian Japanese recently returned to Tokyo is one who had transformed to Akashan reality and learned the faith of Zinatt. He brought with him a reality tree seed, planning to plant it somewhere in Japan and convert the area to mixed Core Earth-Japan. Not having been born in Japan, he is a natural target for the Dragons' hatred.

3327 has managed, through a traitor in the organization, to point them toward this immigrant. Using their contacts in the neighborhood, kidnapping the man should be easy — then 3327's people will snatch him from the Dragons. Nippon agents will then break his will through chemical means and the end result will be a Nippon reality tree planted in the heart of Orrorsh.

Scarlet Dragons (10)

Cosm: Core Earth

DEXTERITY 13

Acrobatics 15, dodge 16, fire combat 15, lock picking 15, maneuver 15, martial arts 19 (Seda Chen — masters), running 14, stealth 16

STRENGTH 9

Climbing 12

TOUGHNESS 10

PERCEPTION 9

Disguise 10, find 12, land vehicles 10, language 10, tracking 12, trick 13

MIND 9

Streetwise 15, test 12, willpower 12

CHARISMA 10

Persuasion 12, taunt 11

SPIRIT 9

Intimidation 12, reality 12

Possibility Potential: all

Equipment: Kanawa KM11, damage value 18, ammo 12, range 3-10/25/40; Sansu 11mm, damage value 17, ammo 10, range 3-15/35/100; nunchaka, damage value STR+5/14; shimsi sword, damage value STR+5/14

Critical Event: The Knights must stop the Scarlet Dragons from kidnapping the Brazilian or, failing that, prevent Kanawa from getting his hands on the reality tree seed. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

4

A group of Tharkoldu techno-demons opposed to the rule of Jezrael have hit upon a plan to depose her. Using an occulttech device provided to them by their dominant, they intend to go back in time and slay the Nippon agent who led the Soviets to the original stelae in Russia. This would allow the original invasion to succeed and Kranod would never be abandoned by the Darkness Device and slain.

Race spies saw the techno-demons get into the wicked-looking machine and disappear. They followed and also disappeared, and neither group has returned.

An *evidence analysis* roll of 19 will reveal that the device is not what it seems — it is, in fact, a combination

From his base far beneath the teeming streets of Cairo, The Hood manipulates events above like a master puppeteer.

teleporation machine/VX jack. The bodies of those who enter are transported to a chop shop, there to await the convenience of Tharkoldu "surgeons." Their minds are ripped out and sent into the Grid, where they are tortured by a horde of VX techno-demons.

The dominant of the rebellious Tharkoldu, it seems, cut his own deal with Jezrael in return for a larger demesne in the cosm when he returns, victorious, from the war.

The ideal way to rescue the Race agents is to split the party up. Using *science* skills to determine the coordinates to which they were teleported (*electronics* of 17, or *occultech* skill of 13), half the party can raid the chop shop and rescue their bodies. The others must go into the Grid and try to save their minds — by fighting the VX techno-demons.

Critical Event: The Knights must rescue the bodies and minds of the Race spies. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

Rumors

1

There are horrifying reports from Gaea that the Carredon has been resurrected and will soon be journeying to Orrorsh to await the return of its master, the Gaunt Man.

The Carredon may also be coming to the realm to keep an eye on the members of the Hellion Court, who are known to have grown restive lately. The presence of so imposing a creature might go far toward quashing any thought of rebellion on the part of the Gaunt Man's lieutenants and various Nightmares. And, of course, there are always Storm Knights who could stand slaying ...

2

There are reports from California that Nippon's infiltration of the Delphi Council has led to the dispatching of a Spartan squadron to pull up a Living Land stela. The stela is located somewhere in the American southwest.

The Spartans are equipped with a Nippon stela with which to replace Baruk Kaah's. Should Daikoku and Malgest agree, this will result in at least one Nippon-Tharkoldu mixed zone being formed.

The Nippon strategy is apparently that they stand a better chance of defeating the Tharkoldu in a mixed zone that contains at least some of their reality, as opposed to fighting all the battles within the confines of the Tharkoldu pure zone.

3

Berlin has become a hotbed of invader and Storm Knight activity, as Cyberpapal agents and those opposed to them clash in the city that once played host to spies from East and West. Nippon investment in the city has increased, Nile agents are known to be in the area, and there are even reports of Tharkoldu techno-demons in the vicinity.

The German *Polizei* and intelligence services have been working day and night to root out and smash cells of foreign agents, with mixed success. With the collapse of the Soviet Union, both East and West have withdrawn their top covert operatives, forcing the Germans to rely on their own people and whatever Storm Knights are available.

Still smarting from the loss of their prize in Operation Central Fire, the Germans are particularly distressed to see the Japanese making so many real estate purchases in their major cities. German corporations have entered the economic battle with the Kanawa Corporation in earnest, and are now providing aid to the Rauru Block.

4

Frustrated in his efforts to conquer the eastern side of the Suez Canal, Dr. Mobius is now turning his eyes north. With the Cyberpapacy close to establishing a beachhead of sorts in Algeria, Mobius may attempt to outflank Malraux by seizing Greece. This would put the Nile Empire in a position to threaten Rome, a prize Mobius knows Malraux covets.

To prepare for this, Mobius has stepped up his submarine warfare in the Mediterranean. By sweeping foreign ships from the sea, he will clear a path for his convoys to move out and drop stela in the waters.

The result will be a Nippon reality tree planted in the heart of Orrorsh.


Malraux is, of course, aware of this and has seen to it that the Greeks are, also. Mobius' troops may receive a warmer reception than expected when they wade on to Grecian shores, for the threat of their invasion has led to an extraordinary Greco-Turkish alliance.

Storm Knights have been asked to carry out as many acts of sabotage as possible against Mobius' submarine fleet and destroyer task force. Expect a bloody battle should Mobius' troops make landfall.

5

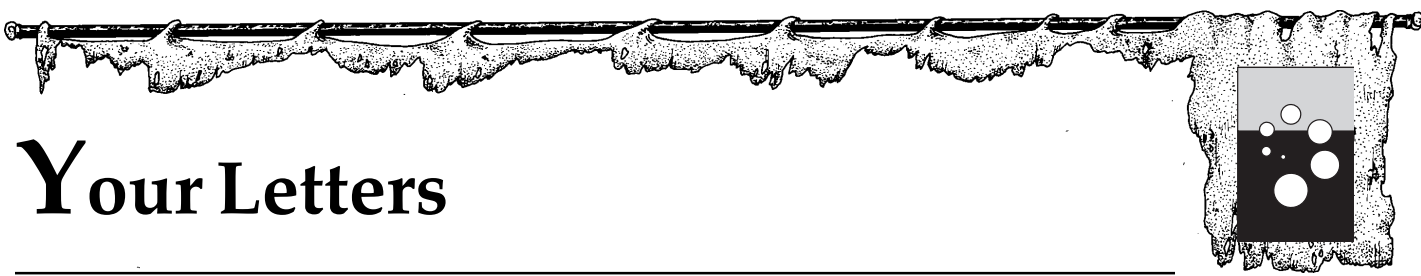
Nile Empire Overgovernor Herunut, who rules a region ranging from eastern Chad to western Sudan, has shifted inclination to Good, unbeknownst to Dr. Mobius. He is making every effort to conceal the switch from his lieutenants as well, who would surely slay him if they suspected.

Herunut is hoping to turn his region into a haven of sorts for Storm Knights for strikes against the Nile Empire. While he has no real interest in seeing the realm utterly destroyed — he still believes that the Nile's culture is far better than the one it replaced — he would prefer to see it ruled by a benevolent leader rather than a cruel despot (somebody like himself, perhaps).

Unfortunately for Herunut, Lord Milton Avery is aware of his inclination shift. He has chosen not to inform Mobius for his own reasons and may be planning to blackmail Herunut. Avery is known to covet Herunut's territory and dreams of ruling the largest region of any overgovernor. If he gets his way, he will become ruler of Herunut's area in all but name, while his puppet merely carries out his wishes. Storm Knights seeking refuge there would be summarily captured and sent to Thebes as prizes. 



Your Letters



1. How do non-possibility-rated Tharkoldu spellcasters attune spell chips, which involves spending a Possibility? Can they do so through some other means, or are they always considered to be casting without a grimoire?

2. What is the *conjuration* magic skill value for second planting Tharkold gospog?

3. Why didn't Thratchen's updated statistics, or any mention of Orrorsh, appear in *Tharkold*? Or doesn't he have skills like *occultech*, *cybertech*, *cyberdeck operations*, or *UltraCAD*? Has he transformed, or is he still under Tharkold axioms?

4. Can a Tharkoldu character dominate a non-Tharkoldu outside of a Tharkold zone? And regarding the Law of Pain — does a non-Tharkoldu get the benefit of a roll again against his tormentor? If so, how do they benefit from a world law they don't have?

—Steve Crow,
North Liberty, IA

1. A possibility must be spent to attune a spell chip. An Ord spellcaster would have to use it unattuned.

2. The *conjuration* magic skill value for second planting Tharkold gospog is 18. For third planting gospog, it's 19.

3. Thratchen's stats did not appear in *Tharkold* for a couple of reasons: 1) they had already appeared in *Orrorsh*, and have not changed, so we didn't see a point in repeating them; 2) at present, Thratchen is not a part of the realm of Tharkold. He is still Regent of *Orrorsh*, and, although he has made a gesture toward returning to Tharkold, he has not been accepted back into that realm as yet. Therefore, we didn't really see a detailed description of him as relevant to the situation in the realm right now.

No, Thratchen does not have the skills you mentioned — nor do most of the techno-demons, regardless of rank,

listed in the *Tharkold* sourcebook, with the exception of the decker.

The question on Thratchen's reality is oft-asked, and here, finally, is the definitive answer:

As Thratchen resides in Illmound Keep, within an Orrorshan pure zone, there was a good chance he would at some point disconnect. He did so voluntarily and had a stormer invoke a reality storm upon him to transform him to *Orrorsh*. He then had the Nightmare Skutharka, whose province is horror connected to high tech, perform an occult ritual which would allow his hardware to keep functioning.

When Thratchen planned his return to Tharkold in *City of Demons*, he reversed the process, having the Tharkoldu who had visited him in *Orrorsh* (see past issues of *Infiniverse*) transform him back to Tharkold reality.

4. Okay, on the world law question (and much of this comes out of a world law conference we recently had on *GENIE*): no, a Tharkoldu cannot use the Law of Domination on a non-Tharkoldu or non-Race outside of Tharkold's reality. It's the equivalent of a Nile character performing an inclination check on someone not from the Nile while outside of that realm — he won't get a result, because he cannot inflict his world law upon someone else. So the Law of Domination will work only on someone who's from Tharkold or in Tharkold.

A character who's in Tharkold can resist the Law of Domination only if he has put up a reality bubble to protect himself from the effects of the world laws.

Much the same applies to the Law of Pain. If a non-Tharkold character is attacked while in Tharkold, he can take advantage of the Law of Pain (it would be a one-case contradiction, as

it is not his world law). Outside of Tharkold, we tend to believe the non-Tharkold character would not be able to use the world law — it isn't of his reality, and it isn't of the reality that he's in, so he would not have access to the tool.

If a person were to have all his possibilities and reality adds removed by a storm, is it no longer possible for another possibility-rated character to invoke a storm against that person until he at least regains some possibilities? Please answer, please, please, please ...

—Pete Venters
Wales, UK

Okay, okay. Yes, it is possible for that person to become the target of a second invoked storm. Remember, the rules state that the target character must be *possibility-rated*, not necessarily have any possibilities. Someone who's lost a storm, all his possibilities and *reality* adds, is still *possibility-rated* — he still has the *reality* skill, just no adds in it. This is why the *reality* skill is different from other skills.

Since most of Mobius' troops are native Core Earthers, how crippling will his losses at Mecca really be? Won't the just plant them in the gospog fields and get them back, tougher than before, after a few months?

—Gregory Detwiler,
Williamsburg, PA

Some of Mobius' troops are Core Earthers, certainly, but many more have transformed to Nile reality. And yes, they could eventually be planted for gospog, but first-plantings in particular tend not to be that bright. They are effective shock troops, but not soldiers you want to rely on to the exclusion of all else. (Plus, every dead Nile soldier is one less believer in Nile's reality, which weakens the realm over-

all.) Besides, as you state, it takes *months* to get these guys "back." Mobyus may not have the time.

What does it cost for a Core Earth Storm Knight to learn psionic skills and powers?

—Paul Bethke,
No Address Given

The cost for Core Earth Knights in play is identical to that given for Akashans on page 57 of the *Space Gods* sourcebook — five Possibilities for an add in one of the two skills, with a teacher, 10 Possibilities if no teacher is available. And learning a power group costs as much as learning a skill.

Now for the questions no one ever asks, questions about this response form:

1. What do you do with the indicated dispatches? What happens to popular and unpopular dispatches?

2. Why are you interested in where Storm Knights travel? Isn't the indication of impact enough?

3. Do you read all the herald mes-

sages? How do you decide what gets included?

4. How do you decide which questions get printed? I mean, are you going to print this one? Why wouldn't you?

By the way, this is the absolute best game ever created. Thanks for allowing me to participate.

—Joe Farrell,
No. Merrick, NY

Glad to have you aboard, Joe. Believe me, when projects are in a crunch and editors are getting cranky (as we often do) enthusiasm like yours is a big help.

1. All dispatch results are entered into a massive computer program by Ed Stark. This allows us to not only know who receives which generics and dispatch responses, but to see what the overall results of a dispatch is.

For instance, we do a dispatch about an attempt to turn Madagascar into glass (a particular favorite around here). We get a bunch of responses, and find that the majority of Storm Knight teams stopped this from hap-

pening. This is probably a blow to the High Lord behind it, and may affect his future plans — it will certainly affect ours.

Or perhaps the vast majority of the groups failed. In our campaign, Madagascar is now glass, and that will be taken into account in future. You may not see the results right away, but we'll find some way to make use of it.

Rumors work much the same way — they let us try out ideas to see what people like, and do a little foreshadowing of things to come. For instance, who would have thought our players would be so crazy about ninja vampyres? Will they pop up somewhere soon? Don't be surprised if they do ...

2. We like to know which realms people have adventured in so we know which are the most popular and which might need more development. Adventure outcomes are factored into figuring out how much possibility energy a given High Lord has to work with at any one time.

3-4. It depends upon who's doing the column in a particular month. Some

Herald Messages

Copies of the infamous Pharaoh Mobyus stag film are now also available on video (VHS), CX-cyber disc, info-chip, and bio-display at a local distributor near you. Moby, we hardly knew ye!

— "The Knave of Wands"

Werewolf Cuisine:
Shocktrooper Snack

Ingredients:

1 shocktrooper

1 jar of Hollandaise sauce

Rip off arm of trooper. Pour sauce over. Serve. Tastes great cooked, too. Enjoy.

— Micheal Martin, Werewolf of the Nightmare Legion

"The Comawhat??!?"

— Yet another Storm Knight, midway through a conversation with an Akashan

Dear Ryuchi Kanawa,

Sorry about shooting down those seven cargo planes, but us "lazy, illiterate" Americans thought those shiny K's were bullseyes. Won't happen again.

— The Reality Rangers

Memorial services for the Mystery Man known as the Nightcrawler will be held in Khartoum next Sunday. His valiant efforts to delay Ungrosh the giant ape saved his companions, but alas, the 'crawler was squashed like a grape. We'll miss him sorely.

— League of Alternate Heroes

"Uh-oh ..."

— Storm Knight Group 5 minutes after finding themselves in Orrorsh

"Well, THAT could have gone better ..."

— The survivors, 10 minutes after finding themselves in Orrorsh
— Dennis Matheson
Kennesaw, GA

Demons have invaded LA! A cyberware-equipped gang, responsible for the killing of Akihiko Haagawa, was stopped by the Shadow Walker and his Storm Knights. The Street Slaves are no more.

— Scott Mitchell
Chicago, Ill

"Tell me again why this was such a good idea ..."

— the recently-resurrected Fred the Galactic Guardsman to Skippy the Edeinos (re: a photoshoot and interview with *Things* magazine)

"Orrorsh is not, repeat, not a nice place to visit. And it's an even worse place to die."

— Knights of the Valiant 13th

"Somehow, somewhere, someone's going to pay ..."

— 3327, upon finding a stack of unpaid bills marked "The Nile Empire."

A new team of Nile Heroes has joined the Possibility Wars! They are:

The Crimson Cloak and the Red Mist!
The Pile and War Ace!
The Pyrate and Gopher!
Corporal Punishment and the Magical Fitzroy!

The Poltergeist and Fuzzy-Wuzzy™@!
"We are: *Storm Front!*"
(Oh, yeah; and The Forgotten Man.)

INFINIVERSE™

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Contributors This Issue:

Greg Farshtey, DAVID Miller, David Scott, Doug Shuler, Ed Stark, the continued absence of Bill ("Smitty-Roo, where are you?") Smith, Steve Stelter, and several cans of *Pulque*, the soft drink favored by more human sacrifices.



20823®

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We're happy to report that *Infiniverse* continues to grow, with new subscriptions coming in every month. But we still get phone calls and letters from folks wondering if it's too late for them to get involved with the ongoing, interactive campaign within these pages.

Well, it's not. The more people who subscribe and send us their feedback using the *Infiniverse* response form, the better we can do at giving you the kind of products you want. Already, the *Torg* questionnaires that have come back to use have helped us start making plans for 1994 and beyond — which realms to develop and how, what sort of products our players and gamemasters want to see, and a wealth of other data is being evaluated in our offices.

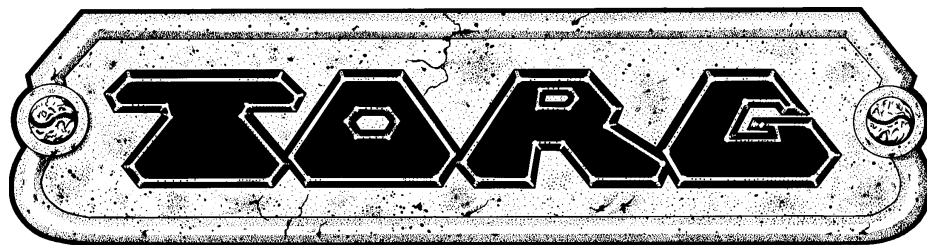
For those of you who haven't sent your questionnaire in yet, please do —

we're anxious to see them. Feel free to copy it and give it to your friends. This is a chance for *Torg* players to make a strong statement about what they like about the game, what they feel could be better, and in what direction they wish to see the Possibility Wars travel.

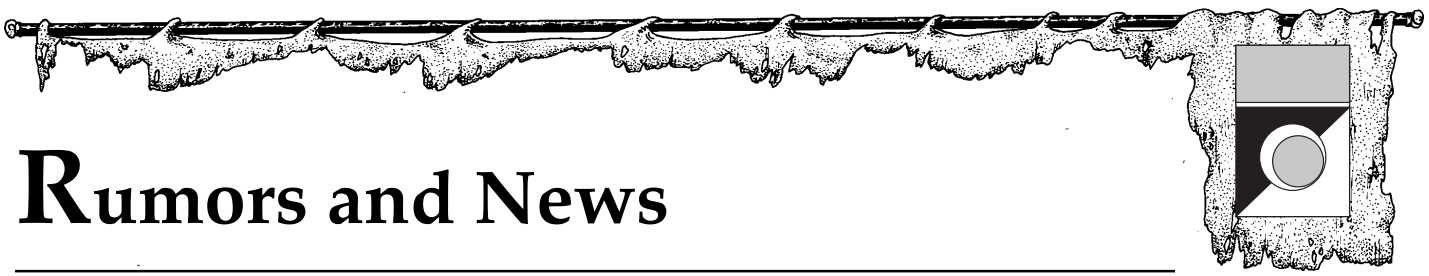
More than most, *Torg* is *your* roleplaying game — don't miss the opportunity to make your opinions known.

We've also received a good number of trivia quiz answer sheets. (So far, most people are having problems with the Gaunt Man's real name ...)

On this, the second anniversary of *Torg's* release, we renew our pledge to bring you the best, most exciting and most diverse roleplaying products we can. (And if you're really nice, we might even introduce you to the Nameless One ...)



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement that is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #21

1. Nippon forces planning to seize control of the Cairo underworld (over Storm Knights' dead bodies, if necessary). Get ready for a gang war? It's True (13).

2. Unidentified deckers from the Deep have been spotted, but not captured, in the GodNet. Maybe for good reason — it's False (13).

3. Glowing Nazca lines reported in the Akashan realm — your eyes must be playing tricks, it's False (13).

4. A cyber-enhanced catcher has been reported on the new Quebec baseball

team, part of the Consolidated North American League. Play ball! It's True (16).

Continuing Report: Issue #20

1. Edeinos and other Living Land denizens making a "march for life" toward Akasha. Slight jump to True (18).

2. Nile villains transform in Tharkold reality (eek!) Sure looks that way — it's True (20).

3. Bi-Century Dragon Concordance about to take place in Scotland. Is it too late to cancel the caterer? Flips to False (15).

4. Japanese cars come complete with bugs and self-destruct devices. Objects in engine are more explosive than they appear — leaps to True (25).

The Wrap-Up: Issue #19

1. The half-folk of Aysle have petitioned the British government for full rights, while Pella Ardinay refuses to discuss the matter. London has been the scene of protests and a dramatic increase in the crime right. The more things change, they more they stay the same — ends at True (17).

2. Kanawa Officials displeased with a new competitor, International Investment and Holding Company, which is outbidding Kanawa for land and construction rights. Sacramento officials refusing to investigate. Did we say "surge" last month? Finishes at True (40).

3. Ghazi Rafek, staff reporter for the *Cairo Clarion*, investigating the mysterious Thebes Importers. Mobius also curious about recent goings-on.

Put the paper to bed — finishes at False (16).

4. Seraphim Angels have been injected into Rauru Block computers in Japan. It looks like the Cyberpapacy has begun to strike back against their "friends" in the Orient. Slight increase to end at True (18).

Top Ten Reasons Why Chicks Dig Baruk Kaah

10. In recent *Seventeen* interview, described self as "just a big teddy bear."

9. Darkness Device equipped with lava lamp, rotating wet bar and "Magic Fingers" feature.

8. Back hair? Not a problem.

7. Not like that stuck-up jerk Kanawa who only dates girls for their money.

6. Shotgun wedding unlikely.

5. Can sculpt an ice cube into the shape of a pig with his tongue.

4. Two words: no pants.

3. Both how he's living and his nose is large.

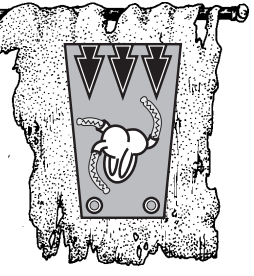
2. Does not know what a muffler is — therefore, does not have to pay a lot for one.

And the number one reason why chicks dig Baruk Kaah is:

1. That prehensile tail.

Next Month: A realm update! A new *Torg* card! Maybe even an appearance by Bill Smith! ☒

Aztec Axioms and World Laws



Those of you who camped out in your local book and hobby stores and picked up the first few copies of *Infiniverse Update* already know the official results of *High Lord of Earth*. But regardless of how things came out, we have received a good deal of demand for more information on the Aztec Empire. We promised and pledged this more than once, and finally we're delivering — the axioms, world laws, new skills and a smattering of miracles for Huitzilopochtli's realm.

The Technological Axiom: 16

The Aztec Empire's *Tech* axiom is somewhat deceiving — although higher than that of Aysle, it refers primarily to their knowledge of science and architecture rather than equipment and weaponry extant in the realm. The Aztec Empire has access to relatively advanced concepts of engineering, astronomy, and mathematics.

In fact, although musketry is possible at level 16, nothing of the sort is used in the realm. Huitzilopochtli's love for the ancient Aztec culture has limited weaponry to javelins, dart-blowers, bows and arrows, daggers and clubs called *macanas*. An Aztec attack will usually be prefaced by an "artillery barrage" of arrows and spears fol-

lowed by hand-to-hand fighting. The latter tends to be more devastating than the former, as the Aztec *macanas* were commonly studded with sharpened pieces of obsidian.

The Spiritual Axiom: 17

Religion is key to many aspects of life in the Aztec Empire. The realm is a theocracy led by the *chachalmeca* (the high priest/High Lord), with the priesthood and military castes the most important.

Most Aztec residents have some knowledge of the gods and their powers, but few have been gifted with the ability to discern the will of the gods. All accept the fact that sacrifices must be made to retain the gods' favor and consider it an honor to be chosen for death.

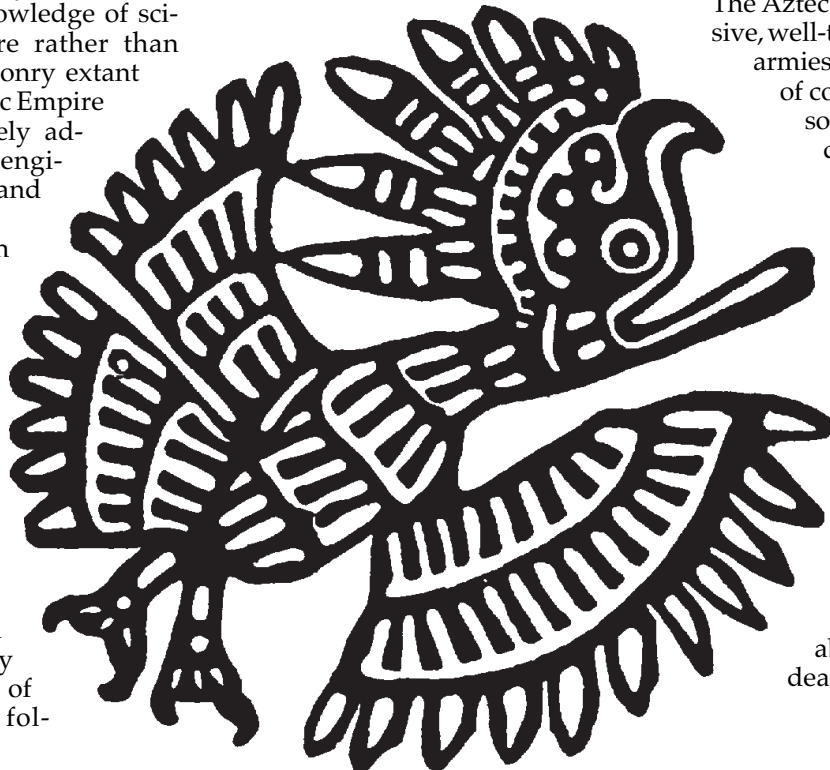
Certain temples within the realm are believed to be imbued with the power of the god to whom they are dedicated. Adventurers who brave the perils of these places may be rewarded with an encounter with a manifestation of the god.

The Social Axiom: 20

A relatively large religious bureaucracy exists within the Aztec Empire to carry out the will of Huitzilopochtli and the *chachalmeca*. Rigid castes exist, and complex trading relationships have sprung up between the Aztecs and those nations foolish enough to believe exchanging goods will stave off invasion.

A huge amount of resources and manpower are poured into making the military machine run efficiently. The Aztec Empire is able to field massive, well-trained and well-disciplined armies and knowledge of the chain of command is all-important. A soldier who disobeys an order does not live to disobey another.

Unlike the Cyberpapacy, not even the pretense of maintaining a civil government is attempted. All major decisions are made by the priesthood, with military operations coordinated between them and the generals. A battle not favored by the gods will not be waged. Warriors who have attempted to bribe the priests to gain favorable omens have been put to death.



There is very little political discontent within the Aztec Empire. Most of the transformed believe that the strong must rule the weak, an excellent argument for expanding the realm. Those who retain Core Earth's reality organize in small cells, but even there, it is difficult to coordinate a mass resistance movement. Too many feel that the Aztec Empire is restoring the glory of ancient Mexico and will punish those who have exploited the nation's people for so long.

The Magic Axiom: 14

Although all four types of magic are possible in the Aztec Empire, the sorcerous arts are rarely used. When they are, Aztec magic is often found to be similar to Nile magic, in that both realms have extensive knowledge of astronomy, mathematics and engineering.

Use of magic is frowned upon in this realm, however, as the High Lord fears anyone with such skill might one day pose a threat to his power. The stated reason for the low esteem in which magic is held is that a citizen who wishes a supernatural occurrence to take place is supposed to ask the gods for aid, not take matters into his own hands.

There have been instances of realm residents blessed by the gods with magical abilities, but these have been exceedingly rare.

World Rules of the Aztec Empire

Huitzilopochtli, like any Darkness Device, exists for the purpose of inspiring destructive acts. It is for this reason that, although its memory has returned, the Device remains enamored of the Aztec civilization. Under Huitzilopochtli's corrupting influence, the original Aztecs turned to conquest and blood sacrifice to impress their gods, something that is being repeated in the modern-day Mexico of the Aztec Empire.

The Law of Sacrifice

Huitzilopochtli demands sacrifices from its followers, as did many of the gods of the Aztec pantheon. Any character of the Aztec reality may gain the benefits of performing such a sacrifice, even if he is not a follower of the High Lord.

There are certain restrictions imposed by this law. A sacrifice to the Aztec gods must be performed with a melee weapon made of obsidian, be it dagger, sword, or spear, and the name of the god to whom the sacrifice is being made must be invoked at the time of the killing (see *scholar (Aztec lore)*, below). Victims must be prone, conscious and unwilling or unable to

If he does not enter into a fight at some point within that period, he will turn on his comrades and attack them.

resist (this applies to human sacrifices only — animal sacrifices must be on an obsidian altar when slain).

Animals, non-believers and believers can be sacrificed for the greater glory of the Aztec gods. The successful sacrifice of an animal bestows upon the worshipper an *up* condition for one round. It must be used within an hour of the sacrifice or it is lost.

Slaying a believer in the Aztec pantheon provides the worshipper with an *up* condition for one round that must be used within the next day or it is lost.

Sacrificing an enemy of the faith (the most difficult type, as they are so rarely willing to be killed) earns the worshipper two *up* rounds that must be used within the next day or be lost.

The Law of Divine Will

It is of paramount importance that the wishes of the various gods be heeded. Failure to do so condemns the

individual to eternal punishment, not to mention helping to bring about the fall of the realm as a whole.

Naturally, one cannot carry out the will of the gods unless one knows what it is. It is for that reason that the most respected members of the priest class are possessed of the *will of the gods* miracle, which allows them to consult with the deities and determine their views on a given matter. Those wishing to take advantage of this world law must consult with such a cleric to learn the his deity's wishes before embarking on a course of action.

Once the will of the gods has been divined (say, the gods think capturing a Nile spy in the area is a very good idea), the character will receive a +2 bonus to any action that brings him nearer to achieving that goal. Any action that runs contrary to that goal suffers a -2 penalty.

This condition remains in effect until the goal has been achieved or the character converts to another faith.

The Law of Conquest

The Aztec Empire is a warlike, militaristic realm, far moreso than even the Nile Empire. Huitzilopochtli has built this trait into the world laws to guarantee a steady supply of death and destruction.

The Aztec Empire must remain in armed conflict with someone at all times — these wars can range from something as minor as raiding nearby villages for food and gold to a massive attack on a neighboring country.

If the Aztecs go three months without going to war with someone, they must enter into "wars of the feather" among themselves. These are mock wars between different Aztec armies, that frequently escalate into large-scale bloodbaths. Too many of these "practice conflicts" could sorely deplete the supply of Aztec warriors and so are to be avoided.

Aztec Empire characters traveling outside of the realm must also enter into combat with someone (be it a fistfight or a firefight — some kind of physical conflict) within a given period of time. Read the character's *real-*

ity skill or *Spirit* value as days — if he does not enter into a fight at some point within that period, he will turn on his comrades and attack them. His fellow Knights must be aware of this and learn not to use lethal force against their comrade — as soon as some blood has been shed (his own or another's) he will return to normal. (Holding out your hand and letting him nick it will not work — there has to be actual combat.)

For example, Itzcoatl has a *reality* skill of 14. That means that, when outside the realm, he must enter into a combat at least once every 14 days. If he does not, he will attack anyone around him to satisfy the requirement of this world law.

Non-Aztec characters entering the realm are subject to the same world law unless they are protected by a reality bubble (the Law of Conquest being a passive world law, one that is present in the environment but cannot be used like a tool). They too must enter into some conflict within a period of time equal to their *reality* or *Spirit* value in days. This requirement ceases when they leave the realm.

New Skills

Perception-Related Skills

Divination Magic (Omen Interpretation)

A specialized type of *divination magic*, this skill can be used only for interpreting signs regarding future occurrences. It requires a *Magic* axiom of 14 to operate.

When using *divination magic (omen interpretation)*, the character attempts to derive from the patterns of stones, the feathers of birds, and other natural objects just what the future holds. The character must inquire about a specific course of action — the difficulty number is based upon how far into the future he wishes to look (see the "Omen Interpretation Difficulty" chart).

Levels of success determine the amount of information derived from the omen interpretation.

Minimal/Average — A general feeling that good or ill will result from a particular course of action.

Good — A more concrete idea of what form the results will take, i.e., "I see death at the end of this path."

Superior — A better idea of just who will be most affected by these results, i.e. "I see death for Marta at the end of this road."

Spectacular — Information on the source of the good or ill results, i.e. "I see death for Marta at the hands of Conundrum."

Divination magic (omen interpretation) cannot be used unskilled.

Scholar (Aztec Lore)

This skill provides the character with a rudimentary knowledge of the Aztec pantheon. When calling for divine aid, seeking the will of the gods, or making a sacrifice, it is crucial that one knows the proper gods to invoke.

Anyone transformed to the Aztec reality while in the Empire automatically receives this skill at one add.

Here are some of the major gods of the Aztec pantheon:

Coatlucue: supposed mother of Huitzilopochtli, cannibalistic goddess of serpents. Clawed hands and feet, a skirt of snakes, a necklace of hearts and hands with a skull pendant.

Huitzilopochtli: Aztec war god, who showed the Aztecs the necessity of blood sacrifice. Many of the feats ascribed to him arose from the powers of the Darkness Device.

Quetzalcoatl: feathered or plumed serpent god, lord of wind.

Tezcatilpoca: one of the most important Aztec gods, god of the night, associated with witches, evildoers and death. Represented with his face painted different colors and an obsidian mirror for a foot.

Tlaloc: god of rain, wind, thunder, lightning, and agriculture. Pictured with tusklike teeth and snakes around his eyes.

Aztec Miracles

Will of the Gods

Spiritual Rating: 17

Community Rating: 11

Difficulty: 14

Range: na

Duration: performance

Effect: imparts to cleric the opinions of the gods on a planned course of action

When successfully cast, the cleric can ask the gods about a single course of action. One of three responses will be received: the gods favor the mission; the gods oppose the mission; or the gods are indifferent.

Should either of the first two results be achieved, apply the Law of Divine Will accordingly.

Earth Swallow

Spiritual Rating: 17

Community Rating: 12

Difficulty: 15

Range: three meters

Duration: performance

Effect: traps target character in a pit

When successfully cast, a pit will suddenly open beneath the feet of the target character. He must generate a successful *dodge* total against a difficulty of the cleric's *faith* value. If he fails, he falls into the pit.

Upon entering the pit, the walls will immediately begin to close in. The victim must generate a successful *climbing* or *Strength* total against a difficulty number of the cleric's *faith* value to escape. If he does not, he suffers damage equal to the cleric's *faith* value.



Omen Interpretation Difficulty	
Time Period	Difficulty
One minute	8
One hour	10
One day	13
One week	16
One month	20
One year	25



Dispatches and Rumors

Dispatches

1

North of the city of Sacramento, just inside the Nippon-Living Land Mixed Zone, a new business, of all things, has sprung up. Called "The Swamp" by its owners, it is a mix between a trading post and a "last stop" for realm-runners going either way.

Located just over the "border," the Swamp takes advantage of the increase in Living Land realm running — especially to and from western Canada and Portland, Oregon. Stormers, Storm Knights, and even adventuresome ords brave the mixed zone to stop in "the last place that knows what money is."

But this strange new business does not meet with everyone's approval. The Delphi Council and the Spartans have decided that this sort of thing is not in the best interests of National Security. While not in the Living Land, the Swamp "promotes dangerous and anti-Core Earth behavior by providing a haven for those who would consort with the alien enemy reality."

Also, certain Japanese "businessmen" are a little "put out" by the new trading post/bar. Not only do they not get their cut of the business, but the Swamp has been attracting unnecessary publicity toward a region marked for "repatriation" by Kanawa forces.

The owners of the Swamp, Nick and Mary Cable, are former realm-runners themselves. Nick is the former Nile hero, "the Night Ranger," and Mary was a photojournalist for the now-defunct *Border Press*, an underground publication for realm-runners,

shut down by the Delphi Council a year into the war.

Both of the owners are well known in the Storm Knight community, but not to the world at large as Storm Knights. But the Delphi Council knows.

They, prompted by Nippon agents, have organized a Spartan raid on the Swamp, hoping to catch it during "the rainy season" in May with fewer stormers than usual inside. The Spartans are ordered to burn the place to the ground and apprehend Nick and Mary.

But Kanawa has different plans. MarSec agents will be on hand and, when the Spartans torch the place, they will open fire on the Delphi Council's operatives. This will prompt the Spartans to fire at the house, hope-

But then a huge winged creature ripped itself free of Douglass Jones' body and attacked.

fully killing the Cables and anyone else inside.

News of this has leaked to the Storm Knights, and they must prevent it. If possible, they should convince a member of the news media to be on hand — with any luck, the MarSec agents will be caught red-handed, and the Spartans will be seen in a poorer light than they are even now.

There will be at least 10 Spartans and 5 MarSec agents on hand for the burning — depending upon how many Storm Knights are in the group, there may be more. Use stats from *The Living Land* and the *Nippon Tech* sourcebooks for them, respectively. Since this is a special assignment, the Spartans are possibility-rated at *some* (30), and the

MarSec agents are *some* (25). At least one of each group is possibility-rated.

Critical Event: Keeping the Cables from being arrested and the Swamp from being burned down is a *Good* (6+) result. A *Bad* (3-) is any other result. Special consideration for publicizing the Spartan's and/or MarSec's involvement is to be taken into account.

2

May 3rd, 1933 —

I have successfully managed to breach the OtherWorld Ether again today. My experiments are nearing conclusion. Using the Apparatus I constructed from my dreams, I have gone from strong visions of other ... realities to actual contact. Tonight, I intend to make a trip to this other world and, hopefully, return with proof.

This will show them I am not mad ...

J. Albridge Kenworth

The above letter was found by an old man who purchased a locked chest at an auction. Fortunately, this old man was Sir Renold Burming, an English Anthropology professor at Oxford, currently assigned to Her Majesty Queen Elizabeth's Reality Research Department.

Sir Burming has contacted the Storm Knights in the hopes that they can hunt down either Mr. Kenworth, his heirs, or anyone who knew him. Her Majesty's resources are at their disposal.

The first (and only) lead they have, is a professor, formerly of Edinburgh University in Scotland, who retired in 1928. He is listed in the rolls as "Dr. John A. Kenworth, Professor of Medieval Studies." After the Invasion, most of the information about Edinburgh's students and faculty (most of which had been transferred to computer) disappeared. The Knights will have to go there and search.

This is a purely investigative adventure. The Knights have to track down former colleagues of Dr. Kenworth (he is, by the way, the correct man) and inquire where he retired to and if he was working on such an experiment. *Connection* and *Idea* cards will be important to the adventure, as will patience and investigative skills.

The gamemaster needs to set up a trail of evidence that leads from Edinburgh University to Dublin, Ireland — where Kenworth retired. There, they can find the daughter of his former housekeeper — Maryanne Smythe. She inherited her mother's effects, including a strange car-like vehicle she still keeps in the family garage. This is the "Apparatus" referred to in Kenworth's unmailed letter.

Do not make the investigation too easy, but do not frustrate the Knights entirely. They are competing with certain other agents who have heard the news of the Apparatus — specifically Kanawa agents and Nile villains in the employ of Dr. Mobius — so there will be fighting along the way. Also, each of these agents may uncover clues the Knights miss.

Critical Event: Defeating the other agents and beating them to the Apparatus is a *Good* (6+) result, giving up or having the other agents find the Apparatus first (and get away) is a *Bad* (2-) result. The Knights also need to return the Apparatus to Dr. Burming to complete the mission.

Whether they do or not, does the Apparatus work? Let us know!

3

San Francisco, so far a "free city" on the West Coast of the United States is apparently becoming more involved in the Possibility Wars. Rumors of Yakuza activity combined with the fact of heavy overseas investment have Storm Knights and their allies worried that the city may be being primed for takeover.

Also, this "Eastern involvement" has attracted the attention of the Tharkoldu. Eager to spoil any plans of the Nippon High Lord, Tharkold demons and Race have been spotted (reportedly) within the city. Neither the

Delphi Council nor the city's government will confirm or deny any of the rumors.

The Storm Knights have been contacted by a businessman, John Percen, and his principle shareholder, Debbie Baksi, in the hopes that they can find concrete proof of Nippon Tech involvement (both Percen and Baksi believe the rumors that Japan has a High Lord) and of the Tharkoldu operations in the city. This proof, released to the underground news media, will inform those who are willing to hear that San Francisco is truly a city under siege.

Gamemaster Note: This adventure should be *very hard* on the Storm Knights. The Yakuza are operating "openly" in the city's Asian section (as openly as they do anywhere), but both the Kanawa agents and the Tharkoldu are being *really sneaky*. As soon as the Nippon agents try something, the Tharkoldu try to counter it "quietly" — in a way that is brutal, horrific, yet virtually untraceable — while the Race stalks the Tharkoldu and eliminates them as discreetly as possible. Everything is a cover-up within a cover-up.

Critical Event: The Knights' optimum goal is to get definite proof that either Nippon Tech or the Tharkoldu are operating in San Francisco, and to get this out to the underground media. This will be especially hard, as both groups are good at covering their tracks, and the Delphi Council is interested in suppressing any proof that either group exists. Getting a *Glory* result in a dramatic conflict with either group — in public — would be worth a *Good* (6+) result (and more), while the harder method of actually getting proof to the media is also the same result. A *Bad* (3-) result has the Storm Knights chasing shadows, being held off for a long period of time, or just giving up.

4

New Orleans, the city famous for Mardi Gras, has now got a dark shadow overhead. Strange occurrences have been reported, and there is strong evidence that the homeless, the night people, and foolish tourists have become the prey of yet another

nightstalker. People have been disappearing, dismembered, and driven mad by who-knows-what.

In desperation, the authorities have questioned the local *Bocors* and *Mambos* (voodoo priests and priestesses), hoping that they can provide a lead. Most have been unable to say more than "nameless horror has moved into New Orleans," but a very few — accorded the most powerful in the community — have begun to get horrible premonitions of terror unimaginable. They say "something is coming. Something that will possess us all." Then they fall silent, terrified.

The most recent occurrence involves a prominent banker named Douglass Jones. After disappearing for over a week, Douglass showed up at his bank, bright and early Monday morning. He refused to answer questions, but went right to work.

A few days later, tellers at the bank and customers began catching a strange disease. They began by having insatiable hunger and thirst, followed by constipation and the inability to sweat. Following a brief bout with fever, most were driven mad and the rest died. All except one.

A local Mambo whose son was a customer at the bank said she felt "a strange presence" with him one day when he came home with the cash from his check. She examined him and found what she called "an evil *not-look*" (voodoo spirit) on his money and him. Quickly, she gathered together a community of her followers, and they were able to purge the man and his money of the evil spirit before it destroyed him.

But all was not over. Using her voodoo magic, the Mambo traced the evil back to the bank. Informing the now-panicked authorities of her conclusions, she managed to convince the city council to force the police to investigate. They did.

When they got to the bank, they found something horrible. The bank president was standing in the middle of the vault as money, blown on a fierce magical wind, swirled around him. Many of the tellers and the bank guards had already been paper-cut to death by the bills, or bludgeoned with coins. Only a few were alive and they

were in mortal terror. Not knowing what else to do, the police opened fire.

It did little good. At first, the wind stopped and the body of the bank president fell to the floor. But then, like a butterfly shedding a bloody chrysalis, a huge winged creature ripped itself free of Douglass Jones' body and attacked.

Virtually everyone ran. Some were frozen in terror and devoured. The Mambo, however, was witnessed by those few with the courage to watch holding a voodoo charm (*fort*) against the advance of the creature. Using her apparent power, she was able to save the lives of over a half-dozen people before it finally broke through her resistance and killed her. Then it disappeared into thin air.

The creature, dubbed the "Death Fly," has been sighted three times since then, and each time it has killed. Local Mambos and Bocors predict that the next time it appears — the next full moon — it will slay until there are none left to oppose it. True or not, Mambos have predicted the last three attacks, and the authorities have appealed to the Delphi Council and to any and all stormers for assistance. The former body has yet to send aid, the latter ...

Critical Event: The Death Fly has been killing those who could fight it: the voodoo priests and priestesses. The next time it appears, it will do so at a place consecrated to voodoo, a clearing in the woods outside the city. The Knights need to fight the creature but, before they do so, they must find its True Death: it is an Orrorshan creature. To do this, they must win the trust of the Mambos and Bocors and research the occult in the city. They will find that there are other Orrorshan influences in the city, and these will lead to encounters, Perseverance, and clues.

Killing the Death Fly the final time is a *Good* (6+) result. Anything else is a *Bad* (2-) result; the Death Fly will find a new host and start again at the next full moon. Orrorsh has marked New Orleans for horror.

The Death Fly

DEXTERITY 15

Dodge 19, flight 22, unarmed 20

STRENGTH 17

TOUGHNESS 16

PERCEPTION 12

Find 16, trick 18

MIND 8

Test 20, willpower 19

CHARISMA 9

Taunt (25)

SPIRIT 13

Intimidation (25), reality 21

Possibilities: 1/2 Storm Knight Possibility total at beginning of adventure

Power Rating: 4

Powers: *armor defeating attack, dark vision, blur form*

Corruption Value: 19

Fear Rating: 2

Perseverance DN: 14

Weakness: Any holy symbol or ward

True Death: Being killed by submersion in water (5 rounds under water)

Natural Tools: Wings, speed value 16; mandibles (STR+10/27)

Description: The creature is a horror originally bred by the Gaunt Man to invade New Orleans. Unfortunately, he was trapped in the Maelstrom before his plan could come to fruition. Douglass stumbled upon the chrysalis and was possessed by the creature (an enchantment placed on the chrysalis). It is an eight foot tall butterfly with huge wings. It is black and red in color and has a skull head of obsidian. Its mandibles gleam in the moonlight.

If the creature is killed, but not by its true death, it has the power to possess someone — almost always an ord — and continue. For some reason, it is able to give that person the ability to work occult magic at a highly skilled level. This must be a special enchantment of the Gaunt Man's, as it loses all occult ability in its natural form.

Rumors

And yet more submissions from readers! Keep sending them in! We may not be able to publish all of them, but we'll try to at least consider them as possible directions for the *Infiniverse*.

1

Cyberpapal agents operating in and around Paris have reported sighting a formerly Ayslish troll (now trans-

formed to Cyberpapal reality) working against the Cyberpope's forces around the city. Although neither the papists nor the Paris Liberté forces have much information on the cyber troll, Parisians have begun calling him "'Zilla" after the famous movie monster, and seeing him as an underground hero.

It is obvious he doesn't care for the Cyberpapacy — several carrion dogs and a cyberknight died trying to apprehend him. But no one really knows whether he truly favors the Parisians. There are even those who doubt his existence.

'Zilla

Reality: Cyberpapacy (transformed from Aysle)

DEXTERITY 11

Dodge 17, energy weapons 12, fire combat 15, heavy weapons 16, melee weapons 17, missile weapons 15, lockpicking 12, unarmed combat 15

STRENGTH 12 (15)

Lifting 15 (18)

TOUGHNESS 13 (17)

PERCEPTION 8

Divination 9, find 14, first aid 10, land vehicles 9, tracking 12, trick 10

MIND 8

Streetwise 12, test (16), willpower 16

CHARISMA 6

SPIRIT 13

Intimidation 16, reality 17

Possibilities: 18

Arcane knowledge: metal

Equipment: Hollowmesh armor (+5/22), MAS StormGun (damage 22, ammo 12, range 3-16/50/70), GWI God Meeter (damage 20, ammo 30, range 3-12/30/50), power mace (+6/21), 3 medico slap patches; cyberware: NeuraCal (+5), BelleView lowlight (+2), CSI Eyekill Mk. IV (+2), FFO Nightview (+2), the Clamp (+1), Compte's Trilon Tendons (+3), Interdermal Plate (+4), Slashers (+1; STR+4/19) — cybervalue 20

Description: Reports state that "'Zilla," though transformed, still wears the rags of his Aysle heritage — furs and such cover his cybered body. Actual physical descriptions are sketchy, though all agree he is large and ugly. Perhaps it is this that keeps him from the Paris Liberté. Now sepa-

rated from other trolls, he may have become a lonely figure, fighting the Possibility Wars in the only way he can.

Or perhaps not.
—David Scott
East Ridge, TN

2

Even with the war being fought all over the globe, there are still some people who just can't turn down the opportunity for a quick buck.

Rumor has it that a former employee of the Guildmaster — the head of the Hawaii Storm Guild — has left her job to go it alone. But this woman — known only as "Jane Doe" — has begun competing in the weapons market. She has, apparently, been seen in Miami, Brazil, and Germany selling anything from biotech to black powder weapons, to cybergear. A true mercenary, she will sell to anyone.

But she has some fierce opponents. Kanawa's Hachiman Arms division, for example, is not pleased that she has successfully obtained a considerable amount of Akashan equipment (their "representatives" have been continually turned back), and look on her as a minor, but annoying, competitor. Also, it is said that Doe and the Guildmaster did not part on good terms — rumors state that Jane violated several of the Guildmaster's legendary confidentiality agreements to get her initial capital and merchandise, and the Guildmaster is interested in ... setting an example.

So far, Jane Doe has managed to avoid all attempts by those who would reportedly stop her, and she has stayed in business. She mainly sells small, relatively portable, equipment — but always the best and most expensive. Where she gets it, no one is sure.

3

There have been attacks on reality trees in Chile and Columbia. Assaultants have used high explosives and laser weaponry to attack the trees. Fortunately, local Monitor groups have

been able to repel the attacks, and the trees themselves have used their psionic abilities to fight back.

But not without cost. Although no trees have been destroyed, most of the Monitor and local militia groups have suffered terrible losses.

The attackers seem to be of different origins. One group reported being attacked by "flying aliens with high-energy weapons and metallic implants," while another said that "costumed humans fought with strange devices." Almost all the groups were armed with at least one weapon powerful enough to destroy a reality tree, but none have succeeded ... so far.

4

Strange quakes and volcanic activity have been reported in the Eastern Living Land, particularly around New York and northern Pennsylvania. The Jakatts in the area are agitated and are looking for some way to appease the goddess. Resistance communities in the area report (through realm-runners) that many edeinos are considering striking out for "the other land" — the Western Living Land.

Baruk Kaah, however, is totally against this sentiment. He apparently feels that giving the Eastern Land over to Core Earth by default would be a setback from which he would never recover. He is probably right.

5

When Pharaoh Mobius began his march across Africa early in the war, he had no illusions that the area he controlled was totally stable. Like his own personality, power shifted constantly between the Good and the Evil of the realm, and between his own lieutenants, the Overgovernors.

And now it appears that one Overgovernor has switched Inclination and another has been killed. A third may be wavering.

Herunut, the Overgovernor whose fascination with flying has made him known among Storm Knights, is beginning to look for "a way out" of the


Tenth Empire. While he does not wish to simply abandon Mobius (the Pharaoh has always been good to him) and his administration, he is searching for some way to distance himself from the Possibility Wars.

But Herunut may never get the chance. Mobius, a paranoiac at the best of times, is convinced that all his Overgovernors have been in league to betray him. He feels that Wu Han's defection was the signal for all to follow, leaving him to be torn apart "by the dog-heroes of Terra." He has planted spies within each Overgovernor's palace (that is, more than usual) and spies to spy on the spies. He is looking for any reason to begin executing Overgovernors and their administrators, and Herunut could be one of the first to fall.

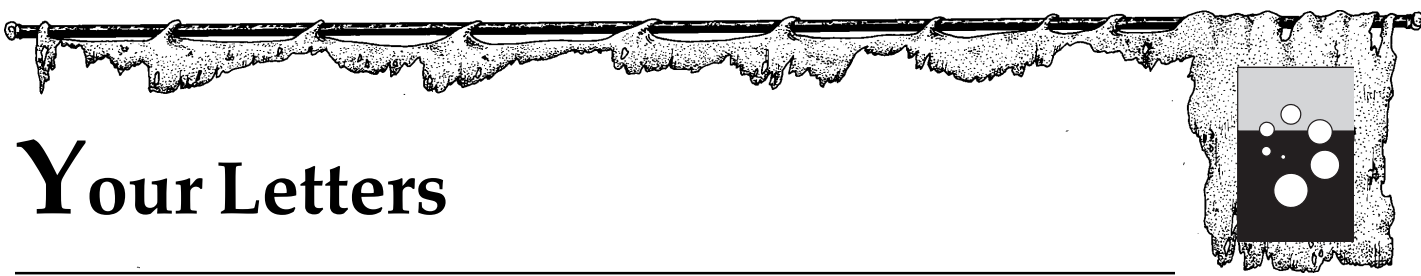
6

The race for the High Lordship of Aysle is most definitely on! [see *Infiniverse Update, Volume I* for details] And it is heating up quickly. The four frontrunners (besides the Dragon Uthorion): Wotan of the Wild Hunt, the Warrior of the Dark, Simon Carr, and Malekere, all seem to be at least partially aware of the power they are courting. Certainly the Warrior of the Dark is.

Knowing the fate of the previous Warrior — effectively abandoned by her creator and killed by Storm Knights — the Warrior of the Dark has surrounded herself with a larger army of half-folk, giants, and goblins than was first imagined. That much is most definitely true.

But now, it has been rumored, the Warrior has chosen to separate herself from the man who "made" her — the wizard Salbane. Tales tell of a nighttime raid on the wizard's castle and of the torture and death of the evil wizard. Not something the Storm Knights of Aysle or the Army of the Light will grieve about, but now, if this is true, the Warrior of the Dark has access to Salbane's spellbooks and freedom from any geas she had previously been under. 

Your Letters



I have a question of a general nature about reconnection numbers. How did you derive the difficulty numbers for the Link Difficulty Chart on page 100 of the *Torg* rulebook? I would like to know as I want to devise my own brand of trouble for the hapless denizens of Core Earth (as if Orrorsh, Nippon Tech, etc. were not enough).

—Stephen Cawkill,
Norfolk, UK

Okay, here's the formula: to find the reconnection numbers for a character from realm A in realm B, first look at the axioms for both realms. Find the A axiom that exceeds the corresponding B axiom by the greatest number (see the example below). That is the base difficulty number. Now add +1 for each other axiom set in which realm A exceeds realm B.

All right, you have your total. One more piece of addition — if the total you arrived at is 0–5, add +3; 6–10, add +2; 11–15, add +1. (Yes, there are zeros on the "Link Difficulty Chart" on page 100, and yes, using this system they should be 3s. But for reasons of clarity, use the numbers as printed on the chart.)

Here's an example of how this formula works. A Core Earther visits the Living Land. The axiom pairs are *Magic* 7/0; *Social* 21/7; *Spirit* 9/24; *Tech* 23/7. The *Tech* is highest by the greatest margin (23 - 7 = 16). The base reconnection difficulty is 16. Core Earth's *Social* and *Magic* axioms are both higher than the Living Land's, so add +1 for both. The final reconnection number is 18.

Fantastic game! In the past few months, I've gotten several people (both experienced and virgin role players) to convert to the *Torg* system. It has so much more to offer than "single-genre" games.

1. Speaking of converts, if a priest converts to a religion of another realm with a *Spiritual* axiom lower than his own, would he have access to all the miracles of that religion?

2. What if the character above was, for example, a giant attempting to call upon Cyberpapal miracles such as *machine empathy* or *Net damnation*, relating to something with a higher *Tech* level than his own? Would this cause a contradiction?

3. How long does it take to call upon a miracle? Is it instantaneous, or does it take a full round or longer?

—Donnie Blagg,
Fayetteville, AR

Nice to have you with us, Donnie.

1. Yes, if a character converts to a religion whose miracles require a *Spiritual* axiom which is lower than his, he could perform them. Remember that his faith adds will be reduced by -1 upon conversion, and that he will not be able to learn a miracle unless he has seen it performed.

2. No, it is only a contradiction if the axiom level of the miracle is higher than his own (We're assuming that the giant has converted to the faith of the miracle, so we don't have to worry about spiritual struggles here). It wouldn't be farfetched to say that the giant must have at least a rudimentary knowledge of what he's asking the Divine to do for him to be able to achieve the desired effect, but there's no rule that demands it.

3. Miracle casting is instantaneous. There are no "cast times" for miracles.

1. Is L.A. a Tharkold-pure zone?

2. When battling in an invoked reality storm, if an opponent has only six adds left in his reality skill, and I get a "-6 maelstrom" result, does the storm end in a transformation? Or can I opt to gain the six Possibilities and continue the storm?

—Scott Mitchell,
Chicago, IL

1. Sure is, pal.

2. The storm would end in a transformation. The "maelstrom" result does not take effect until the round after it has appeared, so you do not have the option of plucking the six Possibilities from the ether at that point.

Could you please give some details on the Apocularum mentioned in the *Tharkold* sourcebook?

—Sam Thornton,
Essex, UK

The Apocularum is a Tharkoldu occulttech device, the damaged remains of which currently rest atop the Ichi Entertainment building in downtown Los Angeles. This is the device that made it possible for Tharkoldu stelae to teleport, both as a defensive measure and as a means of spreading to their maximum range (no more than 500 kilometers apart). It was sabotaged by Storm Knights Abbas Sombol, Mark Dyer, and Kreya Keena-Three, preventing the initial Tharkoldu stelae triangle from expanding much beyond metropolitan L.A. The Tharkoldu are no doubt working feverishly to repair this device.

Please clarify something: both *Orrorsh* and *Space Gods* refer to Kurst's original cosm as Dairoga. However, the novels referred to it as Kantovia. Which is right?

—Dan Viger,
Bronx, NY

Well, we'd like to say, "We were just testing you," but the simple answer is, we goofed. It happens (more often than we'd like to admit). Yes, the proper name is Kantovia (ah ha, but it could be said to have been called Dairoga, a corruption of the name of

its High Lord! Huh? Huh? No? Oh, well, it was worth a try ...)

If a character's Toughness reduces the damage value of an attack below zero, does the character take one point of shock as a Minimal success or no damage at all?

—David Versace,
Vincent, Australia

No damage is done in such a case, Dave. Otherwise creatures like the Leviathan, (low DEX, high TOU) would be paste.

What relationship exists between Tharkold and the Space Gods? Orrorsh?

—David Huston,
Burlington, FL

The Space Gods regard the Tharkoldu as another threat to Earth's harmony — they have also come to realize that their bio-tech weapons are some of the most effective against techno-demons. The presence of Tharkold on Earth has made the Akashans more willing to share bio-tech arms and reality trees with Storm Knights.

For their part, the Tharkoldu respect the power of bio-tech, but consider the Space Gods weaklings who haven't the courage to challenge them. Sterret has already directed that ten Akashans be killed for every Tharkoldu slain with bio-tech.

Tharkold is maintaining a polite relationship with Orrorsh at the mo-

ment. Heketon is not a Darkness De-vice one wants to anger, especially when your realm is as small as Jezrael's. Naturally, Thratchen is not well-liked in Tharkold, but Jezrael is smart enough to know that the Gaunt Man will be back soon and she does not want to rush into a confrontation with him.

The Gaunt Man, for his part, will probably be willing to work with Jezrael for the time being, since Kranod had proven so incompetent.

I notice the promised maelstrom bridge rules are absent from Storm Knights' Guide. When are they going to appear?

—Pete Venters,
Wales, UK

As far as we know, we never promised maelstrom bridge rules for that product. We do have a few hard and fast rules established for bridges (like their *Toughness* averages about 50), but at this point we don't have any plans to publish extensive rules for them. If you have specific questions about maelstrom bridges, though, send them in, and we'll be happy to answer them.

How come there aren't response forms to Crucible of Pain and Operation: Hard Sell? This makes it difficult to get results to you guys.

Also, when is the next contest for creature books?

—RJ Hodge,
Napa, CA

We would have liked to have had response forms in both of those products — unfortunately, space did not permit it. We try to do it wherever we can.

We have not decided on what the next contest after this one will be.



Herald Messages

Who is the man "Katana?" These were the words on the lips of the Ayslish when the enigmatic Oriental hero engaged — and defeated — Wotan at Oxford as he attempted to claim Drakacanus. Wotan was transformed in a reality storm; Katana employed a powerful eternity shard to save Aysle.

— Dan Swensen,
E. Helena, MT

If the Gaunt Man doesn't come back soon, he may find a certain Horror to be too firmly "enSconced" to be overthrown.

— Greg Detwiler,
Williamsburg, PA

"We found the neighbors. They were displayed in a Tharkoldu version of a butterfly collection."

— Eliza Roma,
Los Angeles, CA

Pitiful stormers. So confident in your power. So smug in your success. Soon you will know defeat. You will feel your mind ripped asunder. You will gaze upon Raites, and you will know true power. You will gaze upon him and you will know your master.

— Tharcyl, High Lord and
Master of Matrix
(Who? Where?)

"I found Dr. Mobius to be most out of balance."

— An Akashan diplomat (and
priestess of Zinatt)

"Orrorsh, Nippon Tech, The Living Land, Aysle, the Cyberpapacy, the Nile Empire, the Akashans, and now, NOW, Tharkold. Geez, it's getting crowded down here."

— Andrew "Aviator" Jones,
Roleplayer, Storm Knight

"And I thought Orrorsh was bad ..."

— David Kraig, CIA,
commenting on the
cosm of Gaea

"Let the streets run red! Tonight we hold carnival, for I have my revenge! The Storm Knight Firestone is dead!"

— Mantooth, on the night of the
Medan massacre

"So! Rebel Kyle has returned from the dead. Sterret, see to it that he has a quick visit and a speedy return."

— Jezrael

"I tell you, I'm *not* the fabulous Frog-Woman."

— An Ayslish witch, after a *jump*
spell and a *Mistaken Identity*
card

"Friends don't let elves drive trucks."

— Dominick Riesland,
Milwaukee, WI

"And why are you calling me 'Arnie'?"

— Res Nu-3, a renegade
infiltrator from Tharkold

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Contributors This Issue:

Greg ("Where's that database stuff?") Farshtey, Daniel Gelon, John Paul Lona, Doug Shuler, Bill ("What do you mean, *everybody* played in Tharkold?") Smith, Ed ("Gee, I thought I remembered how to run that program...") Stark, and the female lead from "Mogambo"



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Here is yet another card face for the blank portions of the Torg deck, this one appropriate for the Cyberpapacy ...

Net Gain

This card may be used by the player who draws it or it may be traded to another player. The card is then set out facing the gamemaster.

With the *Net Gain* card, a character in the GodNet or the Grid may receive a +3 bonus to a use of the *net find*, *net manipulation*, *net stealth* or *net tracking* skill.

The card cannot be used to provide a bonus to similar skills used outside of the Net. *Net Gain* cannot be used to improve *net attack* or *net defense* totals.

One *Net Gain* has been used, it is removed from play.

Breakdown

Breakdown is similar to a *setback*, save for the fact that it affects only characters fitted with cyberware. The appearance of *breakdown* on the conflict line automatically results in a *cyberpsychosis* check.

Such a check inspired by a *breakdown* result adds a +2 bonus to the cyber total generated by the gamemaster to determine whether *cyberpsychosis* exists or not. *Breakdown* thus makes it more difficult to resist *cyberpsychosis*.

Next Issue: New and nasty equipment, courtesy of our subscribers!

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Feel the tension

S: V — H Setback

D: H Breakdown V —

Act: MANEUVER/TRICK

Skill A B

+3 bonus to *net find*,
net stealth,
net manipulation
 or *net tracking*
 while in the GodNet
 or Grid.

Net Gain

160

Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #22

1. Reports from Gaea that the Carredon has returned. Hide the women and children — it's True (13).
2. Spartans out to rip up Living Land stelae. Is there a Nippon-Tharkoldu mixed zone in our future? Not just yet — it's False (11).
3. Berlin a hotbed of Storm Knight activity. *Guten tag*, folks, it's True (18).
4. Mobius planning an invasion of Greece — kind of looks that way, it's True (16).
5. Overgovernor Herunut turns Good. Not in this life — it's False (18).

Continuing Report: Issue #21

1. Nippon forces planning to seize control of the Cairo underworld. Yes and no — stays at True (13).
2. Unidentified deckers from the Deep have been spotted, but not captured, in the GodNet. Did we say False? Make that True (18).

3. Glowing Nazca lines reported in the Akashan realm. Or maybe your eyes weren't playing tricks — flips to True (13).

4. A cyber-enhanced catcher has been reported on the new Quebec baseball team, part of the Consolidated North American League. Drops slightly to True (15).

The Wrap-Up: Issue #20

1. Edeinos and other Living Land denizens making a "march for life" toward Akasha. Finishes up at True (20).
2. Nile villains transform in Tharkold reality (eek!) "The Storm Knight Returns" — finishes at True (30).
3. Bi-Century Dragon Concordance about to take place in Scotland. Put away the party favors, it's False (17).
4. Japanese cars come complete with bugs and self-destruct devices. A nice steady True (25).

Quiz Kids

And the winner is ...

David Levesque of Rochdale, MA, who scored a perfect 105 percent on the Torg Trivia Quiz. Dave will be receiving a \$25 gift certificate from West End Games.

Here are the answers to the quiz, along with explanations for the ones that tripped people up:

1. d. Walter "The Truth" Jones was pitching that fateful day (see the novel, *Storm Knights*).
2. c. Laxius.
3. c. This one got a few people. The last paragraph of "The Hardpoint" section on page 34 specifically states that the hardpoint is the scale model of the aircraft carrier *Enterprise*, and provides the radius for said hardpoint.
4. e. Jeff Mills; 5. d. Heritage; 6. a. Camazotz; 7. e. Dzis;

8. b. Jilibulake is the nearest Tibetan village to the resting place of the Possibility Chalice.

9. e, 2174.

10. c. Thorvald discovered the consequences of making a pattern permanent.

11. d. Irishantism; 12. b, Karruk; 13. e, the Carrion Dogs; 14. b, a royal decree;

15. c. The mucus-covered creature from the stalenger homeworld is a restrar.

16. e. Ahastur is not a biotech weapon — it's a microorganism that improves vision.

17. a, Rat and Coyote.

18. e. Dr. Mobius has used all those names at one time or another.

19. e. By far, the question that nailed the most people. The answer is e, none of the above. On page 20 of the *Orrorsh* sourcebook, it states "The identity of Salisbury is a recent choice for the Gaunt Man, having played the part for less than a decade."

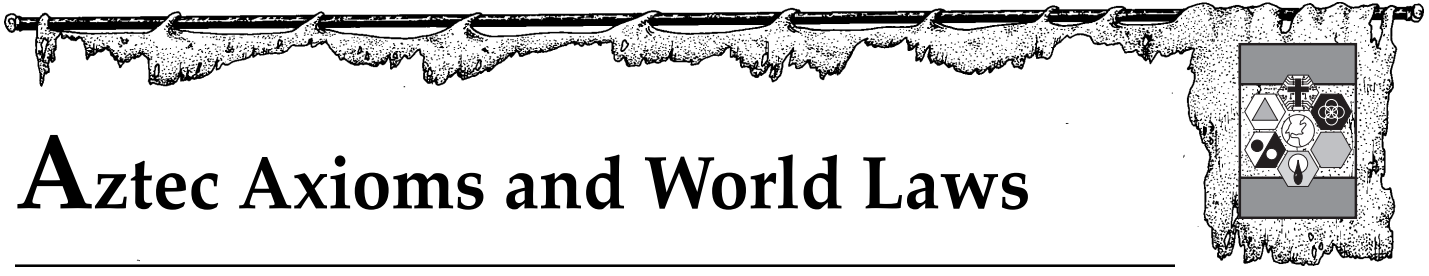
20. d, the wasting disease; 21. c, The Order of the Purple Eyes; 22. a, stelae sense; 23. e, Tech 16; 24. a, Social 10; 25. d; 26. e, Draconis Crotalaria; 27. b, the sword of Khan; 28. a, a Draygakk; 29. d, SpellChips; 30. c, *stone tunnel*; 31. d, were-tigers; 32. b, Lereholm;

33. a. Another one that brought down a few — the Penitentiary is the Cyberpapal bureau that handles litigation.

34. a, Darkness Device; 35. d, Rumostria; 36. a, Pattern knowledge; 37. c, Tarot cards; 38. b, Cartagras; 39. d, Arel; 40. a, House Daleron; 41. d, Sebaru; 42. b, Eddie Paragon; 43. c, Catequil; 44. e, None of the above; 45. a, Busus; 46. d, crocodiles; 47. b, Ungrosh; 48. e, Tanta Kallar.

Bonus Question

The child would be of the Nile's reality, as it is that into which she was born. She would not be possibility-rated until she had faced a "moment of crisis" and transcended. (Birth itself does not count as a "moment of crisis.") ☒



Aztec Axioms and World Laws

It's been quite a while since we presented a realms update in these pages, primarily because of work on *Infiniverse Update*. This update encompasses issues 19-23, and follows up on information presented in the *Update* book.

Below is a box score for this report. Listed next to each realm is the percentage of Storm Knight activity which has been directed against it (on its behalf, in the case of Core Earth). The percentages have been rounded, so may not equal 100 percent. The averages for the number of Storm Knights in a group, adventure outcome, starting and ending Possibilities and the card total are also given.

	Full Quarter
Aysle	8.6
Core Earth	4.4
Cyberpapacy	10.4
Land Below	7.1
Living Land	9.8
Nile Empire	14.3
Nippon Tech	11.0
Orrorsh	12.2
Space Gods	5.0
Tharkold	14.6
Other	2.3
Knights per group	4.1
Adventure Outcome	4.3
Starting Possibilities	43
Ending Possibilities	52
Card total	9

Aysle

All of the Aysle realm has been shaken by the news of Tolwyn of Tancred's departure from the disk-world, and the subsequent civil war which erupted there. Tolwyn traveled

with only a small portion of the Army of the Light, but gathered large numbers of followers from those House Gerrik, House Liandar and House Bendes forces remaining in the cosm.

Gareth Tancred, warned by spies of his sister's approach, met her in battle on the border between House Gerrik and House Tancred lands. Although possessing superior numbers, Gareth saw his troops being outflanked and outfought. In desperation, he sent in wave after wave of elven dragon-riders, who took advantage of the maneuverability of their mounts to strike and then fly out of range of Tolwyn's archers. Tolwyn was forced to order a retreat into the mountains and is currently planning her next campaign.

In the realm, a number of events have taken place which suggest that the battle for the High Lord's position may have been won, but no one has yet stepped forward to claim the title. Perhaps the clearest signal is that Drakacanus has vanished from Oxford, and Ardinay claims to no longer hear its seductive call. Two Aysle stelae — one at 72°N, 22°E and one at 65°N, 8°E — have been uprooted, but no Storm Knight group has claimed credit for the action, leading to speculation that the new High Lord may have ordered them pulled. This may, perhaps, be a prelude to a change in Aysle's axioms.

Finally, the Army of the Dark has launched a large-scale offensive from Scotland, with fighting currently concentrated in the York area. Spies report their target is Oxford and the capture of Pella Ardinay. Thus far, Lady Pella has refused to leave her headquarters, despite pleas by her advisors to do so.

Storm Knights have, in general, been successful in their efforts to combat this new wave of evil acts in Aysle. However, many Knights normally

based in Aysle have crossed the Channel to fight in the Cyberpapacy in recent months, not boding well at all for the future of the Light.

The Cyberpapacy

Cyberpope Jean Malraux I had grand plans for the past few months — further expansion in Spain, perhaps a second stelae triangle in North America, one encompassing New England.

Unfortunately for this High Lord, the events of Operation Central Fire seems to have shown Storm Knight groups around the world that he could be beaten. Storm Knights scored their most impressive victories in the Cyberpapacy in the first chunk of this year, preventing Malraux of making any expansions and threatening, though not uprooting, one of his North Atlantic stelae. Only swift action by Inquisition squads prevented the loss of Brest to Core Earth.

Malraux has also been troubled by events in the GodNet, beyond simply the Angel-Demon war going on in the lower levels. Now there are reports of a Net construct most unlike anything seen before, something that simply *feels* wrong. Malraux is convinced that one of his opponents has been tampering with the Net in an effort to use it against him.

Despite the Cyberpapacy's long-lasting enmity with Nippon, Malraux has thrown the support of his Church behind the new, Kanawa-backed regime in Peru (see "Nippon Tech"). A temporary truce between 3327 and Malraux currently exists in South America, since both view the Akashans as the common enemy.

Meanwhile, the Cyberpope is planning vengeance on Germany for its part in the recent attack on France. Cyberpapal agents are infiltrating Ber-

lin and Bonn at an alarming rate, gathering information for a CyberFrench strike at this nation.

In Canada, Malraux continues to encourage the Québec separatist movement, with his agents quietly assuring the more radical groups of full military support should they decide to rebel. Much to the dismay of the Canadian government, CyberFrance has made it known that they would support and ally themselves with an independent Québec.

Land Below

There has been relatively little activity in the Land Below since the defeat of the Nile-backed attempt to seize control of the Darooni Wasp Riders. However, it is known that Rec Pakken and the Kefertiri Idol have been in contact with each other regarding their grand experiment. The Nile Darkness Device is believed to have alerted Rec Pakken that disruptions in the Eastern Living Land may be related to the Land Below in some way. Events in the Western Land have kept Rec Pakken too busy to look into this situation.

Living Land

It has been another rough period for Baruk Kaah and his edeinos. Although he has enjoyed a fair amount of success against Storm Knight parties, it has not taken place when and where it counted. Stelae at 34°N, 114°W and 44°N, 105°W have been uprooted, taking with them the Western Land bridge. Coming on the heels of struggles with the Stalek cult and Nippon forces, Kaah's forces are seriously depleted. The collapse of the bridge has made obtaining reinforcements a serious problem, as an overland march of edeinos from New York would be impractical.

The one bright spot for Kaah is that he has firmed up an alliance with Sterret of the Blades and the Tharkoldu, meaning there is someone to run interference for the Western Land. Marine expeditions from Camp Pendleton near San Diego north toward the Living Land have encountered stiff resistance from techno-de-

Some other force may be behind the Terran Martian invasion

mons, gangslaves, and creatures from the Tharkoldu cosm. Although Jezrael is disappointed that she was forced to make her realm's presence known in this fashion, she does not yet feel her forces are ready for all-out war with Nippon Tech without the benefit of edeinos guerilla attacks.

Reports filtering back from the Chicago area and from the Land Below have convinced Baruk Kaah's closest advisers that Rec Pakken plans to betray the High Lord. However, their warnings have fallen on deaf ears, for reasons that remain unclear. (Perhaps it really isn't Baruk Kaah at all ...?)

Nile Empire

Dr. Mobius has enjoyed another period of unprecedented success and is now more firmly convinced than ever that he is destined to conquer the world.

Having abandoned the idea of expanding south or west, and checkmated in the east by Israeli and Arab forces, Mobius launched a quick strike north. He sent amphibious forces into Greece purely as a diversion, then sent the main body of his troops against smaller, less well-defended Crete. Although losses were surprisingly heavy, in the end the Battlegroups were victorious and Crete fell. The only remaining resistance is small bands of warriors who took refuge in the mountains.

This conquest has allowed Mobius to construct a base for possible future invasions of Turkey or Greece, and has both extremely nervous. It has also allowed him to plant two new stelae, one at 36°N, 19°E and one at 36°N, 29°E. (Suddenly, the Cyberpope's offer to aid the Italians against a Mobius-sponsored jihad doesn't seem so farfetched, although it is known that the newly-instituted Fascist elements in Italy's government have been holding secret talks with Mobius.)

A tremendous amount of Storm Knight activity has been centered on the Nile Empire, but Mobius' lieutenants have learned from their setbacks in the first 18 months of the war. The vast majority of Knights have been, at best, succeeding by the skin of their teeth and many more are now "enjoying" life in the Omegratron.

The disappearance of Wu Han under mysterious circumstances and the subsequent assassination of his successor left a void in Cairo, only recently filled by a mysterious new overgovernor, The Hood, secretly an agent of Kanawa. The Hood is believed to have been involved with recent efforts by Nippon agents to seize control of the Icarus Club.

Mobius' most recent action has been to celebrate the conquest of Crete by agreeing to his paramour's request that he "dispose of all those nasty peasants" in Ethiopia. The mobile death rays have been moved into position, and Mobius simply waits for the planets to move into a favorable conjunction before firing. Mobius apparently does not realize that by staging this massive blood sacrifice in the villages of northern Ethiopia, he is playing into the hands of the Sisters of the Serpent. They believe that such a sacrifice, combined with their own rituals, will free Wadjet from her bonds and allow her to challenge the power of Sebek. (This could really mess up Mobius' day ...)

Mobius is also concerned about reports that some other force may be behind the Terran Martian invasion of his home cosm. As yet, his agents have been unable to identify just who is backing the Martians, but for now he is content to allow Terra's Mystery Men to deal with the problem.

Nippon Tech

Nippon's extremely low profile over the past few months has paid off — although Storm Knights did take action against 3327's forces, far more went after the Tharkoldu (and almost as many bashed on the Cyberpapacy), both enemies of the Kanawans.

Overtures to Dr. Mobius have thus far not borne fruit — flushed with success after his conquest of Crete, the Nile High Lord is no longer certain he

needs help against the Cyberpope. After all, he is Dr. Mobius — who would dare to stand against him?

Nippon Tech has succeeded in planting one stela, despite the vast amount of resources being poured into the battle with the techno-demons. The stela, located in the Pacific Ocean at 37°N, 128°W, has allowed a Nippon dominant zone to fall over San Francisco, ensuring that the port will remain open for shipments of Nipponese goods.

Kanawa's top lieutenant, 7710, continues to manage affairs in Sacramento and is believed to be intensifying the search for eternity shards. Strangely enough, this is not simply to increase 3327's powers, but to prepare the Nippon High Lord for the day the Gaunt Man returns. His weakness to High Lords has been common knowledge since his defeat at the hands of Storm Knights, and it is doubtful that 3327 is the only High Lord taking such action.

Meanwhile, 3327 has implemented a plan to make a killing in the fusion market. He has dispatched the creatures known collectively as "Project V" on missions of destruction to nuclear power plants throughout Europe. The local governments, still nervous about nuclear energy after the disaster at Chernobyl, are expected to react to the devastating sabotage by looking for alternative energy sources. At that point, Japanese scientists will make a "breakthrough" and develop fusion (actually exporting extant technology from Marketplace). This will allow 3327 to maintain some illusion (for those who are still deceived) that Nippon is not a realm, but rather the technology was developed naturally. The introduction of fusion power would allow 3327 to use his more advanced equipment openly, while charging a hefty fee to any government that wished to obtain a prototype power plant (naturally, these plants would have programs built into their computers which would allow 3327 to seize control at any time, softening the nations up for a future invasion.

Another long-range plan for 3327 revolves around raising his *Tech* level to 26 to better compete with the Cyberpapacy and the Tharkoldu. Daikoku, however, does not want to

know from uprooting stela to bump up axiom levels, feeling that until the techno-demons are a serious threat, possibility energy flow should remain constant. So 3327 is considering planting stela and then tipping off Storm Knights to where they are located — when the Knights approach, 3327 will convince Daikoku to let him uproot the stela rather than let them be destroyed. Whether or not Daikoku will be thus deceived remains to be seen.

Orrorsh

A thrill of fear has recently run through the realm of Orrorsh, the like of which has not been felt in many months. Its origin is unknown, but its effects are obvious — a new sense of urgency among the Nightmares, who are goading their horrors on to greater and greater atrocities; a feeling of trepidation among some members of the Hellion Court, who feel as if they are being watched; and the utter disappearance of Thratchen from Orrorsh.

Much of this feeling can be traced back to Thratchen's recent trip to Tharkold. Agents of the Hellion Court reported back on his actions while in that realm, which could only be interpreted to mean, a) the Gaunt Man was about to return, or b) Thratchen intended to betray Orrorsh to the Tharkoldu, or c) both.

What makes this most bizarre is that, by all accounts, the Gaunt Man has yet to reappear. Certainly, he has not made his presence known to the Hellion Court members, the realm has not expanded, and Heketon remains hidden. Those Court members who believe the Gaunt Man to be dead have intensified their search for the Darkness Device so that one can replace him, now that the regent has mysteriously vanished.

Space Gods

Coar intentions to expand the Akashan "realm" have been thwarted by an unwillingness on the part of Rotan Ulka to appear as a conqueror to the people of Earth, as well as the suddenly far more hostile attitude of the Peruvian government. Although the Coar Monitors can find it in them-

selves to respect a government run by the military and dedicated to "decisive action," the Peruvians do not return the compliment. Rather, troops now ring most Akashan landing sites and all aliens on Peru's soil must account for their whereabouts at all times and be arrested as spies.


Ulka has agreed to be more free with reality tree biotechnology, and it is known that Storm Knight groups bound for the Living Land and Aysle were in possession of the seeds. Whether or not they arrived safely in those realms is unknown.

Akashan scientists have also had some success in developing new biotech weaponry and armor (to be detailed in a future issue of *Infiniverse*).

Tharkold

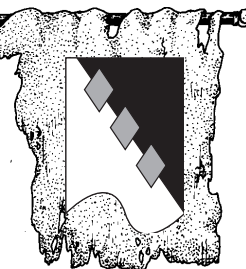
The techno-demon realm has seen an unprecedented number of Storm Knights relocate to that area in the past few months, forming organizations along the lines of the group known as Tempest Fugitive. But despite vast amounts of activity on their part, the Knights have been, in general, lucky to just escape with their lives.

Though Jezrael is pleased with the progress of her invasion so far, she has begun to consider possible locations for a second bridge. Concentrating all of her forces into so small an area is leading to friction and thoughts of rebellion among the techno-demons (apparently, Garthak is not the only one displeased with being ruled by a "female monkey").

Repairs on the Apocularum are proceeding apace, and Sterret of the Blades hopes to have the machine functioning again within the next few months. At that point, he vows, the Tharkoldu will be ready to begin their conquest in earnest. 



Dispatches and Rumors



Dispatches

1

Secessionist forces in Québec have stepped up the tempo in their campaign to convince residents to secede from Canada. Anti-Anglo propaganda can increasingly be encountered in many cities and small towns — there have been no less than three separate linguistically motivated violent deaths in Québec City, and at least five English-speaking schools have been bombed in the past month (all of the bombings took place during weekend hours, resulting in only property losses).

On a national level, the Canadian parliament, led by the Ontario and Newfoundland representatives, has asked the Prime Minister to send national guard troops into Québec City to quell any disturbances, and to not so subtly remind the revolutionaries that Québec is still a part of Canada. The Québec delegation responded by simply leaving — the province has refused to participate in any debates or votes in the past three weeks. More importantly, Jean Malraux has publicly announced that France would recognize and support, "by any means necessary," an independent Québec nation. It is known that an embassy for CyberFrance has been established in Québec City as well as in the Canadian capital of Regina, Saskatchewan.

The Storm Knights, if they don't already know, will learn that the CyberPope is actively sending military aid to various revolutionary groups. They will learn that a huge shipment of weapons is destined for Québec City, earmarked for cybergangs and anti-English terrorists. If these weapons arrive at their intended

destination, the revolutionary movement will shift into high gear. While there is little chance that Québec will find itself engaged in armed combat against the rest of Canada, it is quite likely that these weapons will help the cybergangs enact a reign of terror within the new state, and possibly seize control. Québec may quickly become an isolationist state, answering to no one but Malraux, and possibly serving as an invasion platform from which to take over what remains of Eastern Canada and New England.

The Storm Knights will have several possible approaches regarding this shipment of weaponry. First, they may want to sign on as hired hands in

The defeat of Tolwyn Tancred has dealt a crushing blow to the forces of Light throughout the cosm and the realm.

France, and then try to sabotage the ship on its way across the ocean. They may also want to attempt an armed assault at any point during the ship's journey down the St. Lawrence River. Finally, they may attempt an all-out assault on the ship while it is in port, although there will be very little time for this, since the ship will be unloading its cargo in the dead of night.

The ship is guarded by no less than a score of enhanced DroneWolves, who are cybernetically mind-controlled wolves (truly ferocious, and unlike human guards, not ambitious enough to steal cyberware). They are under the direction of three average CyberKnights (see page 83 of *The Cyberpapacy*).

DroneWolves

DEXTERITY 10

Dodge 15, maneuver 14, running 12, swimming 12, unarmed combat 14

STRENGTH 9

TOUGHNESS 10 (15)

PERCEPTION 6

Find 12, tracking 13, trick (13)

MIND 3

Test (8), willpower 8

CHARISMA 3

Taunt (8)

SPIRIT 4

Intimidation 12

Possibility Potential: none

Equipment: HallowMesh, armor value TOU+5/15; Cyberware: Neural-Cal, J-jack, BelleView 20-20 (+2 to visual *Perception* skills), DATAS transmitter (transmits wolves' visual images from Belleview 20-20 to any attuned video receiver within 200 meter range), FFO NightView (+3 to *find* and *tracking*), DATAS Snooper (+2 to hearing based *Perception*), CyberHam Receiver (to broadcast commands to wolves), TSE Bloodhound (+3 for *tracking* by scent), slashers in front paws, damage value STR+4/13, apotheduct, 5 doses MB Adrenal Booster (+3 to *Strength* and *Dexterity* for three minutes). Cyber value: 21

Note: The CyberKnights use the video broadcast units to keep tabs on what each wolf sees, and then use simple verbal commands to get the wolves to coordinate their actions.

The cargo aboard the ship, *The Holy Messenger*, includes the following cyberware, which are to be distributed to the various groups:

20 FFO NightViews, 15 DATAS Snoopers, 15 TSE LeDos, 30 Compte Trilon Tendons, 50 Trigon LeGentle +4 Cyberarms, 25 sets of +4 Trigon Body Plating, 20 sets of slashers.

Critical Event: If the characters stop the weapons from reaching the hands

of the terrorists, this is a *Good* (6+) result; allowing the cybergangs to get these weapons is a *Bad* (3-) result.

2

With Las Vegas, America's tackiest hardpoint, now freed of the influence of the Living Land, America's gambling industry has rebounded with a vengeance. Tourists have returned to the city in droves, and aside from gambling and entertainment, sightseeing into the nearby Living Land territory has become a major industry. However, along with the return of business has come the violence that is a trademark of such shady facets of society. The various factions which own Las Vegas seem to have started a turf war in an effort to consolidate power before the city gets back up to full speed — the battle for control of the city has come down to two crime families: the D'Attinio clan and the Dardissino clan; everyone else is either allied to or owned by one of these clans, or simply lying low so as not to attract attention.

This being Las Vegas, much of the in-fighting is behind the scenes, but no one is taking chances on its not becoming a true battle. The various casinos have begun sporting unusual security guards — Nile Empire weird scientist and pulp-powered villains, Ayslish giants and trolls (in tuxedos and toting automatic rifles, no less!), and rogue cybernetically enhanced Stormers. The casinos explain that these guards are in place to allow everyone around the world to visit in safety, but those native to the city are smart enough to recognize the signs of a feud in the making.

Publicly, both sides are keeping quiet about their battles because they are afraid to scare away business. There is a pressing and almost palpable anxiety in the city, though.

To get the Storm Knights involved in this situation, they may be approached by one of the casino owners and be asked to act as guards or spies. They may also be set up to serve as an appropriately colorful distraction while a real plan to wipe out a competing business leader is set into motion.

However, their activities lead them to information of a surprising nature

— the Dardissino clan is firmly in the control of Nippon Tech Yakuza. They shouldn't be aware of the Nippon influence in the city, and part of the mystery is to figure out that the turf war is between the Yakuza and American crime families instead of its being simply a feud between rival American interests. They will also learn that the Yakuza's patience is wearing thin, and that they have devised a plan to completely eliminate the D'Attinios by killing off their top leaders in a sweep of hits and picking up whatever pieces remain without any active resistance. They will also learn that only the top leaders of the Dardissino clan have "sold out" — they might be able to convince the underbosses to ally with the D'Attinio's, at least temporarily, to cast out the Yakuza. The Storm Knights should only have a couple of days to set into motion any plans before the big strike is to take place.

Critical Event: Preventing the Yakuza from taking over Las Vegas is a *Good* result (6+). Allowing the Yakuza to trigger the gang war and buy out the city is a *Bad* result (3-).

3

The crushing defeat of Tolwyn Tancred at the hands of Gareth Tancred's Dark Army in the Aysle cosm has dealt a crushing blow to the forces of Light throughout the cosm and the realm. Many of Tolwyn's most trusted and capable warriors fell in the battle, and once again the forces of Darkness, despite their pathetic lack of leadership, have the sheer power to steamroll the opposition.

One of the keys to Gareth's victory was the reinforcement of his forces by hordes of elven dragonriders. The attacks of these forces created so much fear in the ranks of the army of Light that they can truly be said to have turned the tide. Tolwyn, disheartened by the battle, doesn't know what can be done to restore good to the land of Aysle, but she has realized that there were far more dragonriders in the battle than had ever been heard of, at least by the inhabitants of Aysle proper. Any elven Storm Knights, upon hearing accounts of the battle, will also

note that the numbers of dragonriders involved in the battle are unbelievable.

The Storm Knights may decide by themselves or be asked to go to Elvenport, and then to Elveim, to find out the truth of the matter. The journey to Elveim is fraught with peril — their ship is blown off course by a storm that seems to come straight from The Limit itself, and then, as the Storm Knights are tending their wounds, they are attacked by a sea creature that seems part serpent, part whale and part dragon. Finally, a huge tidal wave sweeps their ship into Elvenport, where a single elf, MythTeller (Ayslish translation from his elvish name), introduces himself, contemptuously welcomes the Storm Knights and demands to know why they have come.

MythTeller will be greatly disturbed at the notion that all of the elven dragonriders joined House Tancred; he will reveal that only a small number, perhaps half a dozen, ventured off to battle. The rest of the dragonriders remain on Elveim. He insists that the others must have been some sort of magical illusion. He then orders the Storm Knights to leave Elvenport by the next morning, and will have nothing to do with them.

Critical Event: The Storm Knights must convince MythTeller to ally other dragonriders with Tolwyn for a *Good* (6+) result. If the Storm Knights leave without any pledge of allegiance, they will come off as simple buffoons, making it very hard for Tolwyn to recruit elven assistance in the future for a *Bad* (3-) result.

4

While venturing through the Land Below, the Storm Knights will encounter a huge tribe of edeinos scouts (if the characters aren't in the Land Below, but have ventured there before, perhaps some of their Keefee friends have come to them asking for help). The edeinos have been wandering Merretika for some time, and have proven to be quite war-like and dangerous — entire Keefee tribes have been destroyed by their murderous rampages.

The edeinos have since ventured

into the Leopard Man jungles, triggering an ongoing war between the two groups (the Storm Knights may first learn of the edeinos existence by being caught in the middle of a raiding party). The Storm Knights will have an extremely difficult time getting through the jungles, as the ongoing conflict has whipped the wild beasts of the area into a blood frenzy, while both the Leopard Men and the edeinos have called upon powerful miracles to set traps throughout the area.

The Storm Knights should eventually make contact with the edeinos to learn of their purpose here — Baruk Kaah has sent them here, believing that this area may be the source of the earthquakes and volcanoes that have plagued the Living Land in recent months. They have been sent to capture the most potent warriors of the lands and bring them back to Baruk Kaah for a ritual sacrifice to Lanala. They have also been sent to find a great temple of alien architecture, guarded by a “beast of rock”; they believe that the key to the natural disasters in the Living Land lies within the temple. Storm Knights may suspect that this temple is the Abominari Temple far to the north.

One of the optants in the group may mention that he doubts the wisdom of this plan, but the gotak will hear of this treason and have him cast out into the wilderness. The Knights may gain an unlikely ally as a result of this, but there will still be much danger in the Land Below before they can return to the surface world. If the Storm Knights themselves venture to the Abominari Temple, any magic users will feel an increasing flow of raw magical energy, but at this point, no true magic spells or rituals have been triggered (because of this energy, any spells used within 100 meters of the temple get a +3 to their effect value).

Critical Event: To return word to Earth authorities that the edeinos have ventured to the Land Below under the orders of Baruk Kaah is a *Good* (6+) result. To fail to tell anyone of this is a *Bad* (3-) result.

Rumors

1

Large numbers of edeinos and other sapient beings, and even many of the dumb animals of the area, have begun fleeing the Eastern Land in terror as a result of increasingly frequent and violent earthquakes and volcanoes.

The Delphi Council has been very concerned about this development, even though some edeinos with close contacts to Storm Knights have explained that this is merely an evacuation and not another invasion. The Council had not issued directives on the situation since there was no violence.

Recently though, things have taken an unusual turn as the Akashans have used their advanced technology to help speed up the evacuation. They are effectively airlifting many of the land's residents to the south, although the final destination is unknown.

As a result, the Akashans and their client races are encountered increasingly in border town areas, yet they will not discuss their motives (and with their superior weaponry, no one can force them to divulge that which they wish to keep a secret).

This most recent development has caused the Delphi Council to place all border military forces on full alert. The people in the border regions are afraid that this alert will turn into all-out warfare (if only due to some itchy trigger fingers), and the population is slowly dwindling as the people pull back to safer areas. The politicians are posturing that now is the time to take back the invaded lands, and the media is speculating that army and marine squads may be ordered into the jungles to sweep out the area and establish permanent settlements. Military officials, with first-hand knowledge of what the Living Land can do to the best of troops, are privately very concerned about these rumors; they're afraid of once again being asked to fight a political war with the only important factor being public opinion polls.

2

Eastern Europe may be the scene of the first open warfare between opposing High Lords. In recent months, the civil war in Yugoslavia (brought about by a decentralization of the Soviet power structure) has escalated. Pharaoh Mobius, in an effort to bring about some popular support, has been very visibly arming the Serbian faction of the war. However, various intelligence agencies have been carefully monitoring the flow of weapons — Mobius has sent much more than would seem necessary for a “small-scale” conflict such as this battle. Instead, he has sent sufficient arms and munitions (or purchased them covertly from Kanawa and sent to Yugoslavia) for a protracted campaign over a large area of territory.

When word of this reached the halls of Avignon, Cyberpope Malraux's response was swift and brutal. Within hours, hundreds of hover tanks, enhanced anti-grav low-atmosphere fighter planes and thousands of infantry poured across the border into northern Italy and straight into western Yugoslavia. In the first few hours of fighting, whole cities have been leveled, and it is suspected that Malraux will declare open war on Mobius on all fronts (not just the European theater) shortly.

3

Paris has become a vampiric battlefield. One of Sabathina's coven members, Michael, has arrived in the city. His instructions: to create a cybergang that resemble vampyres. He is to slowly transform the leaders of the gang into true vampyres and establish Paris as a base from which the new cult can act against the Cyberpapacy.

Maletritus, determined to thwart Sabathina's plan, has dispatched his human followers to the City of Lights with orders to hunt down Michael and his new gang, the Night Stalkers. Meanwhile, corpses are turning up in record numbers, their throats savaged to conceal puncture marks. The Stalk-

ers' human members do not actually drink blood, but enjoy the terror these attacks cause amongst the citizenry of Paris.

It is believed that Maletritus himself is preparing to travel to the Cyberpacy and deal with Sabathina's minions.

—Steve Crow,
North Liberty, IA

4

The islands of Hawaii have reported many strange occurrences in recent weeks. Even the Guildmaster is concerned. The stories began after a wave of dead fish washed up on the shores of the lovely resorts located there. Many of the fish seemed to be changed to a more bestial appearance — horrific mutations were enough to frighten and traumatize many who found these poor creatures. The beaches were polluted with these carcasses for days.

Most recently, aircraft and sea-going vessels in the vicinity have reported navigation difficulties near some of the westernmost isles. The rumors began to spread throughout

**Together, it is believed,
they have created an
"Isle of Doom."**


the islands and now some believe that a group of stormers, probably independent of direct High Lord control but nonetheless dedicated to evil, have set up a base of operations on one of the small, uninhabited volcanic isles nearby. Most stories tell of an unlikely alliance between a clever Nile weird scientist and a Victorian occultist shapechanger.

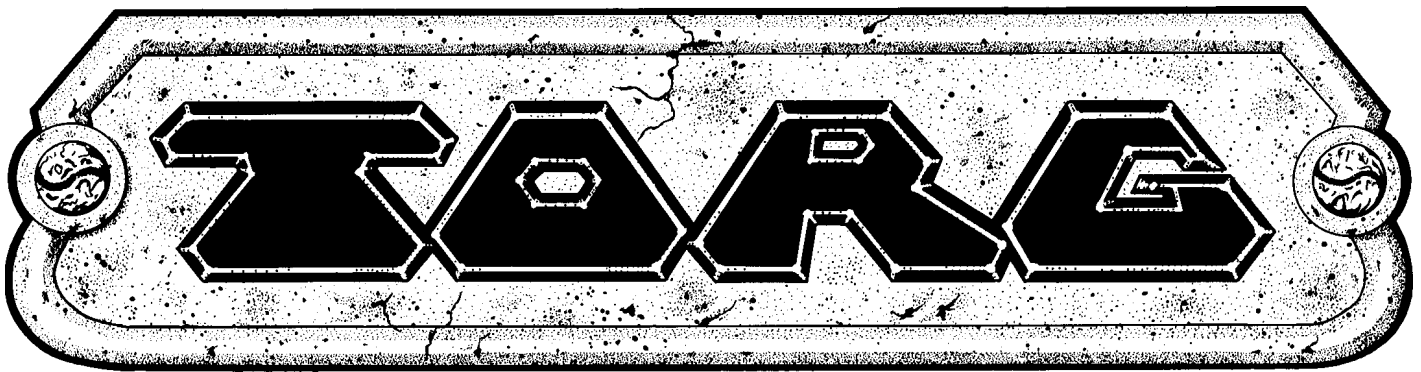
Together, it is believed, they have created an "Isle of Doom" whose cursed shores transform all who venture onto its beaches. Other stories say that those lucky enough to escape that fate fall prey to fiendish death traps rivalling the most dangerous in the Nile Empire! If the stories are true, it could mean potentially powerful allies or a rather nasty group of adversaries for any Storm Knights.

—Brian Schomburg,
Prescott, WI

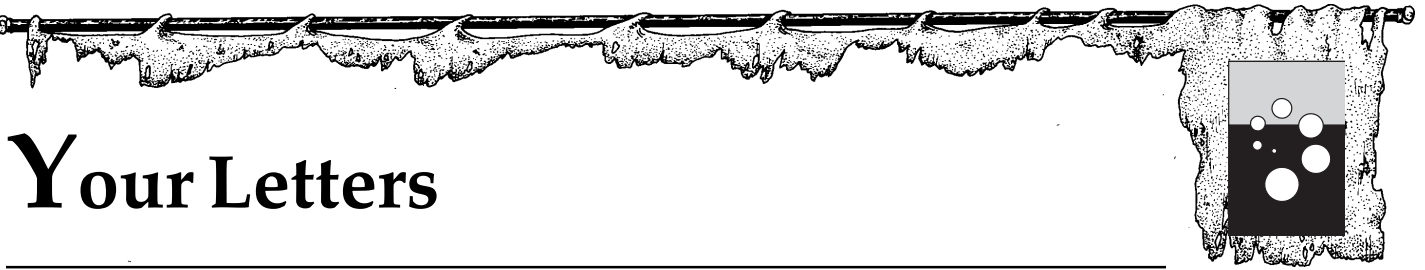
New Orleans, long a city associated with mysticism and the occult, now plays host to new horrors. Small numbers of Orrorshan agents, some bearing talismans of their reality, have begun infiltrating the Louisiana city, under the orders of an unknown Nightmare.

As yet, there have no mass sightings of horrors, save for a few amphid (descriptions of which were passed off as the ravings of drunkards). But many of those with knowledge of the ways of the dark have stated that a pall of death has fallen over the city, one most unlike anything they have felt before.

Most of the areas of Orrorshan reality currently extant in New Orleans are no larger than individual buildings — but they are structures Storm Knights who wish to live to ripe old ages might be wise to avoid. 



Your Letters



A number of people have asked for stats for the Thav-Zan Plasma Cannon from the *Tharkold* sourcebook. Here they are: Tech 26, damage value 39, ammo 10, 3-125/500/1k, price 200,000 (27). Keep in mind that it requires the *heavy weapons* skill to be operated.

Now, on with this month's letters:

In *Infiniverse* #21, you gave several methods of dealing with a "Reality Boy" character. You left out a favorite of mine, which leaves the Storm Knights potentially unsure of exactly what's going on — confront Reality Boy with a villain from the same cosm as himself.

As an example, let's say the Storm Knights are within the Nile Empire. Reality Boy is from Core Earth, while Bad Guy is also a Core Earther who has gotten hold of some gizmos. When Reality Boy tries to invoke a storm against Bad Guy, it fizzles out, yet Bad Guy is obviously possibility-rated (since you can't invoke a reality storm against someone of your own reality). And should Bad Guy disconnect, so what — he can't use the M-16 he isn't carrying, and is limited to the axioms of the realm he is in. That means he can use the electro-ray gun he has with him. If Reality Boy and his stalwart companions were expecting the storm to take out Bad Guy, this is a good example of a *set-back* without the use of the card.

— Randy Wilde,
Long Beach, CA

Sounds like a plan to us, Randy. It's nice to see people who care enough about the game to ask questions or point out problems with it, in an effort to make it better and improve future products. It's even nicer to see people who read those letters and offer suggestions for ways to handle these situations.

I am currently running a campaign where the Core Earth Darkness Device has found its High Lord. What constitutes a new cosm being invaded and subjugated, so the Darkness Device can ... "increase an attribute ... grant the High Lord 3-15 additional skill adds."

— Scott Mitchell,
Chicago, IL

"A new cosm being invaded and subjugated" refers to planting stelae and dropping a maelstrom bridge into a separate cosm, allowing your reality to take hold there. A Core Earth High Lord with a Core Earth-reality Darkness Device would have to invade another cosm (Terra, Gaea, the Star Sphere, Marketplace, etc.) and drop a bridge to achieve these bonuses. Planting stelae on Earth would not do it — remember that the alternate realities on this planet are *realms*, not cosms, and cannot be counted as such for these purposes.

Referring to Rumor #4 of *Infiniverse* #21, aren't people curious as to where a Canadian received a cyberhand from? Has Malraux's quiet invasion of Canada already been revealed?

— Jim Ogle,
Socorro, NM

See the "Realm Update" in this issue for info on the Canadian invasion. Yes, we suppose people would be intrigued by the Canadian's hand, but its presence is by no means a tip-off that the Cyberpapacy has invaded Canada. There are Storm Knights with cyber-enhancements all over North America.

The *Tharkold* sourcebook mentioned that Kreya Keena-Three was sent through to Earth as a test subject. Does this mean Kadandra is ready to

make a move to help Earth, or will they just send advisors?

— Dan Viger,
Bronx, NY

Only the Kadandrans know that for sure ...

Seriously, Dan, the presence of Tharkoldu on Earth may well be the spark that gets the Kadandrans moving. They have been hampered by having to recover from their own war. The Tharkoldu may be expecting this, however, which could explain their interest in the Kadandra section of the GodNet.

When a character enters the Net, or the Grid, what goes with him? Does he still gain *Perception* bonuses from cyberware? What about skill adds from chips? If he has an on-line SpiritChip, does the spirit in the chip come along? If the spirit does, are the decker and the spirit running duo, or are they both part of a single entity?

— Chris Butz,
Madison, WI

1. The VX images of tools carried by the Storm Knights can be brought into the Net, but their game and damage values are no longer applicable. A machine gun's power, for instance, would be derived from the *Perception* or *Mind* of the user. (See page 25 of *The GodNet* for a more detailed description of this.)

2. Cyberware counts as a tool and is governed by the same rules. A low-light eye, for instance, would not function unless the decker possessed a program that could simulate its effects.

3. Chipware can function normally in the Net (save for skill chips that provide bonuses to skills that are not *Perception* or *Mind*-based). The spirit in a SpiritChip could come along, if the decker so chose. They would be considered a single entity for purposes of running the Net.

Herald Messages

Opportunists loot while L.A. burns.
Who needs the demons? We can steal possibilities from ourselves.

— Randy Wilde,
Long Beach, CA

“Vahn Silvertongue has conquered Pyria. Will you help me overthrow him?”

— The Gray Ghost

“Who has pyorrhoea?”

— Dr. Ion-U (in one of his more lucid moments)

“The Women’s Circle, a group of female Storm Knights in Nile Empire, have tracked down Monkey Boy in Khartoum. By treating him as a boy and not a freak, we have won him away from Evil.”

— The Women’s Circle

Used motorcycle sale (150 bikes) in Redside, CA. They’re battered and have bayonet and sabre-slashed tires, but are otherwise intact. Wholesaler’s bonus: each purchase of 50 bikes nets the buyer on free Res-14/Alph laser rifle. Contact Mayor for details.

— Greg Detwiler,
Williamsburg, PA

It won’t be long!

Thratchen in on the run, realizing the Gaunt Man will soon be free. With the death of Garthak at the hands of Storm Knights, the High Lord Regent of Orrorsh stands alone ... all alone.

— Scott Mitchell,
Chicago, IL

Storm Knights have discovered Akashan renegade scientists working with agents of Nippon Tech and the Nile Empire on cloning processes. While the cloning labs were destroyed, it is possible that several key South American officials are Nile or Nippon agents.

— John Kahane,
Ontario, Canada

We have rescued US Vice-President Gregory Farrel from a Nile mining camp on the Atbara River, west of Kassala. He indicates that President Kent may still be alive somewhere in the Land Below. We are preparing for a journey into Merretika and would welcome the assistance of any Storm Knights willing either to go with us, or to guard Mr. Farrel from foul play until he is return to the public.

— Christian Avarice & Co.,
Fayetteville, AR

“When you see six dozen armored eideinos charge you from the ridge, you really begin to miss the Deep Mist.”

— Mary Caldwell,
Mercenary

“That was not a good idea.”

— Muegel-san, while he and the rest of the Harlequins ran for their lives after disturbing a dragon during lunch.

Organ Donors Needed: Are you possibility-rated, but don’t know how to aid the war effort? Donate your brain to science — weird science, that is! Top dollar paid for High Lords — lizards need not apply. Contact Dr. Doom, 555-3327.

— Brian Schomburg,
Prescott, WI

The swami Mohini makes an enemy for life doing a deal with a techno-demon and then playing an *Opponent Fails* card. Meanwhile, will Kid Java ever locate his evil clone?

— ad for this week’s “Days of Our Torg”

Tharkold is outstanding!! I thought that you had done superbly on *Orrorsh* and *Space Gods*, but Paul Hume and Greg Gorden really outdid themselves and produced a product far above my expectations. I would, however, have liked to see a few more character templates. Any plans to publish some in the future?

— Tony Perkins,
Layton, UT

Yes. There were four or five templates that were cut out of *Tharkold* for space reasons. They will be appearing, along with a number of others, in the *Los Angeles Citybook*, releasing this month.

1. Regarding your response in *Infiniverse* # 20 to Jim Ogle, can a character ever voluntarily choose to disregard the world laws of a dominant or mixed zone, so as to avoid the disconnection chance?

2. If the answer to # 1 is no, does

that mean a non-Cyberpapal character in the Cyberpapacy who tries to taunt or intimidate will always disconnect on a 1, since they are benefiting from a world law, whether they want to or not?

— Steve Crow,
North Liberty, IA

Good question, Steve, our answer to which is sure to set off another furious round of world law debate. Oh, well ...

1. No. Characters have to pay attention to their world laws and the world laws of the realm they’re in. They can only resist the effects of world laws if they have a reality bubble up.

2. Yes, that’s exactly what it means.

All right, guys, the Tharkold realm is neat and all, but it really does make a lot of sense for Jezrael to attempt to establish a realm that’s secure and uncontested by any of the other High Lords. Have her expand into Russia! It would make for a more interesting variety of settings and character-types

in my opinion.

— Michael Levay,
Roscommon, MI

Opinion noted, Michael.

Actually, Jezrael does have plans for expansion. Where? We’re not telling just yet ...

High praise for *Strange Tales from the Nile Empire*. More, more, more ...

— Tracy S. Landrum,
Columbia, SC

You talked us into it, Tracy. In addition to *Dragons Over England* (released in May) and *Mysterious Cairo* (releasing this month), look for Nigel Findley’s *Out of Nippon* in September, *City in the Sky* later this year, and in February of ‘93 the inside story of the Gaunt Man. How did he discover Heketon? What was his first meeting with Kurst? Are there REALLY no Dire Wolves left in Kantovia?

You’ll have to wait and see ...



INFINIVERSE™

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Time to take another peek into our crystal ball and see what's coming up in the months to come:

July brings the *Delphi Council Worldbook*, a look at the goings-on in Core Earth since the outbreak of the war. Just how have the countries not yet invaded been handling the insanity of the Possibility Wars? What nations are the High Lords likely to target next? What are the Core Earth world laws, and how do they work? For that matter, how does voodoo work? You'll never know if you don't buy this one.

"A" is for August, adventure and axioms — specifically, *When Axioms Collide*, a pleasant little mix of the Cyberpapacy and Orrorsh. If you thought the GodNet was nasty before, wait until you see it after a Nightmare has put his hand in ...

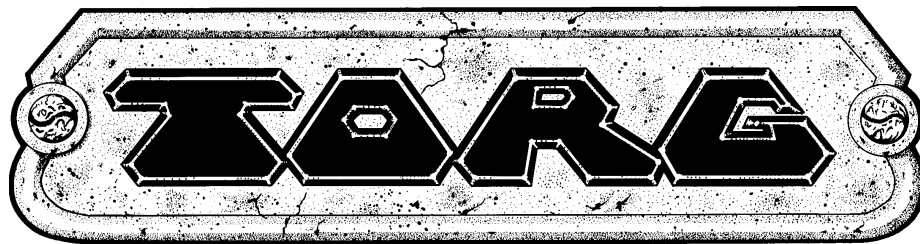
In September, get ready for the first new *Torg* novel in two years, Nigel Findley's *Out of Nippon!* We're very excited about this one, folks — it's going to start our new novel series off with a bang.

And just to make sure your heart rate doesn't have a chance to return to normal, October means *Ravagons*, a 96-page supplement by *Torg* co-creator Bill Slavicsek, detailing the Gaunt Man's awesome lieutenants. Stats, skills, details on the cosm of Tz'Ravok and Irishantism, new templates and ways to create your own ravagon player character!

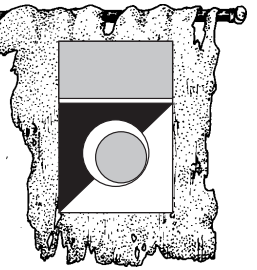
November drops the *Character Template Book* at your door, 128 pages of heroes and villains, suitable for use as player or non-player characters. This idea-filled book also includes rules for creating your own advanced player characters!

And we all know what December brings: fir trees, carols, snow, presents, eggnog, plum pudding, Santa and the Gaunt Man. (The Gaunt Man??? Gee, think I could have my gifts forwarded to, say, Nome ...?)

And, if there's a new year, February brings the *Autobiography of the Gaunt Man*, the new novel by John Terra.



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #23

1. Ayslish troll nicknamed "Zilla" seen fighting Cyberpapal forces in France. Starts out at False (13).
2. "Jane Doe," a former employee of the Guildmaster, is selling arms to both sides, angering both her ex-em-

ployer and the Hachiman Division of the Kanawa Corporation. True (13).

3. Reality trees under attack in Chile and Columbia. High Lords hoping for a brown thumb — it's True (15).

4. Strong earthquakes and volcanos reported in the Eastern Living Land, particularly around New York and northern Pennsylvania. Hasta la vista, Honesdale — it's True (13).

5. Mobius spying on his Overgovernors, prepared to execute them at the first hint of treachery. True (15).

6. Warrior of the Dark increases the size of her army and may have killed her creator, the wizard Salbane. The images are unclear, but it's True (11).

Continuing Report: Issue 22

1. Reports from Gaea that the Carredon has returned. A jump to True (18).

2. Spartans out to rip up Living Land stelae. Is there a Nippon-Tharkoldu mixed zone in our future? Just enough for a flip to True (15).

3. Berlin a hotbed of Storm Knight activity. Guess so — it's True (55).

4. Mobius planning an invasion of Greece — break out the *ouzo*, it's True (18).

5. Overgovernor Herunut turns Good. Holding steady at False (18).

The Wrap-Up: Issue #21

1. Nippon forces planning to seize control of the Cairo underworld (over Storm Knights' dead bodies, if necessary). That's more like it — finishes at True (20).

2. Unidentified deckers from the Deep have been spotted, but not captured, in the GodNet. Huge jump to end at True (45).

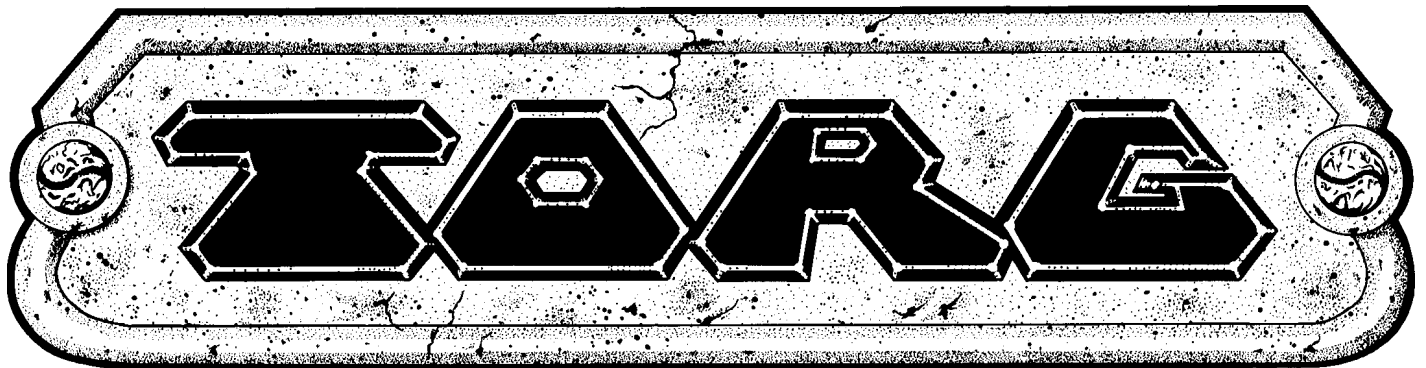
3. Glowing Nazca lines reported seen in Peru. Another flip, to finish at (drum roll, please): False (15).

4. A cyber-enhanced catcher has been reported on the new Quebec baseball team, part of the Consolidated North American League. Guess folks liked this one after all — ends at True (20).

This Issue

Our landmark 25th issue features new biotech equipment which is a product of the fertile mind of New Jerseyite Patrick Flanagan, one of the authors of *Cylent Scream*. The section on gauss weapons comes from the pen of Canadian Sandy Addison.

We're always happy to receive *Infiniverse* submissions, be they features or new rumors. Response from our readers has been great — keep it up!



New Equipment



New Biotech

(Excerpts from a report by the South American Development Trust to the Kanawa Corporation, Hachiman Weapons Division, Tokyo.)

The arrival of the so-called "Space Gods" in this cosm poses a direct threat to our financial well-being, in that they bring with them an entirely new science: biotechnology. This relies on organic rather than inorganic materials to manufacture devices; living tools, more efficient in many cases than our most advanced machinery. Many biotech "devices" are, in fact, animals, plants or microorganisms, specifically bred and genetically engineered to perform certain tasks at the behest of the user ...

While Hachiman sales remain high, even in the face of both legal and illegal biotech labs appearing all over South America, there are indications that this quarter may show a moderate to serious loss.

Suggested strategy: a two-pronged approach to weapons sales. While we maintain sales of contemporary weaponry in South America, it is imperative that Hachiman get a grasp on the principles of biotechnology. Certain operatives of the company should attempt to acquire "controlling interests" in biotech labs throughout the "Space Gods" realm. In addition, it is important to cull as much data as possible from illegal biotech, condemned by the Akashan High Council as "unethical"; if they won't sell it, we can, and corner the market on experimental biotech.

The following is an update of a previous report listing known biotech devices within the Akashan realm. These newly discovered devices are either experimental, banned or just recently developed in the black market labs of Lima and Santiago.

Pelota

This lethal weapon was inspired by the popular game of *jai alai*, played throughout Latin America. *Jai alai* is played using a small, hard ball (called a *pelota*) and a scoop-shaped, glove-like wicker basket called a *cesta*. The *pelota* is hurled from player to player, caught in the *cesta* and hurled out almost simultaneously. After watching a game, an Akashan biotengineer was inspired to fashion a weapon to simulate this sometimes deadly sport.

The eventual result was a small, spherical creature dubbed the *pelota*. This creature is covered with thick, brown hair and has a diameter of 10 centimeters. The only interruption of its otherwise perfectly round body is its mouth, a wide arc at the creature's thickest point, stretching more than halfway around the creature. The *pelota* is able to open its mouth wide enough so that it becomes two furry hemispheres linked by a small flap of skin.

In combat, the *pelota* is hurled at a target through the use of a special, smooth plastic *cesta*. The *pelota* opens its mouth wide in midair, so that if it strikes its target (doing initial damage equal to the thrower's STR+1 / 13) and gets a *wound* or better result, it can clamp down its powerful jaws and feed. Once it has locked on to a target, it continues to do damage 13 per round until removed (requiring a *Strength* total of 11).

The *pelota* is a vicious little creature, usually ravenous (needing to be fed twice a week), and can only be safely handled immediately after it has been fed.

Kros-Hek

The *kros-hek* is a horrible biotech weapon, long banned by the High

Council but now finding a market among unscrupulous consumers in the South American underworld. The weapon is a long, slender shell, shaped like a cylinder, with one end tapering off into a cone, and a small hole at the point. The shell houses the *kros-hek* itself, a virtually mindless creature.

Touching a stud set into the shell's blunt end causes the creature to extend its stinger, a long and needle-like projection, through the end of the shell. The *kros-hek* can then be used as a stabbing weapon in battle, causing damage value STR+3 / 16.

The true damage done, however, may not be apparent until sometime after the attack. The *kros-tek* uses its stinger for the act of reproduction — while it is hermaphroditic and capable of creating the initial zygote, a living host is required for the zygote to feed upon as it develops. Any attack made with the *kros-hek* that causes a *wound* or better causes the creature to inject its embryonic young into the victim. If treatment is immediately administered (a *medicine* total of 13 within the first hour), the zygote can be killed. If not, the creature will spend the first hour swimming up the host's bloodstream and attaching itself to her heart, making it considerably harder to kill (*medicine* difficulty of 22).

Over the next 72 hours, the zygote will begin to grow at an astonishing rate, feeding off its host. The act of feeding has an increasingly detrimental effect on the host as well (TOU-1 every two hours; when TOU is at 0, the host falls into a coma). At the end of three days in the host body, the creature will burst forth from the host's chest, doing damage value 25.

Within the shell, the creature is cylindrical and a pale reddish hue. Specifically bred to reproduce in that horrible manner, *kros-heks* were long ago ordered destroyed by the Akashan

High Council. However, its gruesome efficiency has ensured its survival as a weapon.

Kros-heks must be fed once a month.

Scorpion Armor

The latest innovation in biotechnology is offensive armor. Unlike other biotech suits, scorpion armor is fairly bulky (fatigue penalty). It provides a bonus of TOU+8/28.

The suit resembles a large harness and is composed of a chitinous organic substance, with 12 to 20 clumps of organic material attached with metal wire. Each clump is home to a strange and vicious creature that resembles the Core Earth scorpion. Each scorpion is physically attached to the organic growths, like a turtle in its shell, and cannot leave the suit. The wires connecting each clump are actually physiological regulators for the creatures — using electrical and chemical stimuli released through the wires, the creatures are kept docile and sedate.

A wire also leads from the suit to a pad affixed to the wearer's temple so that, with a thought, she can awaken the scorpions and rouse them to anger. The scorpions have been conditioned not to attack the suit's wearer, but will lash out at anyone or anything else. Each scorpion is "armed" with a powerful envenomed stinger at the end of its tail (damage value 17). Whenever the wearer performs a successful *unarmed combat* attack (or is the victim of such an attack), the scorpions emerge from the shells and attack (with an *unarmed combat* value of 10), using its stinger (damage value 15). This ability on the part of scorpion armor has made "the bear hug a lethal weapon," in one Storm Knight's words.

Scorpion armor is still relatively rare in the realm, found mostly among elite Monitor squads or Council members. But a few suits have made it into the black market, just the same.

Quonal

The quonal is a curious creature that doubles as both a melee and missile weapon. It is tetrapodal in shape, looking something like a four-limbed

starfish. It is indigenous to land and a muddy brown in color, with rough skin much like sandpaper. The quonal has a radius of approximately 16 centimeters from its mouth (in the center of its body) to the tips of its tentacles. Two control studs set into the creature's body allow the wielder to place it into one of two configurations:

1) With all four tentacles extended outwards, as straight and stiff as possible, the quonal can be thrown like a shuriken. The quonal becomes rock-hard in this position, doing damage value STR+3/20.

2) Folded inward, the quonal can be wrapped around one's fist to augment the damage of a punch (damage value STR+2/17, *melee weapons* skill use). In this position, the quonal also provides TOU+1/20 protection to the wearer's fist.

When not in use, the quonal can be affixed to belts or clothing with ease, as it secretes a sap-like fluid from its mouth when in repose, making it easy to stick on to things. Quonals are one of the few biotech "devices" that are used as something other than a tool — many Akashans, in fact, keep them as pets.

White Dragon

"White dragon" is the slang term for a devastating new biotech firearm, a prototype of which was stolen from a Monitor-controlled research laboratory. The Akashans' answer to the flamethrower is now literally the hottest thing on the black market.

Held in one hand, the "white dragon" is fairly compact, perhaps the size of a large pistol. Like other biotech devices, it is almost completely organic, with the outer surface being almost blindingly white (hence the weapon's nickname). The white

dragon is egg-shaped, with a small orifice at one end. A bone-like handle projects from the other end. When the user squeezes the handle tightly, the weapon spits out a viscous white glob of highly flammable material, which ignites on contact with oxygen. The fireball does damage value 26 when it hits — if a *wound* result or better is done, the flaming goo continues to do damage value 26 per round to the target until extinguished with foam or carbon dioxide or cut off from oxygen. Left unchecked, it will continue to burn until it has consumed all the fuel in an area.

The zygote will begin to grow at an astonishing rate ... at the end of three days in the host body, the creature will burst forth from the host's chest.

The flames are a ghostly phosphorescent white, and each shot leaves a trail of white light when fired, giving it the appearance of a single continuous flame.

White dragons must be fed once every two weeks. Each feeding gives it enough energy to produce five rounds of flammable liquid; after all five are shot, it cannot be used again until after its next feeding.

Gauss Weapons in Torg

At higher Tech levels, many powerful weapons are available to the Storm Knights. However, these weapons are almost exclusively energy weapons, such as laser or plasma guns. However, those who favor slugthrowers can take heart that gauss technology is also available in many areas.

Gauss weapons work thanks to electromagnetism. A metallic projectile is pushed down the barrel at a very high velocity through the use of magnetic energy — the stronger the magnetic field, the greater the velocity. This means that barrel length can be decreased without decreasing overall effectiveness. Also, since no chemical

propellant is required, a larger magazine capacity is possible.

There is a drawback to the use of gauss weapons, however: they require large amounts of power, as well as powerful capacitors to fire the projectiles at the necessary velocities.

Tech 24

At this *Tech* level, gauss weapons are only effective as vehicle mounts, as they require large power plants to provide the necessary energy.

Kanawa Rail Gun II: This is typical of the gauss weapons at this *Tech* level. Its velocity is similar to that of the 120 mm smoothbore cannon that is mounted on the M1 Abrams. However, where the rail gun has an advantage is in rate of fire.

The capacitors have two settings. For long range fire, the capacitors have a long recycling time, allowing for a stronger magnetic field and therefore enough force to accurately hit a target and do damage to it over a great distance. At close range, the rail gun can be set on a short recycling time, which allows for an effective rate of fire comparable to some machine guns. This allows for tremendous firepower at close range, but at the expense of accurate long range fire.

Ammunition is stored in a 100-round hopper and is automatically fed into the weapon.

Heavy weapons skill is required to use this weapon.

Stats: Tech 24, damage value (close range) 32, (long range) 30, ammo 100, range 100-1.5k/3k/6k, price 1 million (30)

Hachiman Ultra 2000: A military support weapon designed specifically for anti-personnel use. Range has been sacrificed for rate of fire, which, in the case of this weapon, is significant. The Ultra is designed for automatic fire and as a result cannot fire single-shot.

Due to the presence of a coolant chamber and power packs, the Ultra is too heavy to be fired from anything but a tripod or vehicle mount.

Heavy weapons skill is required to use this weapon.

Stats: Tech 24, damage value 22, ammo 20, range 3-100/500/1k, price 500k (29)

Tech 25

At this *Tech* level, gauss weapons become man-portable. These smaller weapons do not have the variable capacitor settings that are available to the larger weapons. Therefore, the weapons are built to take advantage of long-range accuracy or short-range firepower. The rate of fire on these weapons is such that single shots are no longer possible on fully automatic weapons.

Hellfire Touche: About the same size as a Barret .50 caliber sniper rifle, the Touche is a long-ranged sniper weapon designed to take out lightly armored targets quietly. The Touche has a very slow recharge time and therefore is capable of firing only one shot per round. It is also a heavy weapon, requiring a bipod to fire properly.

Heavy weapons skill is required to use this weapon.

Stats: Tech 25, damage value 25 (single shot only), ammo 10, range 20-50/2.5k/5k, price 10k (20)

FN-GAR: Outwardly, this weapon appears very similar to FN's S-90 SMG, however it is full gauss. Capable of burst and fully automatic fire, this weapon is extremely deadly in enclosed areas, the sort in which it was meant to be used.

Designed with the French Resistance in mind, the battery packs can be recharged (albeit slowly) from normal household current. Also, the ammunition used by the weapon can be manufactured in a standard machine shop using 3mm steel wire.

The rate of fire, combined with the lack of recoils, also makes fully automatic fire from gauss weapons far more effective than from normal weapons. Therefore, when the GAR is fired at full-auto, add +5 to the action and damage value, rather than +3. Note however that the full-auto burst takes up to 10 rounds rather than the normal 7. Also, the weapon does not have a single-shot setting, being able to fire only bursts and fully automatic fire.

Stats: Tech 25, damage value 18 (burst and full-auto only), ammo 50, range 5-20/50/200, price 5000 (19)

Tech 26

At this *Tech* level, gauss weaponry becomes extremely effective. The problems of variable capacity have been overcome, and now hand weapons have both long and short range settings. All known advances beyond this *Tech* level have dealt with further reducing the size of weapons and improving ammunition.


Shin-5: The Shin-5 has become the standard gauss weapon for the Race and the Tharkoldu. Given only to elite units, the Shin-5 has a variable charge capacitor, which allows for both short and long charges.

On a short charge, the weapon receives the same bonuses to full-auto fire that the FN-GAR enjoys. While on long charge, the weapon gains an effective range of over 1000 meters. Along the projectiles, each magazine contains one standard power cell.

Stats: Tech 26, damage value (short charge) 19 (burst and full-auto only), range 5-25/60/250; (long charge) 21, range 10-50/600/1.1k; ammo 100, price 7000 (20)

Shin-15: The Shin-15 is used almost exclusively by the Race. This weapon fires a single depleted uranium projectile. The rounds are individually loaded along with a projectile.

What makes the Shin-15 so popular among Race warriors is its ability to destroy most armored vehicles currently in use on Tharkold at long range. But enterprising Race warriors have come up with another excellent use for this weapon — as a sniper weapon against major demons. With the philosophy of "if you only get one shot at a demon lord, make it a good one," the Shin-15 has become the weapon of choice for many Race suicide snipers.

Stats: Tech 26, damage value 34, ammo 1, range 10-100/1k/2k, price 4000 (18) 





CHARACTER RECORD SHEET Gangster

Cosm: Terra

Background: You were one of the kings of the rackets on Terra. No crime was too big, no copper too tough for you and your gang to take on. But all that changed when the first of the Mystery Men appeared — suddenly, guys wearing tights were busting up your jobs, and clowns in hoods with funny heaters were muscling in on your territory.

When some bum calling himself “Dr. Mobius” tried to take over gangland, you ended up odd man out: You swore that one day you would find a new gang and personally gift Mobius with cement galoshes. When you heard he was hiding out in some joint called Earth, you hitched a ride with some of his boys to check out the action.

In Cairo, you managed to find some pals who hate Mobius almost as much as you do. After a while, you realized there was more at stake here than a turf war — a whole world needed your help, and you decided to give it.

Personality: Loud, tough, and constantly comparing your current situation with experiences you had while running Terra’s gangland. You often express a longing for the “good ol’ days” before there were Mystery Men.

Equipment: .45 Colt Automatic, damage value 16, ammo 7, range 3-10/15/40; Thompson SMG, damage value

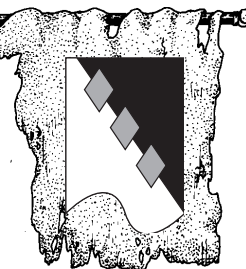
20, ammo 17, range 3-15/25/100; brass knuckles, damage value STR+3/12; holster; violin case; lighter; watch; flashlight; pinstriped suit; 100 royals

Quote: “You gonna take that from him? Where I come from, a guy gives you that kind of lip, you burn ‘im.”

Skill Notes: Your tag skill is *five combat*.

NOTES

Dispatches and Rumors



Dispatches

1

There is a major feud brewing in the Western Living Land. The Ketra Perrg tribe, which is located in the southern Oregon area, has reportedly stopped cooperating with other tribes and has refused to take missions that Baruk Kaah has ordered. The warriors of the tribe have refused conflict of all sorts; they claim to have realized that the taking of life, even those who use dead things, is wrong. Apparently, they have been pacified by a new charismatic leader, Botgarh, who is preaching noninvolvement in the Possibility Wars.

The tribe has marked off a certain area as its territory. While there are no warriors actively patrolling the area, those who enter the territory find themselves stymied by a new miracle what lulls them into sleep. They awaken sometime later — who knows how long — far, far away from where they entered the jungle.

A reporter with a local Los Angeles TV affiliate, Cindy Wayne, has heard about this tribe and has hired the Storm Knights to be her guardians while she ventures into the jungle to investigate. This would be an excellent time for a *romance* subplot to complicate a journey through the jungles.

When the characters actually do enter the jungle, they will find even the animals of the tribe's territory remarkably sedate. They will eventually meet directly with the tribe members rather than be put to sleep — the intentions of both the Storm Knights and the reporter have intrigued Botgarh, who wants to spread his

message of peace to his fellow edeinos and everyone else on Earth!

Botgarh
DEXTERITY 10

Dodge 13, maneuver 12, melee weapons 15, stealth 15, unarmed combat 16

STRENGTH 12

TOUGHNESS 12

PERCEPTION 8

Find 11, language 11, tracking 12

MIND 8

CHARISMA 12

Charm 17, persuasion 18, taunt 13

SPIRIT 12

Faith (Keta Kalles) 15, focus 16, reality 15

Possibilities: 18

Reports tell of a dark alliance between the forces of the Dark in Aysle and renegade Tharkoldu.

Equipment: Hrockt spear, living plant necklace

Critical Event: The characters should go to the tribe and find out Botgarh's true objectives. If they meet with him and find that he truly wants peace, this is a *Good* result (6+); if they end up in conflict with his tribe, this is a *Bad* result (3 or less).

2

Recently, an island in the Sea of Japan was decimated by a huge tidal wave. Hundreds of people died as the 100-meter tall wave pounded into seaside villages. The thing that is most disturbing is that the cause of the tidal

wave is unknown — seismic detectors didn't sense an earthquake and satellite photographs have revealed nothing. Instead, the tidal wave seemed to start spontaneously, as if it possessed intellect and will.

Through their contacts in Tokyo, the Storm Knights will be requested to investigate. One of their seismologist friends has theorized that Pharaoh Mobius has built a giant weird science "tidal wave machine" and intends to exact his revenge upon 3327 by destroying his island nation.

When the characters go to investigate, they will battle several large ocean predators that are completely alien to them. After that, they will be captured by Mobius' shocktroopers on a weird science submarine, but they will also learn that Mobius wasn't responsible for the tidal wave. Instead, the troops simply came to the Sea of Japan through water-filled passages in the caves beneath Earth's surface, and possibly also through the Land Below.

The characters will also learn that the submarine has planted a huge explosive in Tokyo Bay, and intends to detonate it, causing a massive earthquake to destroy the city. The submarine is on its way to the city as the Storm Knights are captured, so it is up to them to act and stop Mobius plan.

If the Storm Knights fail to destroy the submarine, Kanawa Corporation subs, patrolling the seas looking for the cause of the tidal wave, spot the sub and destroy it. However, as the characters are escaping a watery death, they spot several more of the giant sea creatures. Could it be that there is some truth to the shocktroopers story that they came through the Land Below, and if there are some sea creatures coming through now, what will come later?

Critical Event: Defeating the sub's crew and stopping the explosive is a

Good result (6+). If the Kanawa Corporation defeats the sub, the Storm Knights are discredited in the eyes of all of their Nippon Tech contacts for a Bad result (3-).

3

While in Aysle, the Storm Knights are quietly contacted by a proper English butler who requests their assistance in a most *delicate* matter. It turns out he is the servant of Miss Katherine Youngue, daughter of Baron Youngue, of the royal and honorable House Youngue, one of the lesser known but well-respected British royal families. It turns out that she requires professional escort for a journey to the families country estate, far from the city.

In fact, Miss Youngue is about to give birth to a half-centaur. The father is a common laborer who was employed by the family, but after it was learned what had transpired, he was dismissed and disappeared. He and Katherine had a great fight, and he stormed away disgusted and led into thinking that Katherine didn't consider him "good enough" to be a father for her child. He hasn't been seen since. Miss Youngue, in disgrace, has left to have and raise her child out of the view of the family.

During the course of the journey, the characters will encounter brigands and nasty Ayslish creatures, but the core of the adventure will be the slow revelation that Katherine's child isn't of fully human blood, and that she truly loves and misses the father, named Cedgewood.

As they reach the family manor, Katherine goes into labor, and the family doctor is perplexed by what is going on. He explains that he cannot safely deliver the baby without the mother dying. However, he knows that there is a centaur village only a few miles away — they should go get the village doctor and hurry him to the manor house as fast as possible. While the Storm Knights are leaving, Katherine calls one aside (whoever she has become closest to) and pleads with him to promise to find Cedgewood and tell him that she loved him, and if she dies, to make sure that the child is well taken care of, since her family will refuse to care for it.

Critical Event: The Storm Knights must find a centaur doctor to assist in the birth or Katherine will die. Finding such a doctor is a *Good* result (5+); not finding a doctor is a *Bad* result and Katherine will die in childbirth.

This dispatch may be continued if the Storm Knights want to go about finding the father, possibly leading to a tearful, romantic ending when the lovers are reunited despite their families' reaction.

4

Strange lights have been spotted in the skies over Rio in the past several weeks. They have been a source of not fear, but curiosity, as people have begun to wonder if this just indicates more extraterrestrial contact, possibly

The people of the base were large spidery aliens, with malevolent glowing eyes and long, dextrous arms.

the arrival of a new Akashan lightship or some other interplanetary vessel.

When Storm Knights arrive at the city, they see that the sightings, which occur at regular 51-minute intervals starting at dusk, have become the source of a media circus — tourists have come from countries all over the world, television cameras are recording these events and scientists are formulating theories and taking many measurements to determine what is happening.

However, the excitement turns to terror when the government sends jet fighters to investigate, and one of the fighters is downed in front of the city's horrified population. The Akashans remain quiet on the matter except to deny any involvement.

Later the Storm Knights learn what appears to be a trivial piece of information — the Cyberpapacy is shuttling a large number of diplomats from Paris to Rio and back in short order. Subsequent investigation reveals that

they are bringing advanced fusion powered vehicles into the country with them, but they are disappearing upon entering the country.

As the Storm Knights further delve into the matter, they will ultimately learn that this is all a Cyberpapal plot. First, they will convince the local population that they are being visited by aliens, possibly allied with the Akashans. Then, these "aliens," actually the Cyberpapal vehicles cosmetically altered, will attack any planes that are sent to investigate, convincing the population and the government that the visitors are hostile. The Akashans, predictably, will refuse to get involved, further seeding distrust and hatred toward them. When Rio seems to be a city permanently under siege, the Cyberpapacy will offer to bring in its atmospheric fighters to defend the besieged city, and naturally, they will have great success, earning gratitude and trust from the locals.

Critical Event: The Storm Knights must expose the Cyberpapacy's plan — if they stop innocent deaths, this is a *Good* result (6+). If no one believes the Storm Knights and the Cyberpapacy gets good public relations for stopping the "aliens," this is a *Bad* result (3-).

Rumors

1

Reports from somewhere in the Surrey countryside in England tell a disturbing story of a dark alliance between the forces of the Dark in Aysle and renegade Tharkoldu. A Storm Knight recently relayed the tale of an abandoned mansion that bore all the signs of transformation to the Tharkold reality — undoubtedly the work of a talisman or the group power *create hardpoint*. She said that it is now the base for a small band of techno-demons equipped with UltraCad MakerMods of various sizes.

The tale goes even further. Supposedly, dark mages from all over Aysle are visiting the techno-demons and exchanging information. Under their

tutelage, the Tharkoldu are compiling a collection of spells of Aysle, which they are "inscribing" on SpellChips. In return, the Tharkoldu are trading high-tech equipment and weaponry, including some occulttech, which, supposedly, will be used by Ayslish gospog and those agents of the Dark that have transformed to a more modern reality. If the gospog disconnect, their leaders feel no great loss.

Storm Knights must investigate and, if this rumor is true, they must break up the "evil Babylon" of Aysle.

—Rumor Courtesy of
Gregory W. Detwiler
Williamsburg, PA

2

A group of Bedouins recently arrived in Khartoum and told tales of a secret rocket launch site deep in the Sudan. They claim to have seen a rocket ship (its description is that of a weird science vessel) waiting on a platform and carefully attended by techs work-

ing in groups of four. All of the base's personnel were working in groups of four — or so the Bedouins report.

One of the wanderers also states that he believes the people of the base were not people at all, but monsters, "large spidery aliens, with malevolent glowing eyes and long, dextrous arms." The rest of the Bedouins deny seeing any such person, but admit that this man is their "wise man," and often visited with visions.

Could it be that the occupants of the base are truly Terran Martians, intent on launching some sort of space flight? Or are the Bedouins and their wise man seeing heat visions?

—Rumor Courtesy of
Jamie Lenandowski

3

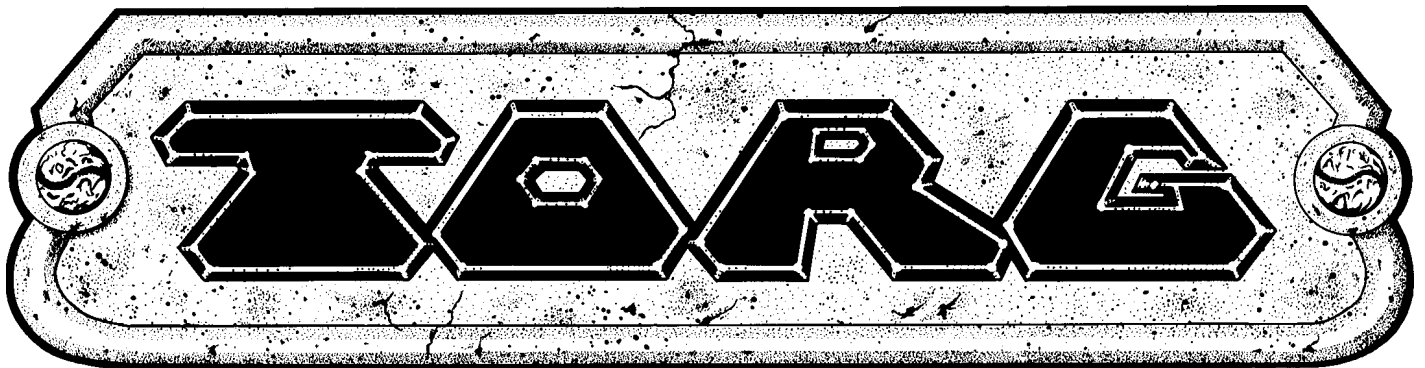
The High Lord 3327 has just gotten another headache courtesy of the Akashans. It appears that a Monitor was able to get through Nippon and into Marketplace with a group of Storm

Knights. When the Monitor beheld the pollution and despair of the cosm, she felt she'd witnessed the Akashan hell.

When the Monitor was able, she returned to South America and demanded an audience with the Rotan Ulka and the High Council. She pleaded with them (inspired by the Coar members) to allow her to take a reality tree to Marketplace to begin to save the world. The Coar members decided in favor immediately, but the Akite members are calling for delay. The council has ruled in favor of her petition, but only just barely. It is up for the Rotan to decide.

But things are already moving. Coar members and some of their allies among the client races of Akasha have begun to set out, a few at a time, for Nippon. Even if they are prohibited from taking a tree there, they intend to help the masses oppressed by the businesses of the realm.

—Rumor Courtesy of
Sandy Addison



Your Letters

I thank you for developing adventures for "veteran" characters. They've been enjoyable. *Central Valley Gate* was especially nice, because it incorporated many different cosms! I think that's the most important aspect of *Torg*. Keep it up.

Why did you put the new chase rules into *Land Vehicles*? Why not in the rules update of *Infiniverse Update*?

—Brian Schomburg,
Prescott, WI

Well, Brian, our feeling was that people interested in a new, optional vehicle rules system would most likely be the same people interested in a book of vehicles. The creation of the rules system was entrusted to Nigel Findley in his contract for *Land Vehicles*, and with some modifications by the editorial team here, that's what we published.

There was no vehicle rules system extant when we put *Infiniverse Update* together. Saving it for such a product would have meant waiting until 1993, when *Infiniverse Update, Volume II* gets printed.

1. When is the Gaunt Man going to break free?

2. Can a transformed elf retain its enhancement points in the Nile realm? (The elf transformed to the Nile reality.)

3. Is a cyborg a programmed human with cyberware? Or only a human with lots of cyberware?

4. How can I invent new Nile spells?

5. Where exactly is Jezrael? On Tharkold or on Earth?

—Alexis Diaz-Perez,
APO AAM

1. How do you know he isn't free already? Bwaa ha ha ha ...

2. Elves have enhancement packages because they are enchanted folk, not because of a world law. As long as

they're operating in a realm with a *Magic* axiom higher than 10, they can retain the use of their enhancement points, even if they transform.

However, if they have physically transformed, they are no longer elves and would lose the enhancement points.

3. Yes, cyborgs are normally programmed by their masters, be they Tharkoldu or Race, for a specific purpose (i.e., protect the Race by gathering information on Tharkoldu activities, etc.)

4. At present, we do not have a system for creating Nile spells. We are currently reviewing a product proposal for just such a system.

5. Jezrael is currently on Tharkold.

1. In the *Infiniverse Update*, the Living Land map on page 32 shows the western wheel incomplete. The western wheel is depicted again on page 62, the Nippon map, and it is complete. Which is correct?

2. Can group powers be bound into pyramids, like spells and miracles?

—Dan Viger,
Bronx, NY

1. A rare easy question. The Living Land map does not include the Nippon pure zone on the western wheel, simply because we decided to depict only the Living Land areas. The Nippon map features the pure zone and the mixed zones around it. So yes, there is a wheel of stelae there, completed by a Nippon pure zone.

2. No. Group powers can only be contained in eternity shards or within their bearers.

If Storm Knights (or anyone else, for that matter) were to throw another eternity shard into the maelstrom, would it keep the Gaunt Man trapped for a longer period of time?

—Chris Butz,
Madison, WI

Nothing can penetrate a maelstrom, Chris, not even an eternity shard. Storm Knights would have to wait for the storm to end to toss another eternity shard at the GM.

But the Gaunt Man's an old pro at this High Lord game — the odds are, having been beaten that way once, he'll take precautions to see to it that it doesn't happen again.

The mention of rules for maelstrom bridges that was brought up in Peter Venter's letter in issue #23 was originally seen in issue #9 — last full paragraph on the front page announcing *Storm Knights' Guide to the Possibility Wars*. I, too, was looking forward to them. Perhaps you could print what "hard and fast rules" you do have in an upcoming *Infiniverse*?

—Michael Levay,
Roscommon, MI

Okay, here's the complicated story of the "maelstrom bridge" rules ...

First of all, Mike, you are correct — said rules were mentioned in *Infiniverse* #9, in a section put together by an editor who is no longer here. It is possible that maelstrom bridge rules were mentioned in a preliminary discussion by him with Lou Proseri, author of *Storm Knights' Guide*, but the idea was dropped (for reasons we'll get to below) long before a first draft was ever put together.

For that reason, no one here, including the editor who worked on the *Guide*, had any idea the subject had ever been brought up. As far as we knew, there had never been any plans for maelstrom bridge rules. This is one of those snafus that occurs as a result of editorial department transitions.

At any rate, you have not missed out on anything, because at present, there are no maelstrom bridge rules. Our feeling has been that, if crossing a maelstrom bridge required a skill check, there's a good chance large portions of a High Lord's army wouldn't

make it down (particularly the Ords).

However, we recognize that (a) having announced it, we really do have an obligation to provide rules for it, at some point, and (b) there are gamemasters who'd really like to see them. So we have been in touch with Lou Prosperi, and he will be putting together an optional maelstrom bridge rules section for next year's *High Lords' Guide*. (Yes, we know it's a long wait — but there's lots of *Torg* wonderment on line ahead of it.)

Can a character use the reality skill if knocked down? Can the reality skill be used with others in a multi-action?

— Scott Mitchell,
Chicago, IL

1. When knocked down, an action must be sacrificed in order for the character to stand up (unless he possesses the martial arts maneuver *instant up*). However, the character can choose to stay prone and perform actions from the ground, and the *reality* skill could be used from there.

2. Yes.

1. Can a priest bless himself?

2. Can a character be subject to more than one bless-type (not *bless*) miracle. For instance, can a character be under the effects of *bless*, *prowe* and *sword-master* at the same time?

— Steve Crow,
North Liberty, IA

1. Yes. But he will be under the restrictions outlined on page 126 of the *Torg Rulebook* for miracles in which the same character provides both *faith* and *focus*.

2. A character can have more than one helpful miracle invoked upon him, providing they do not affect the same attribute and/or skills related to that attribute. For instance, someone under a blessing vow is receiving a bonus to his *Dexterity* attribute. He cannot then receive a *bless* that also affects *Dexterity* — he could be the recipient of a *bless* that affects any other attribute.

If Thratchen was transformed to Orrorsh and back without losing his reality adds, does this mean it is possible for a Knight to voluntarily

Herald Messages

Well, the good news is that we beat Mobius to an eternity shard and blew up his huge robot gadget. The bad news is that we lost two of our number and Mobius took Crete and Athens. Something tells us we got the short end of the deal.

— Knights of the Valiant 13th

To the League of Alternate Heroes,

Sorry we couldn't attend the Nightcrawler's memorial services. We may have avenged his death, though. While trying to escape from "big and hairy," I hit him square in the face with a signal flare. Made him so mad he rushed blindly after me, right into the great crevice. The last thing we heard sounded like a big splash.

Best Wishes,
Christian Avarice,
Enforcers of Truth, Inc.

"Tell those damned demons that Reality Solutions, Inc. has new members! Zonec of Akasha and the Kat are here to protect and destroy! Long live Coar!"

— Zonec the Monitor to
Abbas Sombol

Thrakmoss has prevailed. Resistance communities report increased hostilities. Spartans encountering major tribal movements. Deep in the interior, the jungle burns.

Baruk Kaah is dead, long live Baruk Kaah!

— Pete Venters,
Wales, UK

"Ribbit! Ribbit?"

— Another member of the
Nightmare Legion discovers
Linfir's little frog spell.

A new realm has arisen in Mexico, Central America, Core Earth. Usurping the power of the Core Earth Darkness Device, Maletretius has created a realm of vampyre reality, known as Haven.

A call for Orrorshan vampyre hunters must be answered!

— Scott Mitchell,
Chicago, IL

From Lois Plane and Blue Swan, Terran fast heroes, to all Mystery Men:

"Against techno-demons, maneuver, maneuver like the wind!"

"Gray Ghost and Captain Rogers kept Wu Han from seizing the Teotihuacan Darkness Device, but it was close. This stinking bird bath is going to draw every power-hungry maniac in the world. Somehow, we have to get rid of it!"

— Senator Trevor Talbot,
addressing the Delphi
Council

The coven of Orrorshan vampyres led by Sabathina in CyberFrance has been routed by Storm Knights. Sabathina's whereabouts are unknown, but she is believed to be travelling in Core Earth Germany.

— John M. Kahane,
Ottawa, Ontario, Canada

"Yeah, like we actually NEED another sun. We live in a DESERT, for crying out loud!"

— Last words of the crane
operator who dropped
Mobius' latest artificial sun.

(The sun is in stable condition at Mobius' memorial weird science lab.)

transform to a new reality?

— David L. Huston,
Burlington, LA

The answer we gave in an earlier issue regarding Thratchen's transformations certainly invoked a storm of controversy. But anyway, to answer your question, Dave, Thratchen did lose his *reality* skill adds when transformed. What he did not lose is his *reality* skill, itself. He had to build the adds back up again after being transformed.

A Storm Knight — say, from Aysle — who wishes to transform to Nile reality needs only find a Nile character, invoke a reality storm, and lose. But the Storm Knight will lose all his

possibilities and all his reality skill adds in the process, so he may want to find a friendly Nile character to storm with.

In your last two adventures, the number of possibilities given out has dropped. What's up?

— Sandy Addison,
Yellowknife, NWT,
Canada

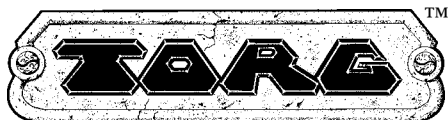
We received some complaints, particularly after the publication of *Full Moon Draw*, that we were handing out too many Possibilities. Now people are upset that we're handing out too few — we're still seeking a happy medium. ☒

INFINIVERSE™

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By the time most of you read this, GenCon will be in full swing, and West End is looking forward to a banner year in the confines of Milwaukee. We have exciting *Torg*, *Star Wars* and *Paranoia* products to bring with us this year, and we hope to see everyone there.

This month (August) brings an adventure, *When Axioms Collide*, the second by Shane Hensley, author of *Temple of Rec Stalek*. It's an exciting journey through the Cyberpapacy, with a dash of Orrorsh (and a dash is all you need, after all).

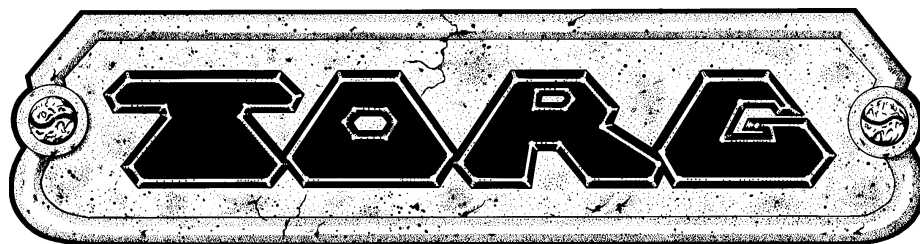
In October, watch out for *Ravagons: Dark Hunters from a Dying World*. *Torg* co-creator Bill Slaviscek really outdid himself on this volume, which includes details on how to generate player character ravagons.

In November, we present the *Character Template Book*, featuring contri-

butions from *Infiniverse* subscribers. The book includes 60 pregenerated characters, heroes and villains, suitable for use as PCs or NPCs. It also features suggestions on how to create an advanced player character.

And you'll need one in December when *The Gaunt Man Returns*. John Terra (author of the upcoming *Interview With Evil*). Illmound Keep. Dueling with Nightmares. Ravagons, techno-demons and a plot to slay a city. Ninety-six pages of fear-fraught fun, our first super-adventure.

And as a brand new year begins, travel to Tokyo with Brian Sean Perry and Genichi Nishio's *Tokyo City Sourcebook*, as they guide you through the neon-lit streets and the dark and dangerous back alleys of one of the most exciting cities in the world.





Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #24

1. Akashans volunteering their assistance, as edeinos and other Living Land creatures flee troubled Eastern Land. Opens at True (13).
2. Yugoslavia becoming a focus of conflict between the Cyberpapacy and Mobius. Is it war in Europe? Starts at a solid True (20).
3. Paris a vampiric battlefield, as one of Sabathina's minions seems to be running the show with a new gang called the Night Stalkers. The Stalkers are making trouble at True (16).
4. Have a Nile weird scientist and a Victorian occultist worked together to create an "Isle of Doom?" Maybe, maybe not — False (13).

5. New Orleans facing numerous Orrorshan intrusions. More trouble for the United States at True (19).

Continuing Report: Issue #23

1. Ayslish troll nicknamed "Zilla" seen fighting Cyberpapal forces in France. Flip-flops, coming out at True (19).
2. "Jane Doe," a former employee of the Guildmaster, is selling arms to both sides, angering both her ex-employer and the Hachiman Division of the Kanawa Corporation. Still could go either way at True (13).
3. Reality trees under attack in Chile and Colombia. Chop-chop — jumps to True (28).
4. Strong earthquakes and volcanos reported in the Eastern Living Land, particularly around New York and northern Pennsylvania. Shake, rattle and roll at True (17).
5. Mobius spying on his Overgovernors, and is prepared to execute them at the first hint of treachery. Maybe it's all just a nefarious rumor, fools! False (19).

6. Warrior of the Dark increases the size of her army and may have killed her creator, the wizard Salbane. Sharpen those pikes, as it climbs to True (18).

The Wrap-Up: Issue #22

1. Reports from Gaea that the Carredon has returned. Struggles across the line to finish at True (13).
2. Spartans out to rip up Living Land stela. Another one that barely survives the Infiniverse — True (13).
3. Berlin a hotbed of Storm Knight activity. Get out those passports, folks! True (80)!

4. Mobius planning an invasion of Greece. Athens — welcome to the Possibility Wars at True (50).

5. Overgovernor Herunut turns Good. Maybe it's all just a plot to bring Wu-Han back over to Evil ... NOT! False (18).

Contributor News

The big thing going on this month in the game industry is GenCon, to be held August 20–23 at the Mecca Convention Center in downtown Milwaukee. Everyone in the industry (including West End Games) will be on hand, and it's highly recommended!

West End will have a booth in the convention hall, and don't hesitate to stop by and say, "Hi!" and introduce yourself. We're very eager to hear your comments and suggestions for *Torg*.

For our part, West End Games will be sponsoring several demos of *Torg*, as well as our other popular roleplaying games, *Star Wars* and *Paranoia*. We'll also be putting on seminars on all of our games.

In addition, the guys from High Lord Theater will be presenting a whole new series of skits (although how they'll top the idea of a "sitcom where the High Lords all rent an apartment together" is beyond us).

In addition, there are regular adventures and tournaments running almost continuously for the whole game fair for every game imaginable, and pick-up games everywhere you look. It's an experience you definitely ought to check out! ☒

Ravagon Miracles



As a special treat for our readers, we are presenting a handful of ravagon miracles, suitable for use against various and sundry enemies.

Note that these miracles are *in addition* to those presented in the upcoming Ravagons supplement. None of the rites listed below appears in that volume.

The priests of Ravok command miracles of power. In all cases, the blessings of the Scourge provide the faithful with the spiritual fortitude to hunt and fight better, to survive and prosper in a hostile world. To perform any of the miracles listed below, a character must have at least one add in *faith* (*Irishantism*) and one add in *focus*. Most of the miracles of Ravok affect only the priest who invokes the power. Ravagons can teach the miracles of Ravok to non-ravagons, but the Scourge only bestows his holy power on those who truly believe in the ways of savagery and the hunt.

Ravagons can learn miracles of other cosms, provided the miracle fits into Tz'Ravok's axioms and can be used to aid the dark hunters in the sacraments of Ravok — the hunt, the fight, the challenge.

Inspire

Spiritual Rating: 12
Community Rating: 8
Difficulty: 11
Range: voice
Duration: performance

Effect: removes shock and KO conditions

A tzullat can call upon the power of Ravok to *inspire* himself and his companions. When successfully invoked, the miracle allows all of the priest's

companions who can hear his voice to remove all of their shock and KO conditions as though they received first aid. In addition, the priest and each of his companions can draw one card from the Drama Deck and add it to their hands.

Weaken

Spiritual Rating: 14
Community Rating: 10
Difficulty: 14
Range: touch
Duration: 18 (one hour)

Effect: increases the amount of damage an opponent suffers

This miracle can be used to *weaken* an opponent to such an extent that he suffers greater damage than usual. By successfully invoking this miracle, the priest causes his target to take damage on the "Ords" column of the Combat Results Table for the duration of the miracle.

Wing Snare

Spiritual Rating: 11
Community Rating: 9
Difficulty: 12
Range: sight
Duration: 18 (one hour)

Effect: entangles an enemy's wings

This miracle entangles an enemy's wings in glowing mist, causing him to lose the power of *flight* until the miracle ends or the snare is broken. Entangled targets cannot fly. If they are flying when entangled, they crash to the ground and take falling damage. In addition, a ravagon entangled loses some of his natural mobility — reduce his *Dexterity* by -2 for the duration of the miracle.

A ravagon can break free of the snare by making a *Spirit* or *faith* roll. The difficulty is equal to the miracle's total as generated by the invoking priest. An entangled ravagon can attempt to break the miraculous snare once per round, but may take no other action while trying to break free.

Voice of Ravok

Spiritual Rating: 13
Community Rating: 8
Difficulty: 10

Range: 25 (100 kilometers) or unlimited

Duration: 14 (10 minutes)

Effect: enables priest to make mental contact with the ravagon warlord

Once tzullats used this miracle to keep in contact with their tribe's warlord while on hunts or off fighting wars. Now this miracle is used by priests to keep in contact with Parok, the ravagon warlord. It is one of the ways Parok maintains communications with his hunters operating in the Possibility Wars.

When used to contact other ravagons, the *Voice of Ravok* sends words across a distance of up to 100 kilometers directly into the communicators' minds. The priest must have the possibility print of his target in order to use the *Voice of Ravok*. If the target is not a follower of Ravok, the difficulty increases to 16.

When used to contact Parok, the range is unlimited. As the warlord of all ravagons, Parok is their spiritual and physical leader. All share in his possibility print, and he in theirs. Ravok's voice can reach across cosms to put tzullats in contact with their warlord. ☒

Torg Questionnaire Results



Part I

The response to the first *Torg* Questionnaire (included with *Infiniverse* some months back) was overwhelming. So much so that we decided to publish the results in two parts, so that you can all see what your fellow gamers are saying.

The results we got were thought-provoking, more than a little surprising and sparked a fair amount of debate ("What? Just because he wrote 'No! No! No! No!' across the page doesn't mean he doesn't like the idea!")

So without further ado, let's see just how things turned out:

1. What are you two favorite realms?

The battle in this category was for second place. First place went to the Nile Empire, going away, with a whopping 46 votes (25 percent of all votes cast—fortunately, Ross Perot dropped out early).

Second place went to Orrorsh, with a sudden burst of speed, finishing at 29 votes. Aysle and Tharkold tied for third (an unusual pairing, to say the least) with 23 votes.

The rest of the realms stacked up this way:

Cyberpapacy	21
Nippon	16
Space Gods	12
Living Land	8
Core Earth	4

2. What are your two least favorite realms?

Living Land wins it in a landslide, with 54 votes, almost a third of the votes cast. Those of you attempting to "send a message to Honesdale" can rest assured that you've succeeded.

The rest of the results break down like this:

Core Earth	20
Nippon	18
Tharkold	18
Cyberpapacy	16
Aysle	13
Orrorsh	12
Space Gods	12
Nile	6

3. Would you want a tenth realm to land directly on Earth, or would you prefer an alternate means of getting there (dimthreads, dimensional rifts)?

Of the people who did want to see a new realm, the majority do not want to see it come to Earth: 39 people voted for some alternate means of finding this new reality, while 26 would be perfectly happy to see it attack an already beleaguered Earth.

4. What products would you most like to see?

Sourcebooks and other supplements were the overwhelming winner in this category, with a grand total of 57 votes. But adventures made a good showing as well, with 33 votes (and what a coincidence, we have one coming out this month. Who says we don't pay attention to our audience?)

5. Would you like to see a *Torg* board game?

Wow. What a horse race.

The "yes" faction ended up with 43 votes, while the "nos" weighed in at 36 votes. What makes it even tighter is that many of the people who don't want a board game REALLY don't want a board game, while a few of those who said "yes" sounded like they thought we were going to come over and beat them up if they said "no." That sent the margin of error on this poll up, so it is effectively a dead heat. Only time will tell.

6. What is the most difficult realm to play in?

This one was our fault, for a badly phrased question. What we meant was, which realms are difficult to play in because there are rules problems or a lack of source material. Many people caught on to this, but some interpreted the question to mean, "Which realms are you most likely to die in?" (That accounts for the high number of Orrorsh votes here, judging from the comments attached to the question.)

Putting those aside for a second, again the Living Land claimed the dubious distinction of winning, with 32 votes. Cyberpapacy also had a respectable 16 votes in this category, and here's how the rest came out:

Orrorsh	25
Tharkold	10
Nippon	6
Aysle	4
Space Gods	2
Nile Empire	1
Core Earth	1

As for *Infiniverse*, the most frequently voiced complaint was about product previews featuring material soon to be published. Fear not, readers, we have taken your advice—which is why the ravagon miracles contained in this month's issue are ones that will NOT be appearing in that volume.

The vast majority of people seem to be pleased with the newsletter, particularly the fact that their responses have a telling effect on the game line as a whole. Many people asked us to add pages, something we'd like to do but do not have the manpower to accomplish at present.

A few people asked us to drop the four-page center section entirely and put in more rumors and dispatches. This is something we are reluctant to

— continued on page 12



Dispatches and Rumors

Dispatches

1

Rumors of communication between the High Lord of Tharkold and the new High Lord of Aysle (whoever that may be) are running through the court of Pella Ardinay. They came from Norway, down through Scotland, and into Oxford like a serpent striking at the realm's heart.

The forces of the Light are in a panic. Without Tolwyn Tancred (who left for the cosm of Aysle some months ago), the generals of the armies are leaderless. Ardinay herself seems exhausted most of the time, and quite disoriented. Word has gone out to Storm Knights: defend Aysle or a new darkness will cover the land.

Recent reports state that there have been gruesome slayings in southern Norway and Scandinavia, where it is rumored the Warrior of the Dark has been operating. But these attacks do not seem to bear her signature. While she is a brutal fighter, and cruel to her enemies, she is more determined to win her objectives than perform torture on seemingly unrelated victims.

At first, the intelligence gatherers of Norway, England, and Aysle thought the Warrior had summoned up some powerful spirit to aid her in her quest for the High Lordship. But, as the most recent reports tell, this seems to be untrue. Instead of an undead spirit or terrible wight hovering over a mangled body, a witness saw a demon bound in iron and steel. Its eyes glowed like fire as it licked the blood from the still-twitching corpse. The witness (who was driven half-mad by the sight) swears that it also used some sort of spell to cast a beam

of burning light from its hand and destroy a solid oak door during its departure.

The Storm Knights must investigate this terrible event, and, hopefully, kill or capture the culprit. The town where this occurred is on the southern tip of Norway, but other occurrences in nearby towns have been reported over the last month.

The creature performing the attacks is an Alpha techno-demon, named Kritchek, in the service of Jezrael. She has made overtures to the Warrior of the Dark — should the Warrior need assistance in claiming the High Lordship of Aysle, Jezrael will provide that assistance ... for a favor to be named later.

helps him to relax.

So far, the Warrior has been pleased. She admires the savagery and energy of the demons, not to mention the control they have over those they dominate (none of Kritchek's bodyguards has been allowed to attack anyone). Now she is waiting to see how they fare against a Storm Knight group.

Critical Event: Finding and killing Kritchek and his bodyguard — their stats are on pages 87 and 88 of the *Tharkold* sourcebook — is a *Good* (6+) success. Additional points are to be given to Knights who learn a little of the plans between Jezrael and the

A witness saw a demon bound in iron and steel; its eyes glowing like fire as it licked the blood from the still-twitching corpse.

Kritchek bears papers making this overture, and also discussing possible attack plans against the strongholds of the Light. Seizing these would be a great boon for any Storm Knight group.

The reason for the killings is simple. Being an Alpha, Kritchek is not used to venturing from his pridehold at all — and seldom with such a small retinue. He currently only has three techno-demons as bodyguards. He was not allowed to bring any gangslaves. This mission is supposed to be secret.

But Kritchek is kept cooling his heels as the Warrior of the Dark considers Jezrael's offer. In actuality, she is studying the demon and his servants, hoping to analyze their tactical worth and abilities. Kritchek has grown tired of waiting and, once every few nights, he abandons his "monkey form" and attacks someone. This

Warrior. Seizing the papers Kritchek carries is also good. A *Bad* (3-) is one that allows Kritchek to escape or win the battle. He will retreat immediately to Tharkold upon being discovered, knowing that his usefulness as a courier has ended (of course, he would love to carve up a few Knights first).

2

Since their arrival on Earth, the Akashans have been fighting many foes — the Comaghaz the chief among them. But, with that threat somewhat dormant (at least they haven't taken over the planet yet), many of the Akashans and their client species are beginning to ache for their homes among the stars.

Chief among these are the Larendi. Even though their world was conquered by the Comaghaz, many

Larendi wish to return to the stars themselves. The trip from their homes to the Earth was brief, but it gave them an appetite for soaring beyond the atmosphere in the great biotech ships of the Akashans.

One Larendi in particular — Zeh Yuro, he is called — wants desperately to find some way to travel beyond the confines of the Earth again. It is rumored that he has become obsessed with the idea and will go to any length to realize his dream.

Very recently, members of Yuro's nest reported to the Akashan Council that he was seen in the company of Cyberpapal agents near Rio de Janeiro. When asked about his meeting with these enemies, Yuro was uncharacteristically silent.

More and more, the Larendi distanced himself from the members of his nest, they reported, until, one day, he disappeared entirely. It was at this point, out of concern for their nestmate, that the members of his family reported him to the Council.

After reviewing his history, it seems unlikely to most of the members of the Council that Yuro would ally himself with the Cyberpapists for a chance at space travel — but they do not rule out the possibility. They are eager to find out the truth, however, as Yuro was leader among the Larendi and knew much about the inner workings of the Akashan realm.

If Storm Knights are willing to venture into Rio and search for Yuro, the Council will pay handsomely in either Earthly currency or equipment for his return — or information about his fate. They believe the mission will be a dangerous one, because recent Cyberpapal activity in the city has increased greatly. Rio has become the hardpoint of resistance to the Akashans and a haven for those who hate or distrust them. The Cyberpapacy capitalizes on this feeling, and it promotes the hatred of all those who would help the Akashans at all.

Zeh Yuro is a typical Larendi except in one sense — he has allowed his passion for space travel to overwhelm his dislike of “dirty” technology. He has learned about the tools of Earth and the Cyberpapacy and may be carrying items of technology around with him — if he is still alive.

Critical Event: Finding Yuro (or learning of his fate) is a *Good* (6+) result. If the Knights are actually able to return him to the nest, they will get additional rewards. Yuro may or may not have allied himself with the Cyberpope — he may not even still be alive. Whatever has happened to him, the Knights must find out.

Not finding out is a *Bad* (3-) result. Whatever happens, the Knights will almost certainly meet with resistance from Cyberpapal agents, anti-Space God people, and renegades from the realm — usually other client species

Critical Event: If the Knights are going to learn the truth of these rumors, they are going to have to infiltrate either the Guildmaster's headquarters, or a Kanawa-owned subsidiary and find out for themselves. The latter is the much easier choice — if Kanawa really is in the habit of betraying its hirelings purely for the sake of eliminating them, they will be in a position to do something about it.

Have the Knights seek employment either in Nippon or in a company allied with Kanawa. Either that, or they

Zeh Yuro is a Larendi who wants desperately to find some way to travel beyond the confines of the Earth again.

that have grown disenchanted with the Akashan High Council. It is also very likely that the Comaghaz are somehow involved in this splitting of Larendi and Akashan.

3

More reports of aggression by 3327 against the Guildmaster of Hawaii have been heard by Storm Knights operating in and around Japan. Rumors state that Guildmaster representatives have been targeted for “sanctioning” by the Nippon Tech High Lord. Storm Knights have heard that representatives of megacorporations have hired Knights through the Guild, only to betray and kill them.

But this may be only a propaganda ploy. Ever since the Guildmaster “set up shop” last year, she has been at odds with the Nippon High Lord and his megacorps. Refusing offers to work directly for him, or to “sign over” names and locations of various stormers and Storm Knights, she has made it known that she will remain independent of any outside control.

Kanawa, however, is also in the habit of hiring stormers and even Storm Knights from time to time. Perhaps the “reports” of betrayal and assassination by Kanawa employers is only a blind set up by the Guildmaster to eliminate the competition.

can try to break into their computer net. Either way, they will come into conflict with Kanawa's agents (if the rumors are true), Guildmaster agents (if they were false), or both (if they are extremely unlucky).

Finding out the truth is a *Good* (6+) result — whichever way it goes. Being run around in circles and not determining which rumors are true and which are smoke screens is a *Bad* (3-) result.

4

When the Cyberpapacy “took” Quebec, it did it with a minimum of propaganda and excitement. The Cyberpope, normally hungry for media and public attention, toned down his approach to a bare minimum.

Still, he had to either bring in or convert 25,000 people or more to his religion before the stelae could be planted and the bridge dropped. Now, many of those people are consumed with an evangelical fervor that cannot remain “under wraps” for long.

Public displays of cybergear have been discouraged by the Church, but that has not stopped many from flaunting their “metal.” More and more, the people of Quebec are looking towards France and Malraux for spiritual guidance, and the “secrecy” of the realm cannot be maintained much longer.

Currently, the Delphi Council has assisted Malraux by turning a blind eye north. They are suppressing reports of a new invasion site, fearing that opening another front in this war will lose them more control than ever over their already teetering populace. Storm Knights, acting on their own, could tip the balance.

It is known, to a select few, that the GodNet now extends, via satellite, into certain areas of Quebec. Malraux has used it to monitor and “adjust” television and radio programming — much more subtly than most would give him credit for. The Knights have heard of this and, if they can tap into his communications — either through the Net or right at the television or radio broadcast stations — they can remove the “shades” that cover his obvious propaganda. While this will undoubtedly hearten Malraux’s supporters — they will think the Cyberpope has finally unveiled his glory to the people of Quebec — it will awaken, alarm and strengthen resistance both in the Quebec Zone and throughout Canada and the northern regions of the United States.

Critical Event: The Knights either have to break into the GodNet and

means no one is informed and the fight must continue to awaken Quebec.

Special: If the Knights are able to perform the mission, they get an *automatic* Glory result — as far as planting a story seed goes. They do not get the three possibilities unless they have the card. If they *do* have the card, they do not have to get a 60+ roll to make the Glory result happen — they can just turn it in when the success of the mission is assured.

Rumors

1

A controversial cartoon based on the Possibility Wars is slated for a mid-summer release. The cartoon, called “Reality Rangers” is based loosely upon an Arizona-based Storm Knight band and their exploits. The controversy is that the show depicts a mysterious eighth realm in Japan, with a reportedly detailed account of how the invasion was accomplished in the show’s first episode.

Rumors of an invasion of Japan have now become almost-mainstream

Storm Knights working against Malraux may find both the Yakuza and the Italian crime families assisting in their efforts.

find their way to the Quebec areas, or they have to make an assault on a Malraux-controlled television or radio station. Then, when they are in place, they have to “alter” the programming of the station — they have to remove the “subtlety” from Malraux’s concealed doctrine and actually broadcast his true message of hate, prejudice, and fear.

A *Good* (6+) result allows the Knights to broadcast the “truth” and unveil Cyberpapal Quebec to those who will see. Undoubtedly there are more supporters of Core Earth in the Zone than of Malraux — but for every day they remain uninformed, Malraux gains more followers. A *Bad* (3-) result

news, becoming the subject of speculative articles in fringe journalism. The activities of Storm Knights in Los Angeles, which expose the true nature of Japan, haven’t reached the attention of the public because the mainstream media has chosen to ignore the story as “incredible,” at least for the time being.

Several Japanese-American groups have decried the show as in “poor taste” and “intentionally provoking anti-Japanese sentiment and Japan bashing.” Some have gone so far as to call the show’s producers racists and fascists. 3327 has remained behind the scenes, but nevertheless is exerting much influence to dissuade sponsors from supporting the show.

The show’s producers, who strongly believe that Japan has been invaded, hope that the controversy brings the rumors to the forefront of the media and that the American public will demand a full investigation. Even if the show is suppressed, its producers intend to release the episodes via black market outlets to reach Storm Knights and the American people at large. If the plan is successful, 3327 might be unquestionably exposed as a High Lord ...

—Dan Viger
Bronx, NY

2

Ayslish Corsairs have gone to the Mediterranean to check out the fun! Taking advantage of the high magic axiom and the world laws of the Nile Empire dominant zone now bridging from Africa to Crete, they have been successfully preying on much more powerful modern ships.

Now, the Mediterranean’s sea lanes are a curious mixture of Cyberpapal high-tech ships, U-boat style Nile submarines, and magically enhanced 17th century pirates! It is believed that the Corsairs are building a secret fortress somewhere along the Tunisian or Libyan border with huge vaults for the vast treasures they are collecting.

It is believed that there are no less than five different groups of pirates who have taken up residence in the area, with at least a score of ships. They seem to use complex magics to conceal themselves, possibly turning invisible. Then, when a ship is most vulnerable, the pirates drop their magical protections, raise the Jolly Roger, and steal all goods and valuables from the victimized ship. So far, no one seems immune — Cyberpapal cargo ships, European cruise liners and even some Nile Empire military vessels have fallen prey to the scurvy dogs!

There is no word from Aysle itself to learn of Ardinay’s reaction. Some believe that she is outraged by these actions, but others seem to think that she is quietly encouraging these actions in order to distract Mobius and Malraux. Others think that she is simply too busy to turn her attentions to the Mediterranean, and that it is the problem of Mobius and local officials.

Curiously, the pirates seem not to have been truly affected by the Nile's inclination, at least not yet. In fact, the pirates seem to be operating by their own curious code of honor. No civilians have been harmed, and only those military officials who have fought with the pirates have suffered any injuries — those who have proven especially troublesome have been forced to walk the plank, but that is to be expected. Those who submit and follow the or-

or *removed* somehow. Those that have remained have been crushed by the force of the sea water — some scientists are theorizing that some kind of device was used to weaken the steel and other compounds the rigs are made from. Then, the sheer pressure of the water collapses them.

The Kanawa Corporation's scientists are at a loss to explain who or what did this to the rigs. They theorize that the change might be the result of

tical about partnering with these Japanese criminal masterminds.

However, the Yakuza already seem to have two major, if cautious, takers on the offer. It is believed that the major Italian and South American criminal organizations are receptive to the concept. While at this time the centerpiece of the agreement seems to be a sturdy drug trade, it is suspected that the Italian Mafia families are ready to strike out at their own government, while also infiltrating the Cyberpapacy through drugs, money laundering and numerous other schemes. The South Americans are simply looking for something to assist them in their efforts against the Akashans and local governments, while also recouping lost profits from the invasion of the United States (due to the fact that nearly half the country has been taken over, the demand for drugs has plummeted to half pre-invasion levels). In addition to drugs and weapons, the Yakuza also seem to be freely trading information, although whether or not the Yakuza are telling everything they know is debatable — this organization is especially known for half-truths, deceit and withholding information. However, what the Mafia and South American drug cartels have already learned has proven invaluable, giving them "ins" in important government offices, warning them of impending crackdowns and possible spies in the organizations. Of course, no one knows where or how the Yakuza got its information.

In these days of the war, politics truly are making strange bedfellows. Storm Knights working against Malraux may find both the Yakuza and the Italian crime families assisting in their efforts.

The Yakuza are still considered hostile to most American criminal organizations, both those of Italian and Asian origin. However, the Yakuza is slowly attempting to turn the situation around to its advantage. ☒

Now the sea lanes are a curious mixture of Cyberpapal high-tech ships, U-boat style Nile submarines, and magically enhanced 17th century pirates!

ders of the pirates are often simply set adrift in life boats only a few hundred meters from a shoreline, and then local authorities come to the rescue while the pirate ship drifts off to sea, unscathed.

While the pirates are not purely evil, neither are they wholly good in their actions — they are taking treasure for the action, excitement and fun of the moment. They seem to be ambivalent about the larger struggles of the Possibility Wars — those are beyond their concern, especially where there is money to be made. It is believed that with continued residence in the Nile Empire's boundaries, the Corsairs will soon switch to a definite inclination.

3

Kanawa Corporation exploratory oil-drilling rigs near Antarctica have been disappearing at a remarkable rate. While the Kanawa Corporation has tried to keep the existence of the rigs secret, word has leaked out as several teams of officials have been sent to the sites to determine what has happened.

The rigs themselves are fully submerged in the frigid waters. Investigators have learned that no less than a dozen of the units have been destroyed

some new weird science gizmo of some kind, or possibly an unknown magical spell, but these are just random theories desperately trying to explain that which is unknown.

For now, the mysteries of the deep will remain so, but how long will it be until man-made constructs in warmer waters suffer a similar fate? And will these kinds of attacks be doled out only to Kanawa Corporation constructs, or will they be more indiscriminate?

4

The Japanese Yakuza is extending an offer of cooperation to other criminal organizations around the world. Apparently the Yakuza believe that by working with other criminal types they will be able to achieve higher profits and more pervasive influence than attempting to muscle their way into foreign lands with inadequate contacts (as has proven difficult for them in the past).

Perhaps what the Yakuza can best offer is easy access to equipment and weapons, in exchange for a portion of the increased profits. The Yakuza seem to be much more conciliatory than in the past, but many other crime families and organizations are openly skep-

Your Letters

Some questions about spells and other things came up in my campaign:

1) Is the damage value of a *lightning bolt*, as determined by its conjuration, modified by the bonus number of the attack roll?

2) Can *increase weight* also be used against objects, e.g., for immobilizing a car?

3) Can *telekinesis* be used as an offensive spell by hurling things at opponents? If so, how are attacking and damage calculated?

Is it possible to grab a person by a part of his clothing (e.g., a belt) and then do damage to him by smashing him into an obstacle?

4) Does *heal* give an immediate additional recovery roll, or is the bonus simply applied to the next one?

5) Why does Amethyst in *The Possibility Chalice* take a Wound from spell backlash? Is this simply to give the Knights an edge, or can Backlash damage really not be erased by spending Possibilities?

—Rainer Nagel
Mainz, Germany

1) The spell's effect value of 20 is affected by the bonus number.

2) No. Since we know the spell's pattern knowledge is *inanimate forces*, it would have to use *living forces* as a result knowledge to affect living things. The spell's write-up specifically states opponents, implying living things.

3) Since the spell doesn't specifically state otherwise, it would be safe to say that objects being affected by *telekinesis* move at a rate of 0, or one meter per round. Therefore, the spell probably wouldn't be an effective form of attack—however, the sheer weight of the object still would do crushing damage equal to the weight of the object.

A person could be hauled around by their clothing using the *telekinesis major* spell, but not very fast.

4) A roll is made immediately, but it is considered the character's healing roll for that day. It does not give an additional healing roll.

5) We can only assume that Amethyst's *fireball* spell, which was altered from the standard spells, had a much higher backlash (enough so that he suffered a wound even after spending a Possibility to reduce damage).

One question on the *Tharkold* sourcebook. The renegade infiltrator template has a tag *Spirit* skill called *cyberpsyche*, but I cannot find an explanation of this skill anywhere.

—Sam Thornton
Essex, England

Cyberpsyche is explained on page 138 under "Cyborgs." This skill replaces *Spirit* when making cyberpsychosis checks and may only be taken by cyborgs.

There is a situation that keeps arising that the rules don't seem to help me resolve. If a number of Storm Knights try in succession to individually perform a single feat (e.g., pick a lock), how do I stop them from rolling die after die until someone is successful? Or, similarly, how do I penalize a single player who tries the same action repeatedly?

—Lt. Stewart Jesse
Ft. Irwin, CA

There's no reason that Storm Knights couldn't continually attempt this kind of task, just as in the real world, you can repeatedly try to pick a lock and hope that some time you can figure it out.

On the other hand, you can always use story-telling factors to manipulate the story along, such as having bad guys show up, etc. To discourage the "do it until we get it right" syndrome, if locks have alarms on them, or guards show up, or other kinds of

complications, the players may change their tactics.

When figuring Cyber values for a character, is the value listed for tendons and similar equipment for each limb? Do I double the value for two arms, or is that value for the whole body?

—R. Hodge
Napa, CA

The values listed are for each limb. If you have slicers on both limbs, for example, you would get double the cyber value.

1) Since Huitzilopochtli is actually not Core Earth's Darkness Device but Kantovia's, does this mean that there is a Core Earth Darkness Device still at large?

2) When will we get statistics for the disfigured humanoid creatures that appeared in the *Tharkold* sourcebook? The creature on the cover looked wicked!

3) Does the Living Land have world laws?

—Christopher Scott
Windsor, MO

1) That's a good question. We could be boring and say, "No" or ...

2) Most of these creatures are highly "modified" members of the Race, and can perform any number of roles: scientist, guardian, researcher, pain master or any other task the Tharkoldu think of. Some are enhanced by the Tharkoldu, while others merely disfigured.

3) The information on pages 65 to 71 of the *Living Land* sourcebook can be considered the world laws of the realm.

Does the Cyberpapal miracle *cure disease* work against the Comaghaz plague? Can Cyberpapal agents use the plague in conjunction with *alter*

disease and stay disease to disrupt rival realms and frame the Akashans in the process?

—Gregory W. Detwiler
Williamsburg, PA

As stated on page 20 of the *Space Gods* sourcebook, *cure disease* can return the disease to its first stage dormant and noncontagious stage. However, the difficulty for the miralce is not that which is listed in the *Cyberpacity*, but the difficulty listed on page 20 of *Space Gods*.

Alter disease and *stay disease* can also affect the Comaghaz. For those who want to try the magic route, Ayslish magicians theorize that the Comaghaz is *entity* knowledge, although it is known that living forces will affect it. The biggest problem with affecting the Comaghaz is for the wizard to actually perceive the disease.

Central Valley Gate needs some serious revision. Melee weapon damage is frequently incorrect. Certain armor values are wrong.

—David L. Huston
Burlington, LA

The differences in weapon and armor values were unintentional. However, just as not all guns do identical damage, not all swords or types of armor are identical in capabilities.

We recently received this letter and thought the information might be especially useful to all of you ...

As far as I am concerned *Torg* is the best RPG of all the Infiniverse. The world is fascinating, and the system is easy and useful.

Of all the eight adventure realms, I like *Nippon Tech* the best, though it has some problems. Some of the names for NPC's don't sound at all like Japanese names. For example, "Ryuchi Kanawa" doesn't sound at all like a Japanese name; it should be "Ryuichi Kanawa." Names like "Hama Kokoru" are much worse.

Herald Messages

Aysle realm is gone for good! Rebel Kyle, using an undisclosed process, has trapped Drakacanus in an interdimensional time loop! The stelae have been removed and are being replaced by more reality trees. Ardinay working on spell to connect the new Aysle realm with Aysle cosm.

— Joe Farrell
N. Merrick, NY

Storm Knight reports indicate severe volcanic eruptions in the eastern portion of the Living Land are connected to Pyrian Firetamers' attempts to conjure up their god's avatar. But something seems to have gone wrong ...

— John M. Kahane
Ottawa, ONT, Canada

The Black Diamonds are no more; having been vanquished by the Race warriors and Storm Knights.

Aras-ben Hav' Wax Museum was changed in a reality storm which transformed him to cyberpapal reality.

Next stop for the Tharkoldu,
San Francisco

— Scott R. Mitchell
Chicago, IL

"What do you mean you are on our side? You are a demon ..."

Blam! Blam! Blam!

"Sorry about that. So, you are on our side."

— Slash the Flash
Stormer in LA

"Hm ... cybernetic penguins armed with rockets. They could infiltrate Avignon and destroy Malraux. Yes, it could work!"

— Dr. Mobius, overheard at the Cairo Multiplex premiere of a popular new movie. I wasn't about to point out that it was fiction.

"You, sir, are the spawn of a motherless Ravagon!"

— Angus von Storm, realm runner, to an angry armor-clad edeinos somewhere in the Living Land.

"Why is it every time I make vacation plans, the place I'm going to gets invaded?"

— Arn Beston upon returning his plane ticket for L.A.

Here are some good Japanese names to use.

First names for men:

Taro	Ichiro
Ryoichi	Sigeru
Hiroshi	Haruo
Kyosuke	

First names for women:

Keiko	Kyoko
Akemi	Kazue
Akiko	Hiromi
Mitsuko	

Family names:

Yamada	Tanaka
Nakajima	Hasegawa
Ito	Aoki
Ishikawa	Yamazaki
Kita	Azuma

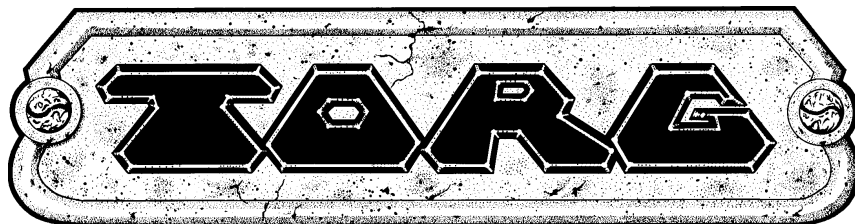
—Norimitsu Kaiho
Yokohama, Japan ☒

Torg Questionnaire Results

continued from page 6

do — while not everything we have tried in the four-page section has been successful, it gives us a chance to do something a little different each month. It gives us a lot more mobility to respond to people's requests.

Next month, we'll meet again to discuss what realms people most want to see fiction written about; who their favorite villains are; what they would like to see in a tenth realms; and what products they most want to see created by West End. Tune in — the answers may surprise you. ☒

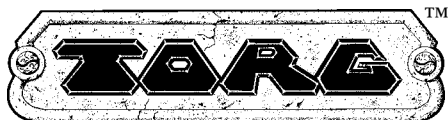


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We, who have somehow survived Milwaukee, salute you ...

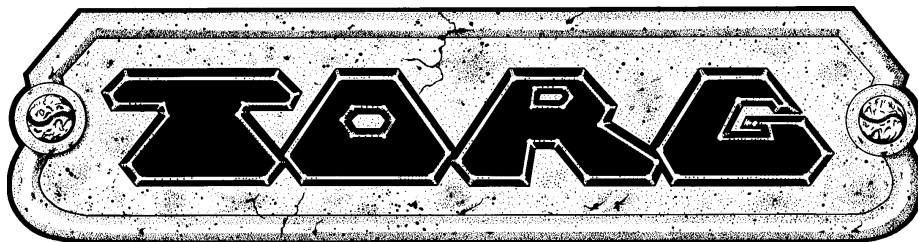
Let's talk about novels, shall we? This month, September, the first new *Torg* novel in two years appears. *Out of Nippon*, by Nigel Findley, is a walk on the wild side of Nippon and Orrorsh. American researcher Nikki Carlson, plagued by memories of her best friend's murder at the hands of a ninja, gets a change of scenery when her company sends her to the realm of Orrorsh on a mysterious project. Little does she know the horrors that await her ...

In February, we invite you to join John Terra in an *Interview With Evil*. A beautiful young journalist travels to Illmound Keep to learn the true story of the Gaunt Man. But can anyone hear a tale of such evil and retain their sanity? Find out details of the Gaunt Man's true home cosm; the origin of Skutharka and Uthorion; how the Gaunt Man found Heketon; the inside story of the conquest of Kantovia (and

just what *did* happen to all those Dire Wolves?)

Look to the skies in March — Bill Slavicsek, one of the original designers of *Torg* and author of *Storm Knights*, puts pen to paper once again to craft the story of the days immediately preceding the landing of the Akashans on Earth. *City in the Sky* is a gripping tale of intrigue, terror and glory that should not be missed.

In May, the excitement continues, as John Terra returns with *Berlin Re-zoned*. The Tharkoldu plan to turn Berlin into a new site of invasion. But Dr. Mobius has other plans, and when his agents uproot a stela and substitute one of their own, Berlin turns into a twisted mixture of heroes, villains and techno-horror. Major Havoc and his comrades battle the bloodlust of the Tharkoldu and the darkness within their own souls in this powerful new book.



Rumors and News



irst Indication reports on the newest batch of rumors to which you have responded. *Continuing*

Report updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #25

1. Techno-demons creating havoc in Surrey, England, while dark mages seek them out for exchanges of spells. Starts at True (16).

2. Rumors of secret rocket launch sites in the Sudan — Martians from Terra are trying to go home "real soon." True (15).

3. Storm Knights and an Akashan Monitor have reached Marketplace. The Akashans are taking an active hand in trying to save Marketplace from an "eco-hell." True (20).

Continuing Report: Issue #24

1. Akashans volunteering their assistance, as edeinos and other Living Land creatures flee troubled Eastern Land. True (16).

2. Yugoslavia becoming a focus of conflict between the Cyberpapacy and Mobius. War seems to be a certainty at True (60).

3. Paris a vampiric battlefield, as one of Sabathina's minions seems to be running the show with a new gang called the Night Stalkers. The Stalkers jump to True (25).

4. Have a Nile weird scientist and a Victorian occultist worked together to create an "Isle of Doom?" Increases to False (18).

5. New Orleans facing numerous Orrorshan intrusions. Slips slightly to True (18).

The Wrap-Up: Issue #23

1. Ayslish troll nicknamed "Zilla" seen fighting Cyberpapal forces in France. Finishes at True (20).

2. "Jane Doe," a former employee of the Guildmaster, is selling arms to both sides, angering both her ex-employer and the Hachiman Division of the Kanawa Corporation. Increases at the last opportunity to True (17).

3. Reality trees under attack in Chile and Colombia. Somebody out there isn't "environmentally friendly" because it's True (55).

4. Strong earthquakes and volcanos reported in the Eastern Living Land, particularly around New York and northern Pennsylvania. Finishes off at True (25).

5. Mobius spying on his Overgovernors, and is prepared to execute them at the first hint of treachery. Mobius has fooled you all at False (15).

6. Warrior of the Dark increases the size of her army and may have killed her creator, the wizard Salbane. The Army of the Dark is ready to march at True (25). ☒





Index to *Torg*: Basic Set, A-F

Having encountered a slight delay in tabulating all the results from the *Torg* Triva Quiz, we are presenting instead the first part — A through F — of the index to the *Torg* Basic Set. Parts two and three will be featured in Issues 28 and 29. Be the first on your block to know where the heck to find things!

Key

- R☐—*Torg* Rulebook
- WB — *Torg* Worldbook
- AB — *Torg* Adventure Book



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Dispatches and Rumors

ispatches

1

Drakacanus has disappeared from Oxford!

To her horror, Pella Ardinay has discovered that the Darkness Device is missing. Since it is virtually impossible for anyone to take the object against its will, the only possibility is that it teleported itself away to the side of a new High Lord.

Nor is the general area to which it went difficult to guess. All contact has been lost with Storm Knight teams in Norway and Finland. Rumors are flying of strange creatures rampaging through Scandinavia, easily cutting down battalions of the Army of the Light. There are also reports of Viking longships being loaded for a possible invasion of Britain, so Ardinay is looking to her coastal defenses.

A Storm Knight team is desperately needed to travel to Sweden and attempt to gauge the strength of the Dark invasion force massing for battle. When the Storm Knights arrive, they will find an army filled with renewed hope for conquest, in numbers that stagger the imagination.

Among the rumors the Knights may overhear among the Vikings are: Finland has been conquered at last; Oslo has finally fallen; the monstrous dragon that had been slaying Thorfinn Bjanni's lieutenants has fled the realm, to parts unknown; the civil war in the Aysle cosm will soon reach a turning point, and none among the Dark on Earth are grieving that Tolwyn is occupied up there; and various coarse talk about what will be done with Ardinay and her ministers when they are caught. There will be no open

mention of who the new High Lord may be.

Getting back to Ardinay with this information will be another matter, however. The Knights will have to reach the coast of Sweden and sail back to England (all planes are grounded because of severe reality storms in the Channel). When they reach the docks, they will find many of the Ayslish wooden ships ablaze and a group of Fire Giants happily destroying whatever they lay their hands on. The Knights will have to stop them if they wish to see the halls of Oxford again.

Fire Giants (10)

DEXTERITY 9

Dodge 10, maneuver 10, melee weapons 14, missile weapons 12, running 13, unarmed combat 15

STRENGTH 17

Climbing 18, lifting 19

TOUGHNESS 19

PERCEPTION 7

Alteration magic 11, find 10, tracking 12, trick 9

MIND 7

Survival 11, test 10, willpower 15

automatic damage value 18 from the flames.

Equipment: hides, armor value TOU+1/20; flaming sword (enchanted), damage value STR+7/24

Critical Event: Defeating the Fire Giants and returning to Ardinay's court is a *Good* result (6 or better). Failure to get the information to Ardinay is a *Bad* result (3 or less).

2

The Storm Knights are recruited to investigate the murders of a number of stormers and Storm Knights within the city of Thebes. Beyond their ability to store possibility energy, there seems to be no connection between the victims — until the Knights visit the morgue, and discover that all of the victims were left-handed!

The case grows even more bizarre, as the Knights discover that all of the victims had been the victims of robbery. But only one item was stolen: a pair of the brand new Charismo-Goggles, a privately produced "weird science" product that are reputed to

The Darkness Device teleported itself away to the side of a new High Lord.

CHARISMA 8

Charm 10, persuasion 14, taunt 9

SPIRIT 11

Faith (Norse) 17, intimidation 18

Possibility Potential: some (50)

Arcane Knowledges: fire 6

Spells: altered fireball

Natural Tools: flaming skin, damage value STR+3/20 in *unarmed combat*. Anyone making a successful *unarmed combat* attack on a Fire Giant with an unprotected fist suffers an

make the wearer far more attractive to those around him. They are currently the hottest-selling gizmo in the Nile Empire and the company, WeirdTech Limited, has already begun planning its export.

By investigating the company (and overcoming the gizmo-laden guards), the Knights will discover that it is a front for Mobius. The Charismo-Goggles actually perform a far more insidious function. They send out a

series of electrical signals that interfere with the workings of the *corpus callosum* in the human brain, the nerve fibers that link the left hemisphere of the brain to the right. This effectively makes the two sides of the brain unaware of what the other is experiencing.

Once this is done, strange images are projected onto the left lens of the goggle. The left hemisphere, where consciousness resides, is unaware of them, but the right brain is affected. Essentially, the wearer is now capable of being given post-hypnotic suggestion without even being aware that he was ever hypnotized!

The primary flaw of the goggles is that they will not work on left-handed people, whose consciousness resides in their right brain and who would automatically be aware that something untoward was taking place. Thus assassins have been sent out to slay known stormers who have purchased the goggles.

There is no telling just how many Storm Knights may already be under Mobius' control without being aware of it. Nor is it known just what fiendish use he intends to make of them, or when he will send the signal that will bring them under his sway.

If the Knights are unwilling to investigate the murders, perhaps it can be arranged that one of them finds or purchases a pair of the Charismo-Goggles. As the subject is not consciously aware that he is being hypnotized, he does not get to make rolls to resist. He can act and converse normally all the time in which the goggles are operating on him.

Once the process is complete (roughly 10 minutes after they are first donned), the Knight will not want to take off the goggles. Although they provide no benefit to his *Charisma*, he will be convinced they do. He will recommend in glowing terms that his friends buy their own pair. He may even react violently to suggestions that he take them off. In all other ways, he will be his same old, adventure-loving self.

Secretly make a roll for the gizmo (its *hypnosis* value is 15) against the character's *Mind* value. A *Good* success or better must be achieved for any hypnotic suggestion to take hold. As

far as what the character might be bid to do, this we leave to the gamemaster: do not feel like you must come up with something immediately. Let the character wear the goggles for a while, convinced they are helping him — heck, let the whole party buy them. Won't they feel funny when they suddenly find themselves stealing top secret Cyberpapal computer data and handing it over, smiling, to Nile agents.

Critical Event: The Knights must uncover the truth about the goggles and smash WeirdTech Limited. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

3

The Storm Knights are contacted by the Rauru Block and asked to investigate reports that a Nippon-owned company in San Francisco is involved in an international deal that could have staggering repercussions on the international scene.

When the Knights arrive in San Francisco, they find the city greatly changed by Nippon domination. Unfortunately, a traitor within the Rauru Block has sold the news of their coming to Kanawa. They find their contact murdered, and news that security cameras videotaped persons matching their descriptions beating him to death!

Avoiding police and MarSec agents, the Knights discover that the Nippon firm, Mantis International, is working closely with the Chinese government on the development of their stock exchange. In truth, Mantis' agents in Shenzhen, China are working to destabilize the government in advance of a planned Nippon invasion.

They are doing this, in part, by advising the Chinese to severely limit stock issues, then spreading rumors that government officials are hoarding the best stocks for themselves. The result has been riots in the streets as the stock market comes to China with a vengeance.

Unfortunately, this particular plot can't be stopped at its head. The Knights will have to travel to China, keeping in mind that Nippon agents in the government will blame any troubles on foreigners (like, say, Storm Knights). They will have to discover

which local officials have not been bribed or otherwise corrupted and show them some proof that they are being manipulated by the Nipponese — and try to avoid getting killed in the process.

Critical Event: The Knights must stop Mantis' operations in China. Doing so is a *Good* result (6 or better). Failing to do so is a *Bad* result (3 or less).

4

Storm Knights in Jakarta learn through a gypsy fortuneteller that an occult ritual has been set in motion which will result in the deaths of 50 key people — Storm Knights, Victorian officials, and representatives of foreign governments. The only hope of stopping it is a counter-ritual, and the Knights have only days to find it. Their best lead: an occultist named Harrow, believed to be the originator of both rituals, who came to Orrorsh some months ago. He is reported to be living in a rundown shack somewhere in the jungle of Indonesia.

The path to Harrow's house is fraught with peril — dark things that crave blood and care not from whom they take it. With so little time, the Knights cannot confine their travels to the daytime, and must risk encounters with various and sundry Orrorshan horrors.

When they reach the shack, they find it empty. The only person in the area is an old, blind woman, who explains that Harrow is dead. She knows he was an occultist, but all of his books were destroyed. Still, at least he is not gone forever, she says with an enigmatic smile.

If the Knights press, she will swear them to secrecy and then reveal that in a nearby village there is a building called the "Library of Souls." Within each of the hundreds of volumes therein, there dwells a human soul — the good, the evil, those who had not earned passage to Heaven or to a Waiting Village. Harrow's soul has flown there, she is certain (though she would have no way to pinpoint exactly which book it is in).

The Knights must travel to the library. Within its dark confines, they

must pore through the volumes until they find Harrow. Some of the spirits will try to help them; others will attack; others will mislead them about where Harrow is.

When they finally find the right book, they will have to convince Harrow (a generally nasty old man) to give them the ritual that will stop the deaths.

Critical Event: The Knights must get the ritual from Harrow and stop the deaths of the 50 chosen victims. Doing so is a *Good* result (6 or better). Failing to do so is a *Bad* result (3 or less).

Rumors

1

Yoshiko Nakata, in an effort to buy time and redirect the wrath of Jezrael and Malgest away from Nippon Tech, has sent agents into Russia to gather information on the defeat of the initial Tharkoldu invasion attempt. They have instructions to collect evidence that demonstrates the existence of the Russian "Project Omen." And furthermore, to show that it was solely responsible for the defeat of the invasion.

It is Nakata's hope that the need to establish a secure realm on Earth, along with the incentive of revenge against the Russians, will convince Jezrael to attack Russia or Eurasia, drawing forces away from Los Angeles and Nippon Tech ... at least for a time.

—Michael Levay
Roscommon, MI

2

Sarila may or may not have a rival for mastery of the Comaghaz. On two separate occasions, Storm Knights operating in the city of La Paz, Bolivia report that they encountered an enigmatic Lorbaat who, while apparently not infected with the virus, exerted control over a number of Comaghaz Drones and Soldiers in their presence. Bolivian government officials have also confirmed the rumor that Comaghaz cells throughout the country seem to be divided, and minor

battles between apparent "rival factions" have been fought throughout the Bolivian countryside, both within and without the Space Gods realm.

The only results of an investigation into the matter by the La Paz Storm Knight contingent thus far has been a Lorbaat name: "Kasak't." Sarila has proposed to the Council that the Monitors be dispatched to eradicate what she has called "an even more horrible strain of the Comaghaz plague" before it spreads from Bolivia throughout the realm. Although wild theories have been advanced about "mutating viruses" and "radically advanced medical biotech" which might somehow allow this "Kasak't" to control the Comaghaz, at least partially, the truth of the matter is that no one knows for sure.

—Patrick Flanagan
Freehold, NJ

3

The Orrorshan occultist responsible for unleashing the *necrolepus vampirum* on the world is dead. Storm Knights

and how, they have come to the surface and attacked is not certain. They have beset tourists and traders who visit the island, and they are bloodthirsty. Apparently, Hadian Fel Ar has committed his troops to a series of conflicts on the surface, with the intent of gauging the strengths of Core Earthers. He has probably been in touch with one, or both, of the Darkness Devices monitoring Merretika, and he seems to be intent on becoming The Chosen One.

—Dominick Riesland
Milwaukee, WI

4

The little-known South Seas island of Patuar has become a hell in paradise, complete with fire and brimstone! Kalliweha, the local volcano, seemed to experience a brief eruption, then a ten-foot wide chunk of wall at the foot of the cone crumbled away, revealing a tunnel that seemingly led deep into the Earth's interior. A band of bronze-armored warriors emerged, demanding that the islanders swear fealty to "Hadian Fel Ar" or die. The villagers refused, but were quickly overcome by the bronze men and their priest, who shriveled many villagers with a blast of flame.

It is obvious to Storm Knights that the invaders are Pyrians from Merretika, in the Land Below. Why,

The path to Harrow's house is fraught with peril — dark things that crave blood and care not from whom they take it.

investigating the occultist found him frozen by a small arctic air blast, similar to that of a weredragon's breath weapon.

Locals report that they saw the occultist in the company of an Ayslish sorcerer who went by the name of "Nigel" — rumor states he was expelled from the court of Ardinay for allowing burglars into the court to steal valuable magical items and properties from the Queen and her courtiers. During the incident, several guards were found frozen to death. "Nigel" fled Aysle soon after.

"Nigel" and the occultist were seen talking about "an exchange of information" long before the occultist's death. If such is the case, it is feared that a new threat looms on the hori-

The most recent movement by Hadian Fel Ar is the most alarming. He and his men attacked a French (now Cyberpapal) naval base nearby, and, despite their cyberware and energy weapons, the defenders fell quickly. A monitoring station run by

the Delphi Council was the next to fall, and rumors state that they were backed by MarSec agents.

The apparent ability of the bronze men to fight and win against the higher *Tech* axiom is alarming. It is recommended that Storm Knights investigate this rumor promptly.

—Gregory W. Detwiler
Williamsburg, PA

5

Burger Rex, the newest fast-food craze in the Midwest, has suffered several setbacks to its supply source.

With the Living Land in the west suffering attacks from Core Earth, Nippon, Tharkold, and even from within, dinosaur meat is becoming harder and harder to obtain. Officials have been actually considering substituting beef for the “wholesome, tasty, and low cholesterol lizard meat, free of preservatives and byproducts” currently on their menus.

One avenue open to the besieged corporation is the adoption of a salad bar. The company has found that Living Land plants survive quite well in Core Earth — as long as they are kept

warm and moist. Indeed, many of the salad bars in Burger Rex are *living* salads!

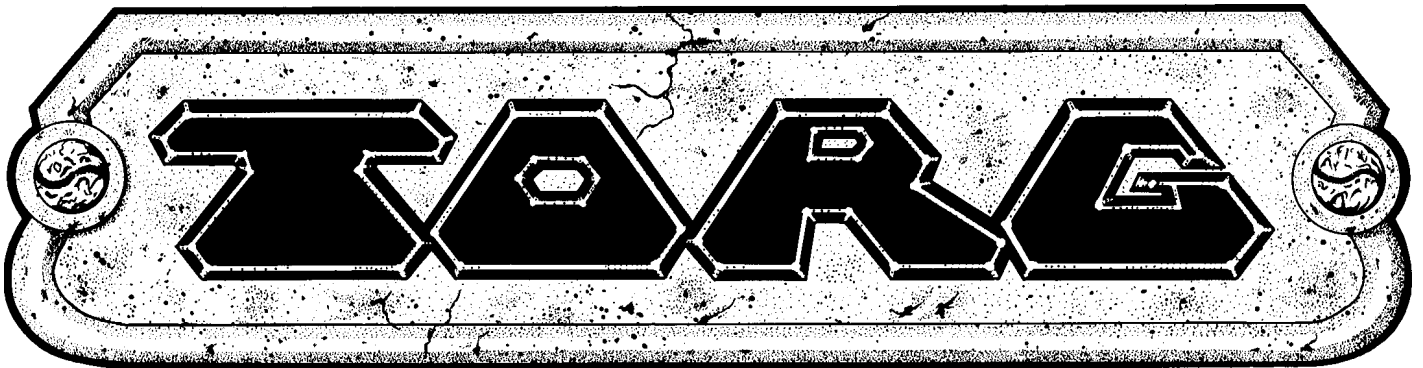
This, of course, has raised protests from several fringe groups of the animal rights coalitions and the “Living Land for Live People” party. They advocate a law protecting the “living” plants of the Land, professing that they are, quote, “more alive and sapient than any of those murdering lard-butts on Burger Rex’s Board of Directors.”

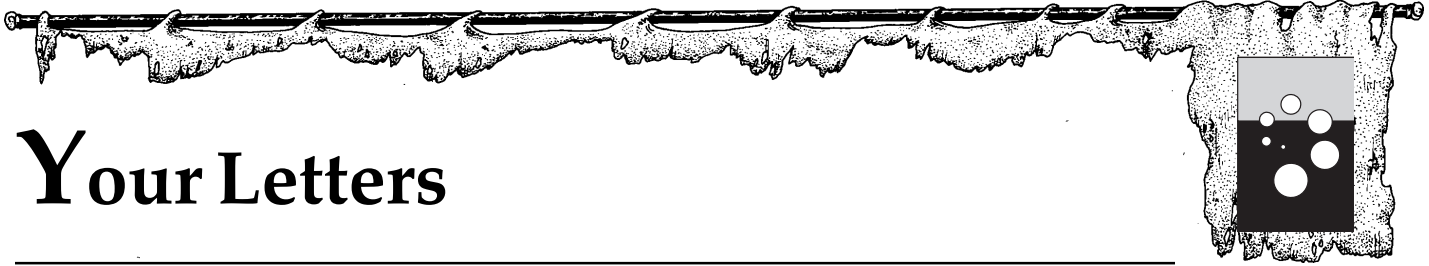
When a civil suit was brought to the Austin city civil court over this issue, the sitting judge — Patrick R. Macdurmet, a judge of 32 years on the bench — said:

“This is too silly for words. Get these idiots out of my courtroom.”

The rights’ groups have had no comment. ☒

**They find themselves stealing top secret
Cyberpapal computer data and handing it over, smiling,
to Nile agents.**





Your Letters

Question: A player of mine had his Elf Storm Knight killed in L.A. He was very upset about the incident and wants to resurrect the character "Robocop"-style and turn him into a cyborg. Now the questions: Can a Makermod, which has been properly programmed, take a recently deceased character and turn him into a cyborg? What about a medical vat? How long could the body be dead for? What about skills and memories from its previous life? Would it recognize its murderer? The *Tharkold Sourcebook* is very short on the origins of cyborgs.

— Chris Butz
Madison, WI

Answer: Unless characters have access to very powerful magic spells or miracles, or possibly some sort of special eternity shard, those that die fighting the Possibility Wars are dead. Of course, since there are so many magical, spiritual, etc. tools available, it would be ridiculous to say that all those dead *stay* dead.

However, reconstructing this elf as a cyborg *after* he's taken the last longship for the great unknown is pretty unlikely. Cyborgs are generally constructed of *living* tissue bonded with unliving metal — if both are unliving, you've got something different. Even in the movie *Robocop*, the main character was still alive when he got stuck into the armor.

Our suggestion (if you really want this elf back) is to introduce him — or his body — as an occulttech creation of some nasty old Tharkoldu. Have him souped-up as a mindless cyber-zombie (*à la* gospog) under the control of a bad guy. The Storm Knights then have to defeat him without destroying him, and *then* they have to find a way to return his mind to him — if that is at all possible. I'd think their best bet would be to find an Ayslish mage with some

potent *true knowledge* and *life* spells.

But don't make this too easy; the Possibility Wars are *wars*. People — good guys, bad guys, and those caught in the middle — die. If it is too simple to "resurrect" a character, the players will begin to lose the "edge" that role-playing in a dangerous situation has. Soon, you'll find it difficult to ever kill a character permanently.

As far as your other questions go, it is pretty much up to you how you pull this off. Definitely use occulttech and technohorror. Mix with some fear and terror, and throw in a few measures of domination. That's what makes a Tharkold "deadborg."

I have just gone through the *Los Angeles Citybook* and was impressed by both its design and execution. However, how can so many groups like Orrorsh vampires, Cyberpapal gangers, Nile Empire weird scientists, Nippon Ninja, etc. operate in a Tharkold Pure Zone, when a) World Laws such as the Power of Fear can't work and b) many of these guys are not possibility-rated, so they can't create reality bubbles and they have to worry about transformation.

Also, how did the Nippon Ninja get 16 Dexterity's, anyway?

— Sandy Addison
Yellowknife,
NWT, Canada

We're very happy you liked *LA*. We've gotten a very good response from just about everyone (though there are a few retailers who were worried about the girl in the skating outfit on the cover — no mention of the bloody fingerprints; just the girl).

We've contracted for the *Tokyo Citybook* which will be both the same and different (isn't that an annoying phrase?) as *LA*. Naturally, its layout and presentation will be customized to fit the "feel" of Tokyo, and the infor-

mation will be very different. However, we will stick with the overall "hot" look. One change: there are going to be more stats and adventure hooks, etc. throughout the book — players will just have to be a little more careful what they read. We've gotten the first draft in, and it looks *great*.

But on to your questions: the "contradiction boys" actually function fairly well in and around LA. Many have bases outside the actual pure zone, while others are not hampered too terribly by the Tharkold axioms. The vampires can't use the Power of Fear in the zone, but they've got other tools. The ninjas had better use reality bubbles if they want martial arts, and the Cyberpapal gangers — well, their cyberware is supported, as is most of their spiritual stuff. The world laws can cause problems, but that's what talismans are for.

And speaking of talismans, the Nile Empire "ambassadors" to LA — those wacky weird scientists of the Legion of Doom — do seem to have one particularly awesome talent. It was recently discovered that they had somehow (probably when raiding museums for eternity shards) gotten the group power *create talisman* — it's very similar to *create hardpoint*, except, for some reason, it only creates Nile Empire/Terran talismans. They are currently producing them as part of a particularly vicious plan — those of you who attended West End's GenCon adventure may know what I'm talking about. The rest will have to wait until *Infiniverse Update, Volume II*.

Oh, and about those *Dexterity* discrepancies: take a look at page 58 of the *Nippon Tech* sourcebook. Ninjas are given three extra attribute points that they can apply to their *Dexterity*. What *wasn't* mentioned there (and what was compounded by an error on the "Corporate Ninja" template) was that these three points can "push" past

the attribute limit of Nippon. This is one of the reasons ninja cannot spend possibilities on their *reality* skill — their very existence is a perversion of reality and martial arts. They belong, wholly, to no one cosm or discipline. In Nippon, they do not contradict, but in Tharkold, they must be *very* careful.

1. How big is a primary reality tree in terms of height and weight?

2. How far can a Nile fifth planting spirit roam? Out of the realm? If it possesses a body and leaves the realm, what happens? What if it gets killed out of the realm?

3. Does a reality tree mixed zone require secondary trees? What if there is only a primary tree?

4. Does kinetic armor protect against "physical" magic, such as a altered fireball, lightning bolt, or death shout?

—Daniel Pogoda
Brooklyn, NY

We're going to take these a little out of order — not to heighten the suspense, trust us.

1. Reality trees are funny things. Once they reach maturity, they grow to different sizes — and different shapes — depending on where they are and who resides in them. Generally, they reflect both the surrounding vegetation — to "blend in" — and the personality and characteristics of the person inside. A large, powerful man in a reality tree in temperate Core Earth, for example might resemble a giant oak or redwood. A lithe elven woman who relies on magic and stealth might cause an Ayslish tree to grow similar to a thin beech or willow. It is not terribly important how large the tree is — just so long as the person is in it. The "mass" comes from its power.

3. Reality trees seldom create anything *but* mixed zones — that's their nature. There are exceptions — a Core

Herald Messages

An Ayslish and a Core Earth reality tree have been established on a famous ex-Beatles' estate. Also, the *Blaireau* (humanoid badgers) are trying to duplicate the Core Earth reality technology to enable Earth to form a truce with the High Lords.

— Kenneth Boyd
Merriam, KS

Storm Knights investigating a robbery at the new Smithsonian Museum in Los Angeles discovered a Tharkoldu plan to harness the power of magical energy from Avalon in a new plot to expand the Tharkoldu realm

— John Kahane
Ottawa, Ontario, Canada

The Order of the Shard has defeated Robert Smith, son of William Smith, the discoverer of the fecund seed. The young scientist's attempts to put the seeds in computers and ship them to Japan have been foiled. Now the group is travelling to the Phillipines to capture Su Ho, Smith's backer.

— Steve Crow
North Liberty, IA

"Help! Our Perseverance has fallen, and we can't get it up!"

— Storm Knights utilizing the new Hachiman "Horror-no-More™" telelink

— Brian Schomberg
Prescott, WI

"I am the sinewy serpent that stalks the shadows ...

"I am the fuzzy dice on the dashboard of Justice ...

"I am *Nightwalker!*"

— An appropriately dramaticentrance by the Nile Hero "Nightwalker."

— Daniel Pagoda
Brooklyn, NY

One Night and One Night Only at the Hard Point Cafe, Houston:

Two Live Edeinos!

doin' their smash:

"As Lanala as they wanna be!"

— Bill Bracken
Jonesboro, AR

Earth person in the tree planted in Core Earth would create a dominant zone — but that is the general rule. Secondary trees are never "required" — just helpful.

4. Kinetic armor protects against any physical attack — no matter what *caused* the attack. Fire, lightning, sonic attack — those all cause damage physically by going through the armor. Spells, miracles, psionics, etc. that ignore normal armor (like a spell designed to directly affect a character's *Toughness*) ignore the armor.

2. Fifth-planting Nile Empire gospog can roam up to their *Spirit*+5 away from their field without a body. Due to the nature of the reality storms surrounding the Nile Empire, they cannot cross the outer boundaries of the realm — however, if a fifth-planting

gospog was somehow "made" outside the Empire, then it could roam in any area it wished. Once "constructed," the gospog have similar abilities as other gospog — they do not cause contradictions normally and they do not disconnect. They are walking "mixed zones." Possessing another body, however, outside the Nile Empire might cause the creature to disconnect.

This goes for gospog that leave the realm in a body as well. Killing one outside the Empire is the same as inside the Empire — they flee back home to recuperate. They are protected by their natures even outside Terra's axioms.

☒

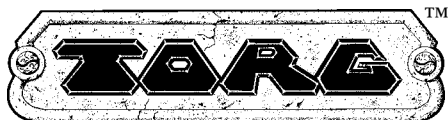


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Contributors This Issue:

Greg "Big-ticket item" Farshtey, Brian "The front page again?" Schomburg, Bill "But Albany is beautiful this time of year ..." Smith, Ed "Card deck a day" Stark, Randle W. "Along for the ride" Hodge, Jr., Pete "If this keeps up there won't be any more room on the front page, guys" Venters



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Trick or treat, and guess what? That seven-foot tall vaguely lizard-looking thing with the sword at your door would really rather have your possibilities than, say, a bag of Mobius Munchos or Gaunt Gum.

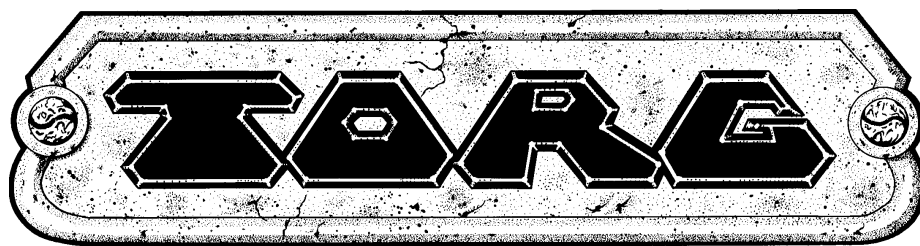
More novel talk, folks. By now, you have hopefully seen Nigel Findley's *Out of Nippon* stealth into your stores (and if you haven't, go have a long talk with the store manager, preferably with a ninja by your side). Those of you lucky enough to snap up early copies now know why we've been so excited about this project here at WEG — not only is it good *Torg* fiction, it's just good *fiction*.

We do have some changes to our novel schedule, as discussed last month. *Interview With Evil*, the Gaunt Man autobiography, has been moved up to May of '93. *City in the Sky*, Bill Slavicsek's Space Gods novel, has landed in August of next year. And

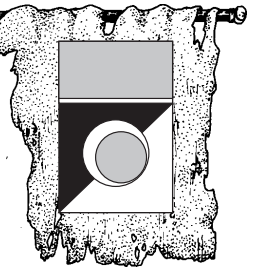
Berlin Rezoned, the inside story of the new Tharkoldu-Nile mixed zone in that city (yes, that's what we said) will be ready for your eager eyes in October of next year.

In other novel news, Greg Farshtey's *The River of God*, the novel which introduces the universe of *Shatterzone*, hits the stands in November (just in time for Christmas shopping for that SF fan on your list). The second *Shatterzone* novel, *Sole Survivor*, by Shane Hensley (author of *Temple of Rec Stalek* and *When Axioms Collide*) arrives at bookstores in January of '93. And the third SZ book, *Beyond the 'Zone*, by our own Ed Stark, will appear in April.

Finally, there are tentative plans (so don't tell anybody) for a *Paranoia/Torg* crossover novel or anthology for next fall. So be alert (or play an *Alertness* card), trust no ... um ... High Lords and keep your ... er ... um ... eternity shard handy.



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap-Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #26

1. A new cartoon, "Reality Rangers," depicts Japan as the site of an invading realm. Controversy is swirling around it, but it's False (11).

2. Ayslish Corsairs sailing the Mediterranean, sacking Cyberpapal cargo ships and Nile Empire military vessels. True (15).

3. Kanawa Corporation exploratory oil-drilling rigs vanishing in the Antarctic. True (15).

4. Yakuza attempting to forge alliances with the Mafia and South American drug cartels. False (11).

Continuing Report: Issue #25

1. Techno-demons creating havoc in Surrey, England, while dark mages seek them out for exchanges of spells. Slight jump to True (18).

2. Rumors of secret rocket launch sites in the Sudan — Martians from

Terra are trying to go home "real soon." Rises to True (19).

3. Storm Knights and an Akashan Monitor have reached Marketplace. The Akashans are taking an active hand in trying to save Marketplace from an "eco-hell." Calling Greenpeace — it's True (40).

The Wrap-Up: Issue #24

1. Akashans volunteering their assistance, as edeinos and other Living Land creatures flee troubled Eastern Land. Finishes at True (19).

2. Yugoslavia becoming a focus of conflict between the Cyberpapacy and Mobius. Almost a new record — True (85).

3. Paris a vampiric battlefield, as one of Sabathina's minions seems to be running the show with a new gang called the Night Stalkers. A nice jump to end at True (30).

4. Have a Nile weird scientist and a Victorian occultist worked together to create an "Isle of Doom?" A definite no — False (35).

5. New Orleans facing numerous Orrorshan intrusions. A squeaker, finishing at True (13).

Top Ten Storm Knight Pet Peeves

10. Possibility expenditure not tax deductible.

9. Martyr cards.

8. People are afraid it's contagious.

7. Perseverance checks.

6. Those pesky, rule-enforcing gamemasters.

5. Darkness Devices always in a bad mood.

4. Trying to invoke reality storm after spring break at Kennedy's.

3. High Lords tend to never get the punchline to jokes.

2. Ammo rationing.

And the number one Storm Knight pet peeve:

1. No paid vacation or dental plan.
—Randle Hodge,
Napa, CA

Top Ten False Identities of Dr. Mobius

10. Elvis, pre-Vegas.

9. George Bush, articulating his long-term hopes for the economy ("Fools! I will crush you all!")

8. Five of 3327's six clones.

7. Clemeta.

6. Greg Gorden and/or Ray Winner ("Oh, no! I have failed!")

5. Skippy the edeinos

4. Oprah Winfrey ("Today: High Lords — Murdering Monsters, or Just Misunderstood?")

3. Delphi Council Director Ellen Connors' masseuse.

2. The Unknown Comic.

And the number one false identity of Dr. Mobius:

1. Cindy Crawford ("Wow, what great ... gizmos.")

Top Ten Reasons *Infiniverse* #26 Shipped Late

10. "Star Wars, 2nd Edition is almost done!"

9. "I thought YOU had the stamps!"

8. We were waiting for the economy to recover.

7. The Post Office declared Honesdale a "no-fly zone."

6. We wanted it to be perfect.

5. Mail carrier got lost in the Deep Mist.

4. We wanted to keep up with everyone else in the industry.

3. Our printer ran out of eternium.

2. What do you mean, they changed the calendar 600 years ago??

And the number one reason *Infiniverse* #26 shipped late:

1. What's your security clearance, Citizen? ☒



Index to *Torg*: Basic Set, A-F

This month: letters G-R in the continuation of the comprehensive index to *Torg: Roleplaying the Possibility Wars*.

Key

- R□—*Torg Rulebook*
- WB — *Torg Worldbook*
- AB — *Torg Adventure Book*



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Dispatches and Rumors

ispatches

1

Paris Liberté has begun the long struggle to retake France from the anti-pope Malraux. The Paris Commune has found itself receiving support from a new group called the Citizens of Free Resistance (CFR). The CFR, apparently an amalgam of advanced technology professionals, academicians and military strategists, have finally put forth a concrete strategy for fighting the all-consuming ways of the Cyberpapacy. They have been testing their theories in the Seine-et-Marne area of the Region Parisienne, and finding remarkable success.

First, they have been posing as cyberpriests and begun the slow, laborious process of deprogramming those addicted to HolyVids. Using their false credentials, they have also gained access to the GodNet, encountering minimal problems with church guardians. Under this guise, they have been retrieving the orders given to various arms of Malraux's CyberChurch. Then, using distant, quasi-independent operatives, they have been disrupting these plans, so that the Church believes the disturbances are coming from unconnected gangs and revolutionaries, rather than from a well-disciplined military organization.

Unfortunately for the CFR, their doings have not gone unnoticed by Nippon and Tharkoldu agents in the Net. While neither side has any love for the Cyberpope, they would prefer that any information on his plans be turned over to them rather than to the Resistance. Both sides are planning ambushes of CFR representatives the

next time they enter the Net. Even should they fail to capture one, there is the possibility that they will blow the agents' cover and destroy the effectiveness of the CFR.

Critical Event: The Knights learn of the planned ambushes and must protect the CFR agents, quite possibly by posing as cyberpriests themselves and acting as bodyguards, both inside and outside the Net. Stopping the Nippon and Tharkoldu ambushes so the CFR can continue its work is a *Good* result (6 or more); allowing them to ambush or expose the CFR agent is a *Bad* result (3 or less).

2

The Storm Knights are hired by a member of the Sign of Six, the Orrorshan secret society, to investigate reports that an ancient horror has been unleashed in New Guinea.

When the Knights arrive, they find that Papua is under attack by a horde of what appear to be small, winged serpents. They attack in swarms and savagely tear at their victims with their needle-sharp fangs.

Further investigation reveals that they seem to be concentrated in an area in the jungles just outside of Papua. It is here, in a ruined temple, that the Knights will find a seltrak brood mother and the secret behind the attacks. The creatures are Tz'Ravokian, émigrés from the cosm of the ravagons. The brood mother came to Earth as a larva incubating inside the body of a larger creature. Shortly after arriving, the brood mother exploded from its "nest" and rapidly grew to full size. Sensing that ravagons had been in this temple sometime before, it took up residence here and began to give birth.

Its senses did not lie — ravagon Denyers were here at some point in

the past, hiding an eternity shard so that their brothers who followed the Gaunt Man could not make use of it. It now rests atop an altar in the temple and is guarded by the brood mother and her charges. She feels certain that ravagons will return to this place to reclaim this artifact that reeks of Tz'Ravok, and she intends to be there to "welcome" them.

Seltrak Brood Mother

DEXTERITY 8

Dodge 9, flight 15, maneuver 12, unarmed combat 18

STRENGTH 25

Lifting 28

TOUGHNESS 30

PERCEPTION 14

Find 18, tracking 20, trick 17

MIND 7

Survival 19, test (25)

CHARISMA 5

Charm (25), persuasion (30), taunt (16)

SPIRIT 4

Intimidation 21, reality (Tz'Ravok) 14

Possibilities: 20

Natural Tools: wings, speed value 9; fangs, damage value STR+4/29

Description: The Seltrak brood mother is a much larger (roughly three meters long) version of the hordes that have been attacking Papua. It has leathery wings like those of a bat, with a wingspan of six meters. Its body and head are those of a serpent.

Seltrak (20)

DEXTERITY 11

Dodge 15, flight 13, maneuver 13, unarmed combat 14

STRENGTH 11

TOUGHNESS 16

PERCEPTION 10

Find 12, tracking 11, trick 12

MIND 4

Survival 11, test (20)

CHARISMA 4

Charm (25), persuasion (30), taunt (15)

SPIRIT 4

Intimidation 17

Additional Skills: one at +2 adds

Possibility Potential: some (70)

Natural Tools: wings, speed value 10; fangs, damage value STR+4/15

Mask Of Ershan

Cosm: Tz'Ravok

Possibilities: 40

Tapping Difficulty: 16

Purpose: To enable the strong to better dominate the weak

Powers: Provides a +3 bonus to uses of *taunt*, *intimidation*, and *test*

Group Power: *Create Talisman*

Restrictions: The powers of this shard cannot be used by Nile characters with Good inclinations or characters with adds in *honor*.

Description: The Mask is a thin stone mask which moulds its shape to fit the contours of any wearer. The stone is veined in red and blue.

Critical Event: The Knights must defeat the brood mother and her children and claim the shard. Doing so is a *Good* result (6 or above). Failing to do so is a *Bad* result (3 or below).

The small, winged serpents — émigrés from the cosm of the ravagons — attack in swarms and savagely tear at their victims with their needle-sharp fangs.

3

The Storm Knights are contacted by Rauru Block agents who inform them that a successful raid has been carried out against a Hachiman Arms factory, thanks in part to information gathered by the Knights in a previous adventure. The Knights' reward is waiting in a warehouse in the city of Sapporo on the island of Hokkaido: a crate of SC Kyogo 144s and hand lasers. All the Knights have to do is claim it.

Unfortunately, that won't be as easy as it sounds. The Kanawa Corporation has been tracing the stolen goods and five fifth-planting gospog have been dispatched to retrieve it.

As if that were not bad enough, this particular warehouse is on territory claimed by both the Sebaru Yakuza

family and an upstart group that wishes to take over Hokkaido.

Things will be relatively quiet when the Knights first arrive at the warehouse, and the crate will be where they were told it would be. As soon as the Knights get their hands on it, the gospog will smash through one of the walls of the warehouse and attack. They want the crate back — once they get it back, they'll leave. But if the Knights stand between them and what they want, they'll gladly incinerate the obstacles.

When (and if) the Knights move outside, they'll find themselves in the middle of a Yakuza gang war. Their auto (if they had one) will be in the line of fire. But if they're smart, maybe they can find a way to set one menace against the other, while making clean their escape.

Gospog of the Fifth Planting (5)

DEXTERITY 9

Energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10

STRENGTH 8

Climbing 9

TOUGHNESS 21

PERCEPTION 11

Find 14, tracking 12, trick (25)

MIND 8

Willpower 11

CHARISMA 7

Charm (20), persuasion (20), taunt (20)

SPIRIT 7

Intimidation (20)

Equipment: armor, TOU+7/28; shimsi sword, damage value STR+5/13; two SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; chest-mounted flame-thrower, damage value 18, range 3-10/40/100; heat-seeking throwing stars, damage value 11, range 3-5/10/15; jet-pack, TOU 17, speed value 13; self-destruct mechanism, damage value 32, blast radius 0-5/15/40

Yakuza Soldiers (50)

DEXTERITY 9

Dodge 10, fire combat 13, melee weapons 10, unarmed combat 11

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, trick 9

MIND 7

Test 8

CHARISMA 8

Taunt 9

SPIRIT 7

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (50)

Equipment: 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; Sansu 11mm, damage value 17, ammo 10, range 3-15/35/100

4

A maxim of the Nile Empire is that men who try to rise above humanity often fall below. Such is the case with the Mystery Man named the Golden Sun. In an effort to increase his already formidable powers, the Sun consumed a bizarre potion which altered his body chemistry. Though it did increase his height, strength and powers exponentially, it also drove him mad, filling him with an urge to kill and destroy.

Unfortunately, his altered state gives him the power he needs to do so. He now towers more than five meters high, and his powers are such that no Mystery Man or group of Mystery Men have been able to stop him. Dr. Alexis Frest believes that he may have a cure for the Golden Sun, but he will need the berserk man-monster subdued first.

That's where the Storm Knights come in. The Golden Sun has taken to stalking only at night, when his light-based powers can be used to their greatest effect (since the luminescence of his electro-ray blast, for instance, can dazzle unwary onlookers). He seems to be working his way eastward from Cairo — perhaps some dim memory is spurring him on toward Thebes. At any rate, the Knights will need to set up an ambush and try and stop the Golden Sun before he causes any more destruction.

To make things worse, Mobius has learned of his old foe's condition and is plotting to turn him into a tool of evil. It is possible that some shocktroopers might show up at an inconvenient time and try to capture the Golden Sun, no doubt wrecking whatever plans the Knights might have made.

The Golden Sun (altered)

DEXTERITY 14

Dodge 15, energy weapons 18, fire combat 18, maneuver 15, unarmed combat 19

STRENGTH 23

Lifting 25

TOUGHNESS 25

PERCEPTION 10

Find 12, trick (20)

MIND 6

Survival 9, test (25)

CHARISMA 6

Charm (30), persuasion (30), taunt (30)

SPIRIT 6

Intimidation 20, reality (Nile Empire) 18

Possibilities: 30

Powers: electro-ray, value 33, range 3-10/25/60; teleportation, value 25; adventure cost : 9

Description: The Golden Sun wears a gold and white bodysuit and cowl (which, fortunately for the sensibilities of countless Nile residents, grew with him). He had always been a relatively nonviolent Mystery Man, preferring to use his powers only to stun adversaries. But the serum that affected his mind has convinced him that everything about the Nile Empire is evil and must be destroyed. Anyone who tries to stop him is obviously a tool of Mobius and must also be crushed.

Note that the serum's effects have, for all intents and purposes, transformed the Golden Sun into a creature. Therefore, he can violate the cosm attribute limits without fear of contradiction.

Rumors

1

The Guildmaster has set up a Storm Knight training facility on a remote Hawaiian island.

The island of Kulakai has been renamed "Storm Island." A staff of trainers in various disciplines potentially useful to stormers has been installed, and the search has begun for Knights willing to accept training in exchange for future services.

One of the most useful aspects of the Guildmaster's program is the adaptation of military simulation technology to the process. The trainers set up "war games" between various groups of Storm Knights. Their weapons are refitted with laser sights which are connected to the firing systems. The guns are then loaded with blanks for proper recoil (or energy weapons are modified to fire harmless beams of light), and each participant is fitted with a laser-sensitive harness, which registers hits. However, spell casters are given small computers the size of a TV remote control. The computer is given the specifics of the spell and, when a button is pushed, the computer sends a signal to the harness, which registers the effect.

The training and simulations combine to produce some of the most skilled stormers anywhere, and both Knights and servants of the High Lords are clamoring for inclusion in the program.

—Ron Strong,
Carson City, NV

2

As a master of "technological" horror, Skutharka is well-suited to challenging Nippon Tech. His most recent scheme is particularly cunning. The Nightmare has sent his primary agent, Mr. Ho, to the Philippines. Ho, along with several occultists, have recruited some remnants of the Hukbong Mopogpalaya ng Bayan, the former People's Liberation Army who fought against the Japanese in World War II.

Convincing the "Huks" that the Japanese are once more a threat, Ho has used them to gather the blood of 66 individuals who witnessed the landing of General MacArthur and his troops at Lingayen Bay in the northern Philippines. The blood is to be used in an occult ritual that will summon the spirits of those who died in the landing. So powerful is the ritual that it will

give the spirits an actual physical presence, as well as resurrecting the vessels lost in the operation. This undead fleet will be sent to attack Tokyo.

Among Ho's allies in this operation are the sister of the infamous sorcerer Kibos (see *High Lord of Earth*), a ravagon veteran, 30 first-planting gospog and chthon. The blood has formed itself into a blood golem, which must be defeated in order to shatter the spell.

—Steve Crow,
No. Liberty, IA

3

The legendary resting place of King Arthur, Glastonbury Tor, has become the focus of intense scrutiny by the Ayslish Home Guard. A number of Storm Knight groups have vanished in the area under mysterious circumstances, and a woman who matches the literary descriptions of sorceress Morganna LeFey has been spotted nearby.

Ayslish mages sent to investigate the site have detected faint traces of magic that may be associated with an extradimensional gate spell. It has also been reported that a young woman apparently "emerged" from the Tor, claiming that Avalon was in danger and aid was needed. She then vanished before a hundred witnesses.

—John Kahane,
Ontario, Canada

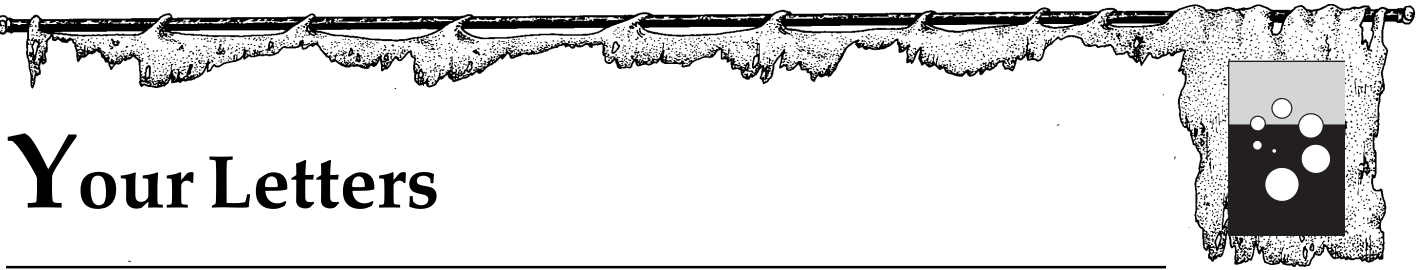
4

The Philippine Islands have become a center of Storm Knight activity, as several factions search for Yamashita's gold. This vast treasure was stolen from the Philippines and other nearby islands by the Japanese during World War II, but they were unable to remove it before the Americans retook the region. The treasure is said to include gold, other precious metals and religious artifacts and be scattered about the islands.

Both Nippon Tech and the Cyberpapacy have dispatched agents to search for the treasure, while Tharkoldu and Orrorshan emissaries are attempting to prevent either side from getting their hands on it.

—Ron Strong,
Carson City, NV 

Your Letters



Just what happened to the Darkness Device the Carredon offered Decker in Storm Knights?

Also, the *Torg Rulebook* made moving a Darkness Device seem like a big deal. In the case of Drakacanus, Malgest and Daikoku, can't they simply be hefted up and carried around? Can Darkness Devices move by themselves or resist being moved by characters?

— Christopher Hudson,
Newark, DE

Interesting questions, Chris. First off, the Darkness Device the Carredon showed Decker does not exist. Remember, it was supposed to be a "gift from the Gaunt Man." Had Decker accepted this, he would have received a heap of Corruption points and be that much closer to falling under the Gaunt Man's sway.

John Terra's upcoming novel, *Interview With Evil*, gives some insight into the nature of Darkness Devices, a bit of which we'll share with you. Darkness Devices begin their existences as animate beings, portions of the Nameless One's lifeforce. Until they become fully attuned to their first High Lord, they retain some humanoid features and can be carried around by their High Lord. They will violently repel any attempts by anyone else to lay hands upon them.

Once they become fully attuned to High Lord and reality, they take on the shape of an inanimate object connected to that reality and the *Torg* rules governing movement restrictions on Darkness Devices kick in.

If someone knows a group power, can that person teach it to someone else without using an eternity shard?

One of my players is a Mystery Man. Recently, he designed a FireBlaster pistol. He found the range a bit limited. Is it possible to boost

the range of this weapon? If so, how?

— Roger Myhre,
Oslo, Norway

Yes, it is possible, Roger. We have already established that once characters have acquired the group power from a shard, they no longer need to possess it to use that power. If someone new joins your party, he may spend a Possibility to become eligible to support the power's use. Or he can be "sparked" by one of the bearers — the new character must spend as many Possibilities as the bearer originally spent. He will then become a bearer of the power in his own right.

Yes, it is possible to increase the range of this weapon using a booster. You can either mark one of the existing boosters on your blueprint as applying to range, or you can rebuild the gizmo and add another booster that will apply to range.

If a Storm Knight rolls a 1 on a reality skill check, does he disconnect or transform?

— Scott Mitchell,
Chicago, IL

No, you can't disconnect using your reality skill. You have just rolled really badly.

As I understand it, the Cyberpapal Darkness Device is the GodNet. Does this mean that a device (such as a nuclear bomb) that causes an electromagnetic pulse could destroy it? Also, where is the Cyberpapal Darkness Device located?

— Sam Thornton,
Essex, England

Sorry, Sam, no such luck. On page 19 of *The Cyberpapacy*, it states that the Darkness Device is "linked" to the GodNet, and a VX image of it resides at the center of the GodNet. But it and

the GodNet are not one and the same.

Physically, the Darkness Device resides in Malraux's palace at Avignon.

There will be more details on the Cyberpapal Darkness Device in *Infiniverse Update, Volume II*.

1. Is Mobius nuclear-capable yet? Malraux? Jezrael? 3327?

2. To what extent has Magna Verita built up its technology?

3. Why doesn't Baruk Kaah invade Marketplace?

— Patrick Flanagan,
Freehold, NJ

1. Mobius' scientists are still studying the bomb confiscated from the Libyan oil fields. Malraux and 3327 are certainly capable of nuclear destruction (but why bother? It's hard to get possibility energy from piles of ash.) As for Jezrael — Tharkoldu technology may have gone in a different direction and not emphasized nuclear devices as some other cosms did.

2. Not a lot. Magna Verita, despite its increased *Tech* axiom, remains locked in a medieval mindset.

3. Baruk Kaah has been losing territory, maelstrom bridges, and possibility energy at a frightening pace. He is battling 3327 and enjoying an uneasy alliance with Jezrael. His Darkness Device is paying an increasing amount of attention to the Land Below. He can't afford to split his forces and it's doubtful Rec Pakken would back another risky venture at this point.

Can an Orrorshan shapeshifter be transformed to Aysle and retain the shapeshifting skill? Can she be transformed to Nile and keep it as a pulp power?

— Will Cinburri,
Bethpage, NY

If your character has the shapeshifting skill and is transformed to

another reality, she still possesses the skill. But it's now a contradiction for her to use it anywhere — a one-case in Orrorsh, a four-case everywhere else, because she can no longer support it.

I noticed in Rumor #3 of *Infiniverse* 22 you reference the collapse of the Soviet Union. Huh? Why would the Soviet Union collapse on Core Earth? It makes no sense. Why would the republics disband from a nation with the strongest military in the world? Besides, the Communist Party has a great propaganda tool: none of the invading realms have affected them.

— Richard Tomasso,
Merrimack, NH

This is the kind of question we like here at *Infiniverse*: the kind that can precipitate a nice, juicy debate. You raise some valid points, Richard, so here's our take on the subject:

Yes, the Soviet Union repelled the Tharkoldu invasion. They then sat there and did nothing to help anyone else, their mighty military machine lying dormant. Those within the USSR who wanted to encourage closer ties with the West saw it as the squandering of an opportunity to gain allies. Those of a more militaristic bent didn't understand why (a) the Soviet army wasn't sent against, say, Aysle and (b) why the USSR wasn't taking advantage of confusion in the West to conquer Western Europe, etc.

All of this led to a semi-successful coup against Gorbachev, and Yeltsin's subsequent stand against the conservative elements in the land. Those republics who wanted independence (fearing domination by the old-style hardliners in the Kremlin) were granted it, for a civil war in the face of the Possibility Wars would be a bad idea.

There's more on this in the *Delphi Council Worldbook*, but that's the answer in a nutshell.

I'm sorry that this is the first response I have submitted, ever. I've been playing ever since the game came out, and frankly, I must say that *Torg* is a revolutionary concept in roleplaying games. A welcome one, as well. Unfortunately, I have diffi-

Herald Messages

"Ninja are just thugs in funny clothes. Stick a big gun in their face and they spill everything."

— Dr. Christine "Doc Boom"
Howitzer

Tharkoldu expansion proceeds apace, with San Diego under siege. Sterret is currently in the Living Land, holding talks with Kaah.

Comaghaz plague now reported as far north as Regina. Substantial cell activity found in Los Angeles. Massive combat reported between the Comaghaz and the techno-demons.

Japanese scientists claim the Earth may be slowing down again. The truth of this is unknown.

— Patrick Flanagan,
Freehold, NJ

"Stanley and the Puppeteer are banished from the Abbey of Skellig Michael. Their evil did not prevail."

— Father Paul Morning

"Don't be so sure, Father Morning. Don't be so sure."

— Victor Manwaring

"Tell Reality Solutions, Inc. that 'those damned demons' are already aware of Zonec of Akasha and the Kat. Our hunting packs are eagerly seeking them out, and we promise to give them a proper burial — in the gospog field."

— Jezrael

In alliance with the Warrior of the Dark, techno-demons have created a magical gateway between Los Angeles and the tunnels beneath Aysle. The demons are assisting the potential High Lord by using occulttech implants to provoke key half-folk into rioting, while Dark mages inscribe new spells for the demons.

— Steve Crow,
North Liberty, IA

"If you like your men hard and shiny, I'm the one for you, babe."

— The last smart comment
Skyjack makes to Eliza Roma

Dear governments of the world: We've left corporate ninja splattered, battered and tied up at crime scenes all over the world. Haven't any of you noticed a trend developing here?

— Scott Darley,
Coryville, FL

"A Core Earth reality tree in Tokyo! It'll be destroyed! You made it invisible with a Nile gadget and hid it on top of a skyscraper? Are you serious? Oh God, is 3327 going to be ticked off!"

— Arthur Hill, agent of the
Whisper, upon receiving a
Storm Knight's report

"Abomination before God? I got your 'abomination before God' right here!"

— Rex the edeinios paladin
while fighting Cyberpapal
Inquisitors


culty keeping up with the fast pace the wars go at. Even though I am a year behind, should I still send in my adventure results?

— Joe Nikolaus,
Hartland, WI

Yes, yes, yes. While you may be behind the official WEG campaign, that does not mean we are not interested in what your group has or has not accomplished. We're interested in what every group that plays this game does, thinks and feels — it helps us to judge the strength of past products, gives us ideas for possible future ones, and also hints at directions people would like to see the overall campaign go.

We had a number of people at GenCon as us if it was too late to get

involved with *Infiniverse*. The answer is absolutely not. If, say, Tharkold has not come down in your campaign yet, there are Nile, Aysle and Cyberpapal dispatches and rumors you can use. And when you do drop one of our newer realms in, *Infiniverse* will be there for you to use.

We've received a ton of new subscriptions in the last few weeks, so we're proud to say that, more than two years into this grand experiment, *Infiniverse* is still going strong. 



INFINIVERSE™

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We interrupt this *Torg* newsletter for the following special announcements:

River of God Released

The River of God, the first novel detailing West End's new *Shatterzone* game universe, should be hitting the stores in a matter of days. Five misfits — Marta, the hardened mercenary; Pelking, the ambitious Fleet officer; Taggart, the veteran looking for one last score; Cooper, a scout hiding a secret everyone knows; and Caj, a sociopathic techno — linked by their

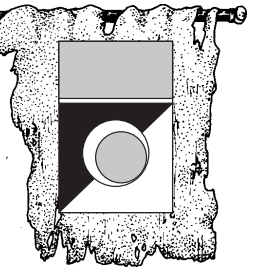
mission and nothing more, no loyalty, no common goals. Their worst enemies are each other, until they encounter ... the shatterzone.

Look for *The River of God* in paperback at your local book or hobby store. If you don't see it, ask the store to order it for you, or you can order it directly from West End.

With this exciting new roleplaying game scheduled for release in July of '93, here's your chance to get a sneak preview of the mystery and danger that lies in wait for you in the universe of *Shatterzone*.



Rumors and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #27

1. Yoshiko Nakata attempting to redirect Tharkold's wrath toward Russia by gathering evidence on "Project: Omen." Starts at True (16).

2. Reports that a Lorbaat known as "Kasak't" may have gained some measure of control over the Comaghaz virus. Put away those rubber gloves, it's False (15).

3. The occultist responsible for creation of the necrolepus vampirum has been murdered, and there are fears that a shapeshifting dragon with knowledge of the occult may be loose

in Aysle. It's a mouthful, but it's False (15).

4. Island of Patuar in the South Seas under attack by Pyrian Fire Tamers. Casualties include a CyberFrench naval base and a Delphi Council monitoring station. True (13).

5. Burger Rex salad bar — featuring sentient Living Land plants — lands in court, but only briefly. The jury's still out on this one — it's True (11).

Continuing Report: Issue 26

1. A new cartoon, "Reality Rangers," depicts Japan as the site of an invading realm. Controversy is swirling around it, but it's apparently only attracting viewers, cause it's True (40).

2. Ayslish Corsairs sailing the Mediterranean, sacking Cyberpapal cargo ships and Nile Empire military vessels. A personal favorite, and True (40).

3. Kanawa Corporation exploratory oil-drigging rigs vanishing in the Antarctic. Holding its own at True (19).

4. Yakuza attempting to forge alliances with the Mafia and South American drug cartels. Or not — it's False (19).

The Wrap-Up: Issue #25

1. Techno-demons creating havoc in Surrey, England, while dark mages seek them out for exchanges of spells. Another slight jump to finish at True (19).

2. Rumors of secret rocket launch sites in the Sudan — Martians from Terra are trying to go home "real soon." Nice bump to reach True (25).

3. Storm Knights and an Akashan Monitor have reached Marketplace.

The Akashans are taking an active hand in trying to save Marketplace from an "eco-hell." You folks never cease to amaze — it's True (55).

Contributor News

Response to the "Creatures of Tharkold" contest was overwhelming. You really outdid yourselves, and we had a hard time both picking entries for inclusion in the volume and picking the winners. Overall, about 50 were chosen (in fact, we're giving you one extra creature in this book! Yes, 61 instead of 60 — be still, your foolish hearts).

If things go as planned (and when do they ever?), this will be the first creature book to feature a cover illo based on a reader submission. We'll let you know more about this as it develops.

Anyway, here are the winners for the "Creatures of Tharkold" contest:

First Prize — Clinton Wolf, for the Liquidator;

Second Prize — Jeffrey Hersch, for the Shards;

Third Prize — Pete Venters, for the Priestburner.

In many ways, this was probably the most difficult contest we have run, because there was relatively little reference material to mine for creatures. We were happy to see the number of people who responded, the fact that so many were new to our contests, and the originality of all the submissions.

No decision has been made as yet about what the next contest will be.



Index to *Torg*: Basic Set, A-F

This month: letters S-Z in the final installment of the comprehensive index to *Torg: Roleplaying the Possibility Wars*.

Key

- R□—*Torg Rulebook*
- WB — *Torg Worldbook*
- AB — *Torg Adventure Book*



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- Sumatra** — WB 6, 13, 17
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 dagger — R 64-65
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- supporter** — R 107
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- Sutenhotep** — See *Mobius*
- Sweden** — WB 4-5, 26, 29
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Tancred, Tolwyn — □R 20, 110
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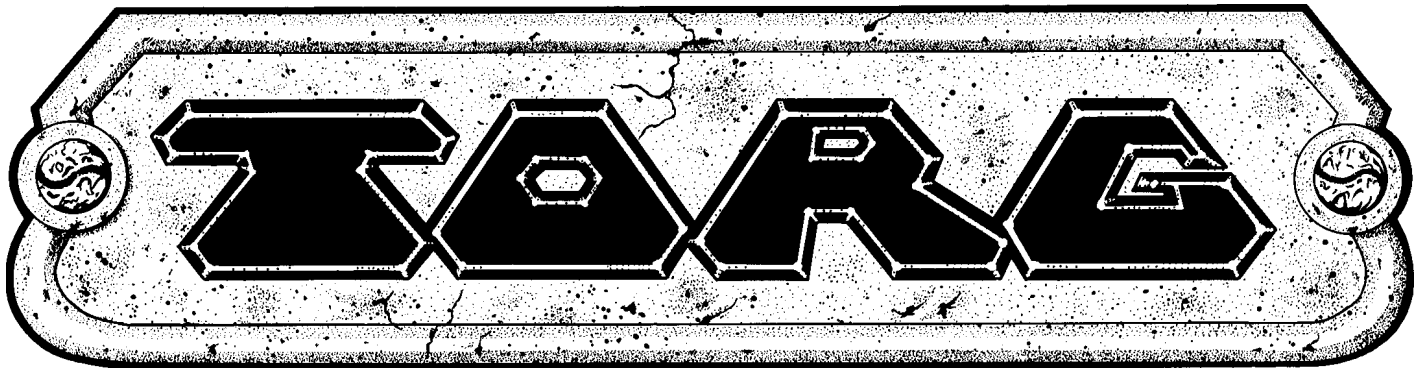


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Dispatches and Rumors

Dispatches

1

The Storm Knights are summoned to the Cyberpapacy to investigate reports of vampyric attacks in Montmarte. There, among the steep cobblestone streets and tiny, candlelit cafes, a creature of the night has been attacking passersby and draining their blood.

Investigation reveals that there is no real pattern to the attacks — the victims were not enemies of Malraux, for example. But a witness to one such attack will relate that the vampyre was apparently able to shapeshift, for it resembled a man-sized beast more than the movie-type monster.

The Paris police do not believe the stories and have stored the bodies of the slain in their morgue. The Knights' first priority should be to put these new vampyres out of their misery. If they do not do so within 24 hours of their arrival in Paris, the creatures will come to life and start attacking policemen. The Knights may soon find themselves being chased through the city by vampyric police.

Once the vampyre's victims have been dispatched, the Knights need to find the monster itself. The Resistance can direct them to an occultist who lives above a tavern in Montmarte. On a wind-swept night, Dr. Frederic Dellier will warn the Knights that they face something more than man or vampyre. He will rummage through a chest filled with occult items and hand them a strange metallic artifact. He cannot identify precisely, except to say that, though not Orrorshan in nature, it might help the Knights against this vampyre. (Any Storm Knight familiar

with the religion of the ravagons will recognize this as a holy symbol.)

There are a number of ways the Knights can approach the adventure from here on out. One of the Knights could act as bait and try to draw the vampyre out; the Knights could attempt to contact ravagon Denyers, who could tell them of Dravekkor, the most famous vampyric member of their species; or, assuming the vampyre must have a human servant, the Knights could spread tales throughout the Parisian underworld that they have something which can destroy the monster, and try to spark an attack.

Given the nature of Dravekkor's True Death, it's unlikely the Knights will be able to visit it upon him. But they will be able to stop him in Paris and will know to be watchful for his doings in the future.

Powers: *life drain, regeneration, darkness, infection*

Corruption Value: 24

Fear Rating: 6

Perseverance DN: 18

Weakness: Ravok holy symbol (severe weakness)

True Death: Pierced through the heart by a metal sword that has been forged by a ravagon crafter, blessed by a tzullat, and carved with symbols from the holy teachings.

Natural Tools: armored skin, value TOU+3/21; talons, damage value STR+2/18; fangs, damage value STR+2/18; wings, speed value 13

Critical Event: The Knights must put a stop to Dravekkor's reign of terror. Killing him, even without his True Death, is a *Good* result (6 or better). Allowing him to escape (as he

The vampyre was able to shapeshift, for it resembled a man-sized beast more than the movie-type monster.

Dravekkor

DEXTERITY 12

Dodge 19, flight 16, maneuver 17, stealth 20, unarmed combat 20

STRENGTH 16

Climbing 19

TOUGHNESS 18 (21)

PERCEPTION 11

Find 17, language 13, tracking 16, trick 16

MIND 14

Test 23, willpower 23

CHARISMA 14

Charm 26, persuasion 21

SPIRIT 9

Faith (Orrorshan evil) 18, intimidation 17, reality (Orrorsh) 18

Possibilities: 2 per Storm Knight

may well attempt to do) is a *Bad* result (3 or less).

2

A shipment of weapons-grade plutonium headed by sea from CyberFrance to Nippon has been hijacked by a Nile villain, the Scarlet Claw. Ship and cargo are currently off the coast of Madagascar, with NATO ships on one side and Nile subs on the other.

The Claw has always been considered a minor villain in the Terran pantheon, but on a recent mission to Berlin, he was stormed to Tharkoldu reality. The transformation has made him

far more vicious, and he rapidly recruited (through domination) a number of techno-demons. He then struck out on his own, with the taking of this ship the first major coup.

Determined to revenge himself on all of those who scorned him, the Claw is holding the vessel for ransom. He is demanding one million royals, personally delivered by Overgovernor Madib Al-Hebspa (the Claw is unaware that Al-Hebspa is actually Dr. Mobius in disguise), or he will blow up the ship and contaminate the waters for thousands of years to come. Normally, Mobius would jump at a chance to get his gloved hands on plutonium for so paltry a sum, but at present he is in Greece overseeing the invasion of that nation.

Although there are no plans to give in to his demands, there are also no plans to bring him to justice. The authorities are uncertain whether the techno-demons might have the means to turn the plutonium into a weapon on board ship and are reluctant to challenge them directly. Efforts by Nile

will take every opportunity to humiliate his guest before turning over the plutonium.

The Scarlet Claw

DEXTERITY 11

Dodge 17, energy weapons 18, maneuver 15, melee weapons 16, unarmed combat 17

STRENGTH 13

Climbing 16

TOUGHNESS 12

PERCEPTION 9

Evidence analysis 14, find 18, scholar (master criminal) 15, trick 18

MIND 9

Test 15, weird science 16

CHARISMA 10

Charm 12, persuasion 16, taunt 16

SPIRIT 9

Faith (Cult of the Dominant) 12, intimidation 15, reality (Tharkold) 13

Possibilities: 20

Powers: *electro-ray, force field.* Adventure cost: 9 See below.

Equipment: Back when he was a two-bit rum-runner, one of the Claw's hands was cut off in a battle with the Crimson Cloak. It was replaced by the

newfound allies, the Claw intends to parlay this hijacking into a small fortune and pour it into the construction of occulttech/weird science devices.

Techno-Demons (5)

DEXTERITY 10

Dodge 14, energy weapons 14, fire combat 12, flight 15 (18), melee weapons 12 (15 defense), missile weapons 12, stealth 11, unarmed combat 15 (16)

STRENGTH 16

Lifting 18

TOUGHNESS 16 (21)

PERCEPTION 10

Alteration magic 13, divination magic 13, find 14 (17), first aid 11, land vehicles 12, tracking 14, trick 12

MIND 11

Apportation magic 14, conjuration magic 14, test 15, willpower 15

CHARISMA 9

Persuasion 11, taunt 13

SPIRIT 11

Faith (Cult of the Dominant) 16, intimidation 16

Possibility Potential: some (45)

Arcane Knowledges: *folk 3, entity 3, inanimate forces 2, living forces 2*

Natural Tools: teeth, damage value STR+2/18; talons, non-cybered limb, damage value STR+3/19; wing strike, unarmed combat to hit, damage value STR+7/23; wings, speed value 10

Critical Event: The Knights must stop the Scarlet Claw and recover the hijacked plutonium before it falls into hostile hands. Doing both is a *Good* result (6 or better); failing to stop the Claw but recovering the plutonium (and the money) is an *Average* result (4-5); failing to do either is a *Bad* result (3 or less).

3

The Greene House is something of a legend among those who live on the outskirts of London. The saga of a mad father, a murderous mother, a beautiful but unstable daughter, and the terrible tragedy that ensued has chilled locals for generations. But despite the legend, the property's owner has never had any trouble in renting it out.

Until now, that is. The last few families to take residence there reported feeling inexplicable feelings of rage,

The saga of the Greene House — a mad father, a murderous mother, a beautiful but unstable daughter, and the terrible tragedy that ensued — has chilled locals for generations.

subs to get in close enough to torpedo the ship have been driven back by Tharkoldu sorcery.

The Rauru Block, fearful of the consequences if this situation is allowed to go unchecked, hires the Storm Knights. Their mission is a straightforward, yet difficult one: one must disguise himself as Al-Hebspa and, with his "retinue" board the ship and give the Claw the money (which the Block will provide).

What no one is aware of is that the techno-demons do know that Al-Hebspa is Mobius, and pushed the Claw into doing this so that they would get a chance to rip the High Lord's face off. The disguised Knight will be in mortal danger every minute he is aboard ship, and the Claw, thinking he has an overgovernor at his mercy,

scarlet claw from which he took his name.

The claw is a melee weapon (damage value STR+5/18) and also provides the Claw with his powers. It can fire electro-ray blasts (damage value 23, range 3-10/25/60) and project a force field (value 22) in a five meter radius around the Claw.

Description: The Scarlet Claw has never been a particularly successful pulp villain. Although his claw puts significant power at his disposal, he has never had the killer instinct needed to use it, preferring elaborate claw-motif deathtraps for his enemies as compared to just killing them outright.

But his transformation to Tharkoldu reality has stiffened his spine and shown him the way to use his claw to bring the world to its knees. With his

and one newlywed wife attempted to murder her husband with a butcher knife. At his wits' end, the landlord has asked the Knights to spend a week-end in the house and see if they can find the cause of this problem. If they cannot, he will simply burn the house to the ground. But if they identify and eliminate the problem, their reward will be a handsome one.

The truth of the matter is that the house is infested with tauntors, Orrorshan creatures who specialize in taunting their victims and driving them to anger and madness. They have taken up residence in the walls, eaves and crawlspaces of the house. Often, they mimic the voices of a victim's companion, watching with glee as the two people turn upon each other. They will attempt to set the Knights against each other while they stay in the house.

Tauntors (12)

Reality: Orrorsh

DEXTERITY 12

Fire combat 13, melee weapons 15, running 13, stealth 15, unarmed combat 15

STRENGTH 6

Climbing 14

TOUGHNESS 10

PERCEPTION 8

Find 10, tracking 10, trick 18

MIND 8

Test (12)

CHARISMA 8

Taunt 18 (12)

SPIRIT 8

Faith (Orrorshan evil) 10

Additional Skills: three at +1 adds

Possibility Potential: some (25)

Natural Tools: nails, damage value STR+1/7

Powers: *blur form*

Corruption Value: 16

Fear Rating: 1/2

Perseverance DN: 12

Weakness: Being unfailingly polite and complimentary toward them

True Death: Trapped for two hours in a cage lined with flowers

Critical Event: The Knights must eliminate or drive out the tauntors in the Greene House. If they do so, it is a *Good* result (6 or above). If they fail to do so, it is a *Bad* result (3 or less).

4

Travelers in the unstable Eastern Land have reported encounters with snake-like men, who are said to be armed and hostile. They do not bear any resemblance to edeinos, nor do they seem to have any love for the followers of Lanala. The Keefee Haroo and the Ohibi have also been victimized by these warriors, whose like they claim never to have seen before.

Storm Knights traveling in this area,

Equipment: knife, damage value STR+3/14; spear, damage value STR+4/15; short bow, damage value STR+4/15. Note that all of these weapons are traditionally coated with cobra venom before use. If the weapon causes a wound, the poison is introduced into the bloodstream, doing damage value 18 per round. A *first aid* total of 10 is required to drain the venom from the wound.

Critical Event: The Knights must capture and successfully interrogate

Is the Spirit of Christmas bringing gifts of M-16s and Eternity Shards to good Storm Knights all over the beleaguered Earth (and dropping coal into the stockings of Dr. Mobius and 3327)?

particularly in the southern sections, may well encounter these beings. Capturing one and obtaining some information (which will consist of its people's name — Serpentor — and the fact that they are from a domed world other than Merretika) would make the Knights eligible for a reward from the Delphi Council.

Standard Serpentor Warrior

Reality: Land Below

DEXTERITY 10

Acrobatics 11, dodge 14, maneuver 16, melee weapons 12, missile weapons 12, stealth 15, unarmed combat 13

STRENGTH 11

TOUGHNESS 11 (14)

PERCEPTION 8

Camouflage 9, find 9, tracking 9, trick 10

MIND 7

Survival 9

CHARISMA 7

SPIRIT 7

Faith (Cobra Cult) 8, intimidation 10

Additional Skills: four at +2 adds

Possibility Potential: some (25)

Natural Tools: scales, armor value TOU+3/14; fangs, damage value STR+2/13

at least one Serpentor. Doing so is a *Good* result (6 or above). Failing to do so is a *Bad* result (3 or less).

Rumors

1

It seems that the Law of Corruption in Aysle has become even stronger — stronger than even its creator imagined possible. The Law has always worked on people of the cosm and the realm, and the land therein, but now it has gone beyond them and entered a new plateau of danger.

Rumors are cascading down the bridges of the Aysle cosm that an eternity shard devoted to the Dark has been discovered. Hushed voices circulate conflicting accounts of Storm Knights of the Aysle cosm, carrying the battle to the home front, being helpless against the evil power of the Dark Shard. But all say it takes the form of the sword with many different powers and frightening abilities.

Among the most popular rumors are accounts that say the Dark Shard has the power to slice through armor, to cause all who are struck by it to explode, or two make the strong of heart quail and faint in fear. But all

descriptions agree on one point: it is a blackened and corroded greatsword of immense proportions, encrusted with skull-shaped gems of a swirling red and blue color.

There are many rumors regarding the wielder of the Dark Shard. Many say that a dark-skinned elf farmer found the blade in a field he had worked for years and was transformed to a creature of darkness by it. Others believe it is the hand of Arthuk himself that holds the pommel. The most popular rumor holds that an Unnamed Demon brought the sword from one of Aysle's pocket dimension and is using the Power of Corruption to carve out an empire of terror on his own.

If this rumor is true, then it is of grave concern to both the forces of the Light and the Dark in the Aysle realm. Imagine the Warrior of the Dark wielding such a blade, or Wotan the Hunter with an Artifact of Power. They already have, and the search for the Dark Shard has begun.

Rumors even state that Drakacanus has taken an interest in the blade ...

—Jamie Lewandowski
Seattle, WA

aliens need to have in their bloodstream to live.

The Akashan High Council has clamped down on this rumor hard, fearing that they will cause a panic among the client races and their allies among humanity — and an almost certain backlash. The Akashans still bear the brunt of the blame over the Comaghaz virus itself, and if this rumor is true, it could began out-and-out warfare against the Akashans.

The biotechnical experts in Macchu Picchu claim that the virus now running rampant in the area is a sub-strain of the Comaghaz itself and not their creation. It is, they say, an infectious virus that acts very similar to the flu — only faster and more devastating. Those who contract it experience diarrhea, dehydration, cramps, and fever. All infected individuals become carriers, and the only treatment so far is rest and consumption of fluids. Any physical activity at all makes the patient extremely fatigued and uncomfortable. Even Storm Knights who have supposedly contracted this new virus have been bedridden — the virus is too strong to fight off.

There are two curious things about the rumored virus: no one who has

3

Since the beginning of the Invasion, there have been rumors concerning the Spirit of Christmas, St. Nicholas, Santa Claus, or whatever he is called, appearing around the Christian and Jewish holidays. Many people report having spotted him not only in the air over Aysle (where the *Magic* axiom is high enough to support flying reindeer and fat men in red suits), but over the Living Land, the Nile Empire, and even Nippon Tech.

This year, an organization calling itself the Non-Denominational Organization of Santa Explorers (NoDOSE) is actively seeking out the truth of such rumors.

Does the Spirit of Christmas (or Hanukkah, or "Giving") fly through the air during the winter holidays? Is he (or she) bringing gifts of M-16s and Eternity Shards to good Storm Knights all over the beleaguered Earth (and dropping coal into the stockings of Dr. Mobius and 3327)? Where *did* the Warrior of the Dark get that cool helmet anyway?

NoDOSE wants to hear from YOU! Go outside on the winter nights, especially around the time of the Winter Solstice, and look up at the stars. Is that a ravagon flying overhead or ... something else?

Let NoDOSE know what you see. Describe your visions clearly, as different parts of the world may see different beings. Then again, if you see nothing but the occasional stalenger hopped up on bente-juice (they do look kinda pretty if you stick 'em on your tree), let us know. Only you can prevent the spreading of spurious rumors ... or the censorship of the truth.

—Paid for by the NoDOSE Foundation.

"We believe in miracles — do you?" ☒

The Dark Shard — with the power to slice through armor — is a blackened and corroded greatsword of immense proportions, encrusted with skull-shaped gems of a swirling red and blue color.

2

During a biotech experiment in the Space Gods' "capital city" of Macchu Picchu, a rogue strain of an anti-virus got loose and is coursing its way through human and alien alike.

The anti-virus was designed as a microscopic predator to be used against the Comaghaz, but it had not been perfected when it was accidentally released. The virus has been programmed to kill virtually *any* microbe it detects that is "foreign" to its hosts' body. Unfortunately, there are many benevolent microbes that humans and

caught the virus has died (if they've had the common sense to stay in bed), and only one species of the Star Sphere is unaffected — the Lorbaats. They seem unable to contract the virus, and are making the most of their privileged situation.



Your Letters

What do Tharkoldu stelae look like? Are they pyramid-shaped objects as portrayed in the *Torg* comic, or the cylinder-shaped objects as described in the novel *Storm Knights*?

—Patrick Flanagan,
Freehold, NJ

Go with the pyramid shape, Patrick. That is the current appearance of Tharkoldu stelae. Their stelae were cylinder-shaped when Kranod was High Lord, but Jezrael changed the design shortly after assuming power.

1. Some spells can be disbelieved (i.e., illusions) and some can't, but what happens to characters who disbelieve spells that are not illusions?

2. What happens to Core Earth animals in axiom washes?

—Scott Paquette,
St. Paul, MN

1. Roughly the same thing that would happen to you if you disbelieved a bullet shot at you. If the spell's effect is real, the fact that you don't believe in it won't stop it from pasting you.

2. Most probably transform to something more in line with their new reality.

1. In the demon hierarchy, is Thratchen equivalent to a lord?

2. Since *Spiritual* axiom 23 states "one mythos becomes dominant," would Thrakmoss' possession of Baruk Kaah mean Stalek immediately becomes dominant?

—Pete Venters,
South Glamorgan, Wales

1. Thratchen is a Demon Prince. His updated stats and background will be featured in *Infiniverse Update, Volume II*.

2. Yes, Stalek would become dominant, unless Thrakmoss for some rea-

son decided to lower the *Spiritual* axiom.

When a character disconnects and she is wearing armor with a *Tech* axiom higher than that of the realm she in, what happens to the armor adds?

—Sam Thornton,
Essex, England

The armor would take on the appearance of the best armor the realm's *Tech* axiom will support, and provide that level of protection. If the character takes off the armor and hands it to someone who has not disconnected, it will resume its former appearance and armor adds.

1. What kind of axioms do the aliens of the Star Sphere live under (if they are different from continent to continent on Earth, they must be different from planet to planet)?

2. The word "Martian" means a native of the planet "Mars." Therefore, shouldn't the Terran Martians be called "Horusians?"

—James Kraczez,
Elk Grove, IL

1. Every cosm only has one set of native axioms. The reason axioms differ from continent to continent on Earth is because the cosm has been invaded by other realities. So all Star Sphere aliens live under the same axiom sets, although not all have realized their full potential.

2. An offbeat question, to say the least. No, Jim, "Martians" is correct. Remember, Terra is very similar to Earth in the 1930s, and only on the isle of Khem is ancient Egyptian religion practiced. "Mars" was named there by European astronomers.

How about a pen-pal or phone contact deal for subscribers within the same area, say, the same state? I think it would be great to have more contact with other gamemasters.

—Brad Elliott,
Niguel, CA

The idea has potential, Brad. We've had a few people ask us for info on *Torg* players in their neighborhood — unfortunately, we are not allowed to give out people's names and addresses without their permission.

However, there is no reason we couldn't print a "pen-pal" section where we could print the addresses of people who want contact with other groups.

What do the rest of you think? Send us your names and addresses and a letter giving us permission to publish them, and we'll try to get something put together.

1. Can any character negate the expenditure of a Possibility, or only the one against whom the relevant action is directed?

2. Can a Possibility reduce damage by more than one wound?

—Ben Ehrets,
Allentown, PA

1. We have always played that any character who is aware of what is going on in a given situation can cancel a Possibility spent. For instance, six Storm Knights are fighting a Nile villain in a warehouse. The villain spends a Possibility — any of those Knights who is conscious can cancel it.

However, if three of the Knights were in the warehouse fighting and the other three were outside in the parking lot, those outside could not cancel the Possibility.

2. Yes, you can reduce up to three wound levels with a Possibility.

Herald Messages

Quebec has been exposed as Cyberpapist territory. A team of deckers, priests and mages cruised its way through the GodNet, slicked its way into the Quebec data-fortress and planted a virus in their main core. This will make sure that they can't hide what they are! Three Glory events! The three stelae are neutralized! We will be back and Quebec will be freed.

Tired of the same old spells? Then really shock a shocktrooper with Marlana's conjured flying flaming camel spell! Their jaws will drop to the sand when a camel on fire pinwheels through the air to explode in a fireball on contact. (It's only illusory, so don't worry about the poor camel.) Only 5000 trades per copy.

— Brad Elliott,
Niguel, CA

"Bikers, edeinos, demons and Dagarathov, we fought them all to save the factory ... shame we didn't know how to defuse the bomb."

— Sierra Morn,
standing in the rubble

Sesetek has been deposed by the villainous Dark Masque and languishes in the capital's dungeon. His daughter, Hereteri (seduced to Good), has gathered the Order of the Shard, Deathhawk II, Adam Adamant, Destructo Don, Lois Plane and other heroes to assault the palace in Tripoli and free her father.

— Steve Crow,
N. Liberty, IA

The Cairo Crowd followed Malcolm Kane to the Americas. Slim Spade transformed and was slain trying to seize ultimate power. Almost as bad, the Mage was left drooling in a corner. Shades of Orrorsh! Virtue triumphs, but at what price?

— Andrew Joelson,
Hanover Park, IL

Mantis was not uncovered, though the Tharkold pride and Orrorsh Horror have been eliminated. China now looks to the New Gnomes for trade relations. Kanawa is exposed and is finding China a cold business partner.

— Greg Ray,
Oxford, AL

Oppression is unacceptable whether it be effected by Cyberpapists, power-mad emperors or nether-spawned demons. We fight to restore hope because it is our most powerful weapon. The collective human will to be free has a desire and strength all its own: the desire to win and the strength to succeed.

— Rebel Kyle

A group of dwarves has set itself up in the sewer network beneath New London. Bolstered by *message ward* spells, they are busily feeding information about the sinister realm of Orrorsh to Storm Knights everywhere.

— Dominick Riesland,
Milwaukee, WI

Ninja have stolen Mobius' secret nuclear reality bomb and taken it to Japan — all according to the Pharaoh's plan! "Kanawa will pay for its attempt on Cairo, and pay dearly!" (Maniacal laughter.)

Recently, we were taken to task (albeit humorously) for printing an 82-word herald message, when earlier issues had set the limit at 50 words.

While it's true that we don't want to wade through manuscripts when we're putting heralds together (pithy is good), we're not really interested in maintaining strict word count requirements. The herald messages that are printed each month are selected based purely on what strikes the editor's fancy.

Is it possible for the character inside a reality tree to disconnect in a mixed zone if he does something in direct opposition to both realities, say, using magic in a Living Land/Nippon mixed zone? If so, does the tree switch over, too?

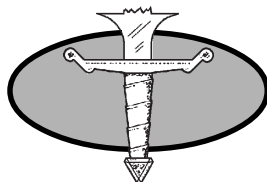
— Greg Detwiler,
Williamsburg, PA

It's unlikely, Greg. The guy inside a reality tree is pretty much out of the picture until he emerges, and isn't taking much of any kind of action. The tree defends itself using two of his

skills, and it's doubtful it would take on something that was a contradiction in the mixed zone it is creating.

We're not sure what you mean by "switch over." Remember, the person in a reality tree becomes possibility-rated, and a possibility-rated person cannot transform simply as a result of disconnection.

I have a concern about the new "eight-card rule" for single players detailed in the *Infiniverse Update, Volume I*. While it certainly does overcome some difficulties in being a single player, I find, having both played and gamemastered in this situation, that the cards stack up fast! Especially when a *Rally* or *Leadership* card is played, refilling the hand to eight cards. In the past few games,



***Drama* and *Hero* cards have stacked so high that "critical moments" have resulted in rolls of 140 and up, with the inevitable *Glory* result that follows. While this may be good for Core Earth, is it good for game balance?**

— Dan Swensen,
E. Helena, MT

An interesting question. Role-playing with only one player is tricky in the best of situations, and one player going through adventures designed for four to six is trickier still.

We settled upon the eight-card rule in the interests of game balance. But if it is not working for your "group," then by all means experiment and see what does. Sometimes what looks right as part of a formula doesn't work as well in certain play situation. Try the two-player rule and see if that works better for you, and let us know. ☒

INFINIVERSE™

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It's Beginning to Look a Lot Like Gaunt Man

(To the tune of "It's Beginning To Look
a Lot Like Christmas")

It's beginning to look a lot like Gaunt
Man,
Everywhere you peer,
The vampyres haven't slept,
Therels bloody prints where some
creeps have crept,
The scary kind that remind of the
Power of Fear.
It's beginning to look a lot like Gaunt
Man,
Horror's on your face,
But the scariest sight you'll see,
Where the maelstrom used to be,
Is just an empty space.
Chthons and amphids and green
things that eat kids are shambling
up your walk,
Ravenous gangs of fellows with fangs
and complexions somewhat like chalk,

And the Carredon can hardly wait for
its next chance to stalk.

It's beginning to look a lot like Gaunt
Man,
And hel's good for a scare,
Just remember your Christmas trees
Good for stakes, that just might be,
Your only prayer.

Yes, it's holiday time again, and in
the true spirit of warmth and giving,
West End is bringing back the Gaunt
Man in (appropriately) *The Gaunt Man
Returns!* Forget that guy in the red suit
- go for the one in the black cape:

He sees you when you're sleeping,
And you might not awake,
He thinks that being bad is good,
And your life hels sure to take.
So feel free to scream, feel free to moan,
Feel free to call "911" on the phone,
Salisbury's coming to town!

REALITY CHECK

by Brian Schomburg

A rarely visited section of the GodNet:
the Cyberpope's virtual reality shopping complex.



SPECIAL THANKS TO
BRIAN MOGGED

Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #28

1. The Guildmaster has set up a training facility on a remote Hawaiian island and is using military simulation technology. Starts at False (13).

2. Skutharka has used the remnants of a Phillippine resistance army as part of a ritual to summon the spirits of those who died in MacArthur's landing. Starts at False (13).

3. Morganna Le Fey sighted near Glastonbury Tor, where a number of Storm Knights have disappeared. There may be a connection with the pocket dimension of A valon. Starts at False (13).

4. The search is on for Yamashitals gold in the Philippines, with Nippon, Cyberpapal, Orrorshan and Tharkoldu

emissaries involved. Surprise, surprise, it's False (13).

Continuing Report: Issue 27

1. Yoshiko Nakata attempting to redirect Tharkold's wrath toward Russia by gathering evidence on "Project: Omen." Moving up the chart to True (20).

2. Reports that a Lorbaat known as "Kasak't" may have gained some measure of control over the Comaghaz virus. Hmm ... flips to True (13).

3. The occultist responsible for creation of the *necrolepus vampirum* has been murdered, and there are fears that a shape shifting dragon with knowledge of the occult may be loose in A ysl. Continues to fall to False (18).

4. Island of Patuar in the South Seas under attack by Pyrian Fire Tamers. Casualties include a CyberFrench naval base and a Delphi Council monitoring station. Slight drop to True (11).

5. Burger Rex salad bar — featuring sentient Living Land plants — lands in court, but only briefly. Little bit of a jump to True (13).

The Wrap-Up: Issue 26

1. A new cartoon, "Reality Rangers," depicts Japan as the site of an invading realm. Finishes at a whopping True (45).

2. Ayslish Corsairs sailing the Mediterranean, sacking Cyberpapal cargo ships and Nile Empire military vessels. Drops slightly to end at True (35).

3. Kanawa Corporation exploratory oil-drigging rigs vanishing in the Antarctic. Holds steady to finish at True (19).

4. Yakuza attempting to forge alliances with the Mafia and South American drug cartels. Nope, think a

Contributor News


Some big news this month (yes, almost as big as the Gaunt Man's return):

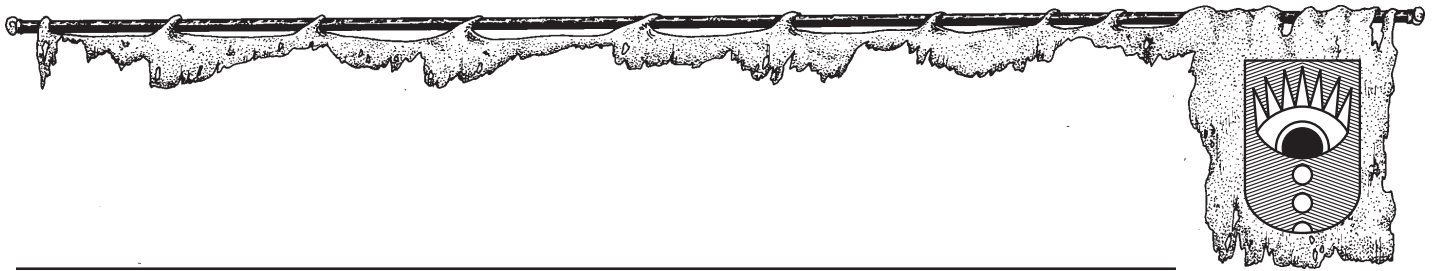
West End Games now has its own category on the GENie computer network! As of November 12, we're on Scorpials Games Bulletin Board, category 30. Our board will feature *Torg*, *Star Wars*, *Paranoia* and *Shatterzone* topics, along with (we hope) on-line games for all four lines! This is a great place to get the latest doings on events here at WEG and future plans for your favorite games. So if you're already a subscriber, log on and pay us a visit. And if you're not — well, the rather emaciated gentleman at your door would like to talk with you.

WEG has also made it on to America OnLine. Just where we'll be on that bulletin board isn't known at press time, but we will be there. And since we hate being lonely, we hope you will be, too.

Finally, the Gamers Hotline (1-900-737-5999) featured info on WEG's releases and other such things, for a mere \$1 a minute. This new phone service can save you from wondering what's coming out when.

Mini Madness

Lance and Laser has come out with a whole bunch of new *Torg* Miniatures blister packs. New figures include a ravagon, Storm Knight characters, Nippon gospog, a techno-demon, and many more. They're getting very good reviews from the folks who know minis, so check them out at your local game and hobby store. 



he following pages offer summaries of the basic information relating to all the known cosms and realms of the infiniverse.

These charts have been updated to include *all* the cosms covered to date, in one consolidated source listing the quantitative values used when dealing with those cosms and realms as

well as summaries of the axioms and every skill currently available in *Torg*.

Additionally, should more detailed information be required, page numbers are provided for easy reference.

THE AXIOMS OF THE COSMS				
Cosm	Magic	Social	Spirit.	Tech.
Aysle	18	18	16	15
Core Earth	7	21	9	23
Cyberpapacy	10	18	14	26
Orrorsh	15	20	17	19
Land Below	12	8	17	10
Living Land	0	7	24	7
Nile Empire	12	20	17	21
Nippon Tech	2	22	8	24
Star Sphere	7	27	13	30
Tharkold	12	20	17	26
Tz'Ravok	7	18	17	12
Aztec	14	20	17	16
Atlantis	10	10	13	19
Avalon	17	12	19	15

COSM LIMITS TABLE							
Cosm	DEX	STR	TOU	PER	MIN	CHA	SPI
Aysle	14	15	15	14	14	13	13
Core Earth	13	13	13	13	13	13	13
Cyberpapacy	13	13	13	13	13	13	13
Orrorsh	13	13	13	13	13	13	13
Land Below*	13	13	13	13	13	13	13
Living Land	13	14	14	13	13	12	14
Nile Empire*	13	13	13	13	13	13	13
Nippon Tech	13	13	13	13	13	13	13
Star Sphere	13	13	13	13	13	13	13
Tharkold**	13(17)	13(19)	13(24)	13(24)	13(25)	13(17)	13(24)
Tz'Ravok	14	17	16	13	13	13	13
Aztec	13	13	13	13	13	13	13
Atlantis	13	13	14	13	13	13	13
Avalon	13	13	13	13	13	13	13

* One Attribute may be as high as 14.
 ** Parenthesized values are the cosm limits for techno-demons.

LINK DIFFICULTY CHART														
Character is from:	Character is in:													
	AY	CE	CP	OR	LB	LL	NE	NT	SS	TH	TZ	AZ	AT	AV
Aysle	0	14	7	6	13	20	8	17	13	8	14	7	7	6
Core Earth	11	0	6	8	15	18	6	8	3	4	14	11	8	12
Cyberpapacy	12	9	0	9	17	21	8	12	7	3	16	8	3	10
Orrorsh	8	11	8	0	15	17	6	15	11	6	12	3	3	6
Land Below	4	11	7	3	0	15	3	12	17	3	8	15	12	10
Living Land	10	16	12	9	9	0	9	16	12	9	10	17	15	19
Nile Empire	10	11	8	5	14	16	0	12	8	3	13	5	3	8
Nippon Tech	11	5	7	8	16	19	7	0	3	5	15	14	11	16
Star Sphere	16	11	12	13	22	25	12	10	0	10	20	10	6	12
Tharkold	14	12	6	9	17	21	8	14	8	0	17	5	3	8
Tz'Ravok	6	10	7	3	12	15	3	12	8	3	0	11	10	13
Aztec	7	10	12	7	3	9	8	11	16	12	3	0	6	7
Atlantis	12	13	12	13	8	12	14	14	18	14	11	3	0	11
Avalon	8	12	13	11	3	8	12	12	16	13	8	11	7	0

Master Skill List

Skill	Available in Cosm? ¹										Skill Description	
	CE	LL	NE	AY	CP	NT	OR	SS	TH	LB		TZ
ADRENALIN SKILLS												
<i>(Dexterity)</i>												
Acrobatics	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 49
Beast Riding	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 49
Biotech Weapons	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Dodge	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 50
Energy Weapons	N	N	Y	N	Y	Y	N	Y	Y	N	N	<i>Torg Rulebook</i> , page 50
Fire Combat	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 50
Flight ²	N	Y	Y	N	Y	Y	N	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 50
Heavy Weapons	Y	N	Y	N	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 50
Lock Picking	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 50
Long Jumping	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , pages 50-51
Maneuver	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Martial Arts	Y ³	N	N	N	N	Y ³	N	N	N	N	N	<i>Torg Worldbook</i> , pages 55-56, and <i>Nippon Tech</i> , pages 72-83
Melee Weapons	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Missile Weapons	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Prestidigitation	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Running	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 51
Stealth	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , pages 51-52
Swimming	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 52
Unarmed Combat	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 52
<i>(Strength)</i>												
Climbing	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , pages 52-53
Lifting	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 53
WILLPOWER SKILLS												
<i>(Perception)</i>												
Air Vehicles	Y	N	Y	N	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 53
Alteration Magic	Y	N	Y	Y	Y	N	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 53
Cyberdeck Operation	N	N	N	N	Y	N	N	N	Y	N	N	<i>The Cyberpapacy</i> , page 71, and <i>Tharkold</i> , page 41
Camouflage	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>The Storm Knights' Guide</i> , page 66
Direction Sense	N	Y	N	N	N	N	N	N	N	N	N	<i>The Living Land</i> , pages 66-67
Disguise	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Worldbook</i> , page 54, <i>The Cyberpapacy</i> , page 71, and <i>Nippon Tech</i> , page 83
Divination Magic	Y	N	Y	Y	Y	Y	Y	N	Y	Y	N	<i>Torg Rulebook</i> , page 53
Egyptian Religion ⁴	N	N	Y	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 64
Evidence Analysis	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , pages 53-54
Find	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 54
First Aid	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 54
Forgery	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>The Cyberpapacy</i> , page 71
Heiroglyphics	Y	N	Y	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 65
Land Vehicles	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 55
Language	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 55
Mathematics ⁵	N	N	Y ³	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 65
Psionic Manipulation	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Research	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 68-69
Scholar	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 55
Scholar (Computer Science)	Y	N	N	N	Y	Y	N	Y	Y	N	N	<i>The Cyberpapacy</i> , pages 71-72
Scholar (Crafter)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Ravagons</i> , page 43
Scholar (Faith) ⁶	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Ravagons</i> , page 43
Scholar (Master Criminal) ⁷	N	N	Y ³	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , pages 65-66
Space Vehicles	Y	N	Y	N	Y	Y	N	Y	Y	N	N	<i>Torg Rulebook</i> , page 55
Tracking	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 55
Trick	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 56
Water Vehicles	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>Torg Rulebook</i> , page 56
<i>(Mind)</i>												
Apportation Magic	Y	N	Y	Y	Y	N	Y	N	Y	Y	N	<i>Torg Rulebook</i> , page 56
Artist	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 56

Skill	Available in Cosm? ¹											Skill Description
	CE	LL	NE	AY	CP	NT	OR	SS	TH	LB	TZ	
Business	Y	N	N	N	N	Y	N	Y	N	N	N	<i>Nippon Tech</i> , page 84
Conjuration Magic	Y	N	Y	Y	Y	N	Y	N	Y	Y	N	<i>Torg Rulebook</i> , page 56
Cybertech	N	N	N	N	Y	N	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 721 and <i>Tharkold</i> , pages 41-42
Engineering	N	N		Y ³	N	N	N	N	N	Y ³	N	<i>The Nile Empire</i> , page 66
Hypnotism	Y	N		Y	N	Y	Y	Y	N	N	N	<i>The Nile Empire</i> , pages 66-67
Medicine	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 56
Meditation	Y	N	N	N	N	Y	Y	Y	Y	N	N	<i>Torg Worldbook</i> , page 541 and <i>Nippon Tech</i> , page 84
Mindsense	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Occult	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , page 69
Psionic Resistance	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Psychology	Y	N	Y	N	Y	Y	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 731 and <i>Tharkold</i> , pages 42-43
Science	Y	N	Y	Y	Y	Y	Y	Y	Y	N	Y	<i>Torg Rulebook</i> , page 56-57
Science (Biotech)	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Science (Computers)	Y	N	N	N	Y	Y	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 73, and <i>Tharkold</i> , pages 43-44
Science (Demolitions)	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>The Storm Knights' Guide</i> , pages 65-66
Streetwise ⁸	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>The Cyberpapacy</i> , page 73
Survival	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 571 and <i>The Living Land</i> , page 68
Test of Wills	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 57
True Sight	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 72-73
Weird Science	N	N	Y ³	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 67
Willpower	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 57
PRESENCE SKILLS												
<i>(Charisma)</i>												
Charm	Y	Y	Y	Y	Y	Y	Y	Y	N	Y	N	<i>Torg Rulebook</i> , page 57
Persuasion	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 57
Taunt	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 57
Training	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Tokyo Citybook</i> , page 94
<i>(Spirit)</i>												
Corruption (Aysle)	N	N	N	Y ³	N	N	N	N	N	N	N	<i>Aysle</i> , pages 51-54
Cyberpsyche ⁹	N	N	N	N	N	N	N	N	Y ⁹	N	N	<i>Tharkold</i> , page 138
Faith	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 58
Faith (Irishantism)	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , pages 43-44
Focus ¹⁰	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Frenzy	N	N	N	N	N	N	N	Y ³	N	N	N	<i>Space Gods</i> , pages 54-55
Honor	N	N	N	Y ³	N	N	N	N	N	N	N	<i>Aysle</i> , pages 50-54
Intimidation	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Occultech	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , pages 44-45
Pain Weapon	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , page 45
Possibility Rip	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , page 44
Possibility Sense	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , pages 44-45
Reality	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Shapeshifting	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Torg Worldbook</i> , page 18, and <i>Orrorsh</i> , pages 69-70
Spirit Medium	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 70-71
Swami	Y	N	N	N	N	N	Y	N	N	N	N	<i>Orrorsh</i> , pages 71-72
True Sight	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 72-73
UltraCAD Operation	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , page 45

¹ CE: Core Earth; LL: Living Land; NE: Nile Empire; AY: Aysle; CP: Cyberpapacy; NT: Nippon Tech; OR: Orrorsh; SS: Star Sphere; TH: Tharkold; LB: Land Below; TZ: Tz'Ravok.

² The *flight* skill can only be used by characters capable of self-powered flight, or those with equipment which provides them with personal *flight* capabilities. Stalengers in the Living Land, and characters with either the flight power or a gizmo with the flight power. Because of its nature, the Core Earth rocketpack is an *air vehicle*.

³ This skill is only available to characters from the specific cosm indicated. Characters who begin in that cosm but do not belong to the reality may not have this skill to start the game.

⁴ The *Egyptian religion* skill cannot be used unskilled to perform

religious astronomy.

⁵ The *mathematics* skill cannot be used unskilled to perform spell casting and magical astronomy.

⁶ Must be of a faith available in the cosm.

⁷ This skill is only available to characters of Evil inclination.

⁸ The *streetwise* skill may be used unskilled to procure food and water

⁹ The *cyberpsyche* skill is only available to cyborgs.

¹⁰ The *focus* skill can only be taken by characters who have it listed as their tag skill, or who have Presence listed as their primary skill category (see page 27 of *The Storm Knights' Guide to the Possibility Wars*). A character with *focus* must have at least one add in *faith* as well.

THE WORLD LAWS OF THE COSMS

Laws	Summary	Description
AYSLE		
The Law of Observation	Anything which can be perceived is real.	<i>Aysle</i> , pages 48-49
The Law of Magic	Aylish characters born with one magic skill and one arcane knowledge.	<i>Aysle</i> , page 49
The Law of Honor	Good and honor reflected in the appearance; allows <i>honor</i> skill.	<i>Aysle</i> , pages 49-50
The Law of Corruption	Evil and corruption reflected in the appearance; allows <i>corruption</i> skill.	<i>Aysle</i> , page 50
CORE EARTH		
The Law of Prodigy	Starting character can buy prodigy package (start with +6 in tag skill) for three possibilities.	<i>The Delphi Council Worldbook</i> , Vol. 1, page 9
The Law of Hope	Characters not from Core Earth decrease difficulty numbers on the "Transformation Table" by one step.	<i>The Delphi Council Worldbook</i> , Vol. 1, pages 9-10
The Law of Glory	+2 to Core Earth character for <i>persuasion</i> during planting of story seed.	<i>The Delphi Council Worldbook</i> , Vol. 1, page 10
CYBERPAPACY		
The Law of the One True God	Increase difficulty level for members of other religions when attempting miracles.	<i>The Cyberpapacy</i> , page 67
The Law of Heretical Magic	+3 to spell difficulty and backlash; if backlash other than just shock points, demon attempts possession; +5 to effect of successful spells.	<i>The Cyberpapacy</i> , page 68
The Law of Ordeal	Must prove innocence through a trial by ordeal if accused by priest.	<i>The Cyberpapacy</i> , pages 68-69
The Law of Suspicion	+3 to <i>willpower</i> or <i>Mind</i> when resisting <i>charm</i> or <i>persuasion</i> (only +1 if character attempting has proof of identity); +3 to <i>taunt</i> or <i>intimidate</i> .	<i>The Cyberpapacy</i> , page 69
ORRORSH		
The Power of Fear	Until Power of Fear is overcome, may not invoke reality storm or play to critical moment; Perseverance.	<i>Orrorsh</i> , pages 60-66
The Power of Corruption	Wicked acts lead to Corruption.	<i>Orrorsh</i> , pages 57-59
The Law of Eternal Corruption	Monster is reincarnated if not killed by True Death.	<i>Orrorsh</i> , pages 35-37
LAND BELOW		
The Law of Savagery	May only use Drama or Hero cards during combat for physical attacks or to reduce damage; if Attack is approved action, only get card if all-out attack is used; one extra possibility at end of each Act if <i>romance</i> subplot played; +3 to <i>Charisma</i> tests involving opposite sex.	<i>The Land Below</i> , pages 66-67
The Law of Action	Can spend two possibilities on actions and choose either result.	<i>The Land Below</i> , page 67
The Law of Wonders	Use <i>engineering</i> to construct buildings which exceed the <i>Tech</i> axiom.	<i>The Land Below</i> , page 67
LIVING LAND		
The Deep Mist	Visibility is reduced; easy to become lost.	<i>The Living Land</i> , pages 65-66
Lanala's Love of Life	Dead things decay rapidly.	<i>The Living Land</i> , page 67
The Law of Lost Valuables	Living beings will become separated from their non-living objects.	<i>The Living Land</i> , page 70
NILE EMPIRE		
The Law of Morality	Good or evil only; neutral action is one-case contradiction; lose one possibility if action against Inclination; Inclination abilities: Detect Inclination, Inclination Seduction; The Price of Evil.	<i>The Nile Empire</i> , pages 60-62
The Law of Drama	Adventures move at dramatic, breakneck pace; obstacle piling.	<i>The Nile Empire</i> , pages 62-63
The Law of Action	Can spend two possibilities on actions and choose either result.	<i>The Nile Empire</i> , page 63
NIPPON TECH		
The Law of Intrigue	+3 to <i>stealth</i> and <i>Perception</i> checks against <i>stealth</i> ; +3 to <i>charm</i> and <i>persuasion</i> based on lies / deception; +3 to <i>persuasion</i> for bribes; reduce <i>Perception</i> success level by 1 against <i>disguise</i> ; traitors in large groups.	<i>Nippon Tech</i> , pages 69-70
The Law of Profit	Goods and services cost less when purchased by those of means.	<i>Nippon Tech</i> , pages 70-71
The Law of Vengeance	Receive six possibilities at end of act in which vengeance is exacted.	<i>Nippon Tech</i> , page 71
STAR SPHERE		
The Law of Religious Compatibility	Different religions may work together to perform miracles; no spiritual struggle.	<i>Space Gods</i> , page 50
The Law of Acceptance	Characters may use own world laws in Akasha with no contradiction.	<i>Space Gods</i> , pages 50-51
The Way of Zinatt	Alignment with <i>Aka</i> , <i>Coar</i> or <i>Zinatt</i> .	<i>Space Gods</i> , pages 51-52
THARKOLD		
The Law of Ferocity	All-out attack ignores all K, O, KO results; +3 to <i>intimidation</i> and <i>taunt</i> bonus numbers; +3 to <i>willpower</i> or <i>Mind</i> against <i>charm</i> or <i>persuasion</i> ; no normal surprise; complete surprise = normal surprise.	<i>Tharkold</i> , page 38
The Law of Pain	Roll <i>again</i> if inflict or receive K, wound, or better.	<i>Tharkold</i> , pages 38-39
The Law of Domination	Submissive suffers -3 to actions against dominant, +1 to actions aiding dominant; +3 to dominant for <i>persuasion</i> , <i>intimidate</i> , <i>taunt</i> and <i>charm</i> on submissive.	<i>Tharkold</i> , page 39-40
TZ'RAVOK		
The Law of the Most Real	Cannot disconnect.	<i>Ravagons</i> , page 40
The Law of Survival of the Fittest	Ords use "Possibility-Rated" column of "Combat Results Table."	<i>Ravagons</i> , page 41
The Law of Transcendence	Can <i>possibility rip</i> characters at transcendence.	<i>Ravagons</i> , pages 41-42

Dispatches and Rumors



Dispatches

1

Resistance groups in Crete have begun springing up against the occupation of the Nile Empire forces. They have scored some small successes, enough to attract the attention of Mobius' lieutenants. They have dispatched a team of pulp villains known as the Elementals to crush this rebellion.

The Storm Knights are hired by the Italian government to travel to Crete and 'Irun interferences' for the resistance groups. This will surely bring them into conflict with the Elementals (Fire, Air, Water, and Earth) — defeating this group might well gain the Knights some information on the mysterious Terran power broker known as the Silent Partner.

Fire

DEXTERITY 12

Dodge 18, energy weapons 18, fire combat 16, flight 15, maneuver 16, stealth 13, unarmed combat 17

STRENGTH 10

TOUGHNESS 11

PERCEPTION 9

Find 12, trick 14

MIND 9

Test 12

CHARISMA 10

Charm 15, persuasion 16, taunt 11

SPIRIT 8

Intimidation 201 reality (Nile Empire) 15

Possibilities: 12

Powers: *fire blast*, value 201 range 310/25/40; *flight*, value 12. Adventure cost: 8

Description: Fire wears a bright red and gold uniform. He commonly leads the Elementals' attack, using his fire

wall to cut off the escape of their intended victims. He is immune to damage from intense heat or flame.

Fire needs around to recharge after shooting a fire blast. Once a wall is created, it is independent of him and he need not concentrate on maintaining it.

Water and fire extinguishers are Fire's major enemies. When doused in water, Fire is unable to generate flame blasts for three rounds until his body heat dries him out. Fire extinguisher foam will keep him from generating flame for 10 rounds.

Description: Air appears as a beautiful woman clad only in wisps of cloud. Her major powers are her ability to *charm* men into inaction while her comrades prepare their assault. In addition, her speed and her *dispersal* power make her extremely hard to hit. Often, she will slip away during a battle to accomplish the team's objective while the rest occupy the opponents.

Equipment: Miniaturized airblaster (2). This fits inconspicuously into Air's palm and allows her to fire concussive blasts of air (damage value 18, range 3-

The creature wandering the bayous now appears as a wandering beggar with the head of a scarecrow — a sack stuffed with straw — and commonly haunts the wilder bayou country.

Air

DEXTERITY 14 (17)

Dodge 18 (21), flight 18 (21), fire combat 15 (18), maneuver 19 (22)1 melee weapons 17 (20)1 running 18 (21), stealth 22 (25)1 unarmed combat 16 (19)

STRENGTH 9

TOUGHNESS 9

PERCEPTION 12

Evidence analysis 15, find 16, trick 18

MIND 11

Test 15, willpower 16

CHARISMA 12

Charm 201 persuasion 19, taunt 14

SPIRIT 10

Intimidation 14, reality (Nile Empire) 16

Possibilities: 25

Powers: *flight*, value 17; *dispersal*, value 19; *super-attribute*, DEX+3/17. Adventure cost: 11. *Setback* flaw: exposure to sub-zero cold

10/40/100). Air cannot be dispersed when she uses this weapon.

Earth

DEXTERITY 10

STRENGTH 14 (17)

Lifting 17 (20)

TOUGHNESS 13

PERCEPTION 9

Find 10, tracking 15, trick 10

MIND 8

Test 18, willpower 12

CHARISMA 8

Charm (20)1 persuasion 13

SPIRIT 8

Intimidation 201 reality 17 Possibilities: 27

Powers: *magnetism*, value 27; *super attribute*, value STR+3/17; *regeneration*, value 13. Adventure cost: 10. *Stymie* flaw: immersion in water

Natural Tools: rock armor, value TOU+5/18

Description: The strong man of the group, Earth prefers the direct approach, plowing right into opponents. (He uses his *magnetism* power to disarm them first, of course.)

Water

DEXTERITY 13

Acrobatics 16, dodge 18, energy weapons 17, fire combat 17, maneuver 18, stealth 17, swimming 201 unarmed combat 17

STRENGTH 12

TOUGHNESS 12

PERCEPTION 10

Find 14, scholar (aquatic lore) 13, tracking 14, trick 16

MIND 10

Test 13, willpower 14

CHARISMA 10

Taunt 15

SPIRIT 10

Intimidation 17, reality (Nile Empire) 16

Possibilities: 25

Powers: *swimming*, value 13; *water breathing*, value na; *electro-ray*, value 22. Adventure cost: 9. Stymie flaw: exposure to intense heat

Description: Water was a small-time Terran criminal who was mutated by the Silent Partner into an aquatic villain. His resistance to electricity enables him to fire energy blasts through water (an excellent conductor — add +2 to damage when used underwater) without fear of harm. He shares with Fire a lust for Air that has brought them into conflict on more than one occasion. He will normally attempt to grab an opponent and plunge with him into the nearest open water (relatively easy to do, on Crete).

Critical Event: The Knights must defeat the Elementals and gather what information they have on the Silent Partner. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

2

Interested in expanding A yslé's territory, the Warrior of the Dark has sent a team east into Russia to plant a stela in that chaotic country. A source in Finland relates the information to the Knights, but knows nothing more

about it (i.e., what the bearers of the stela might look like, etc.) He does know that they are expected to be passing through a small village called Svirstroy, along the Svir River, within the next week. This gives the Knights time to get there first.

The people of Svirstroy are a bit suspicious of the Knights at first, but once they are certain there are no servants of the High Lords in their midst, they will prove more cooperative. No strangers have passed through town in recent days, so the stela team has not yet arrived.

Over the days that follow, the town will be visited by: three giants, surly and silent figures who will take room at the local inn; a beautiful young woman, traveling alone; a band of refugee children; and two arms merchants who will be able to supply the Knights with any melee weapons (A yslish *Tech* level) they wish to buy.

The Knights may wish to investigate any or all of these people. The giants will be very unfriendly to the Knights, even threatening bodily harm if they are not left alone. If the Knights are able to surreptitiously investigate,



Jaime Lombardo/Ron Hill

they will discover that the giants are actually agents of Lady Ardinay, sent to Russia to try to feel out the government about the possibility of an alliance. They have been avoiding the Knights for fear of being identified as Light operatives.

The refugee children are just that, forced from their village on the Finnish border by dragon attacks. All of their parents died fighting the monsters.

The beautiful woman, Maria, is also secretive and shy (although a *Romance* card will cause her to be attracted to one of the Knights). If the Knights attempt to learn more about her, she will beg them, for their own safety, to leave her be. Again, if the Knights pursue the matter, they will discover she is not A yslish, but Orrorshan. She is, in fact, a werewolf who escaped the horror realm and hopes to lose herself in the wilds of northern Russia where there is less chance of her harming another human being. Military patrols forced her to take refuge in this village, and so she will be there when the full moon rises.

Taking advantage of any confusion that arises, the arms merchants will attempt to slip out of town. It is they who are the bearers of the stelae, hidden among crates of weapons they carry. It is also they who killed the parents of the children, for they are both weredragons.

Weredragons (2)

DEXTERITY 10/11

Flight 12, maneuver 13/14, stealth 11/15, unarmed combat 12/14

STRENGTH 22/10

TOUGHNESS 25/10

PERCEPTION 9

Alteration magic 241 evidence analysis 21, find 231 trick 22

MIND 15

Test 21, willpower 18

CHARISMA 7

Charm 91 persuasion 11, taunt 11

SPIRIT 7

Intimidation 15, reality (Aysle) 12

Possibilities: 15

Arcane Knowledges: *enchanted* 10, *darkness* 4

Spells: *polymorphism, conceal evil*

Natural Tools: armor, TOU+8/25; wings, speed value 11; claws, damage value STR+3/25; arctic air blast, dam-

age value 201 range 3-50/250/600 (none of these are present in human form)

Note: Numbers before the slash refer to attributes and skills in dragon form; numbers after the slash refer to attributes and skills in human form.

Critical Event: The Knights must prevent the weredragons from planting the stelae. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

3

With the election of anew president of the United States, the Delphi Council now faces a very real threat to its power. The growing belief among Americans that the Japanese presence in Sacramento is actually part of an invasion and their fears of a Cyberpapal incur-

launched from a hidden base in Ojinaga and flown into T exas, where it will be crashed into the southern version of "Capitol Hill.II With most of Congress destroyed in the tragedy, the President will be forced by public opinion to focus his efforts on combatting the Nile and ignore both the Delphi Council and the actions of the Kanawa Corporation in America.

The Storm Knights receive word of apparent Nile doings in northern Mexico through a diplomat sent south to work on the North American Free Trade Agreement. Their investigation will reveal the hidden Delphi base and a secret army preparing to launch the zeppelin on its mission of death. If the gamemaster wishes, he can even put an assortment of Nile villains on board (they are, naturally, unaware that they are on a suicide mission — the Delphi conspirators will seize control of the zeppelin from afar).

Over the days that follow, Svirstroy will be visited by three giants — surly and silent figures who will take a room at the local inn — a beautiful young woman traveling alone, a band of refugee children, and two arms merchants.

sion in Canada have led to cries that Delphi is not doing enough to protect American shores. There are even those who claim that the Council knew about the Tharkold invasion in advance of its happening and chose not to share this knowledge.

Under attack from Houston and the media, radical elements within the Delphi Council have seized upon a mad plan to paint Dr. Mobius as the major villain in the Possibility Wars. Thus, the apparent alliances between the Council and other realms could be explained away as necessary in the face of the militant, expansionistic actions of the Nile Empire.

Through intelligence contacts in Cairo, this Council cabal has managed to obtain a hydrogen-filled Nile zeppelin. The zeppelin has been fitted with weird science stealth technology to shield it from US radar. It will be

Critical Event: The Storm Knights must prevent the zeppelin from exploding and killing hundreds of Congresspeople. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

4

The unsettled feeling in New Orleans is more than just the aftermath of Hurricane Andrew's passing. Orrorshan horror seems to have taken root there, bringing to life some of the legends of the Cajun people there. One of the most famous figures of Louisiana French folklore is Jean Sot, or "Foolish John." Known for such acts as setting his grandmother on fire while trying to warm her and throwing his dog, Parsley, into the soup rather than the plant, Jean Sot is traditionally a figure of fun.

But there is nothing amusing about the creature wandering the bayous now, who has twisted the part of the legend that involves taking instructions too literally for its own dark purposes. His first victims were a married couple on a pleasure jaunt who began to argue, with one telling the other to "button his lip." Jean Sot obligingly stuffed swamp mud in their mouths and then sewed their lips closed. The more horrendous incident occurred when one hunter was overheard telling another to "leat your heart out."

The hydrogen-filled Nile zeppelin has been fitted with weird-science stealth technology to shield it from US radar. It will be flown into Texas and crashed into the southern version of "Capitol Hill."

Jean Sot appears as a wandering beggar, but his head resembles that of a scarecrow (a sack stuffed with straw). He commonly haunts the wilder bayou country, although of late he has grown more bold. He carries a pitchfork and seems to have no qualms about using it. His predilection for taking what others say literally does not extend to doing damage to himself — remember, although he appears to be an idiot, he is governed by a spirit of Orrorshan evil.

Jean Sot

DEXTERITY 17

Acrobatics 18, dodge 201 maneuver 19, melee weapons 19, unarmed combat 19

STRENGTH 17

TOUGHNESS 17

PERCEPTION 11

Find 15, tracking 12, trick (15)

MIND 9

Occult 15, test 15

CHARISMA 6

Charm (25)1 persuasion (25)1 taunt (18)

SPIRIT 8

Faith (Orrorshan evil) 15, intimidation 13, reality (Orrorsh) 16

Possibilities: 20

Equipment: occult pitchfork, *boiling blood* spell focused into it

Powers: *blur form*, *resistance to normal weapons*, *magical resistance*

Corruption Value: 20

Fear Rating: 1

Perseverance DN: 18

Weakness: crow feathers

True Death: Being pecked to death using crow beaks (these supersede the *resistance to normal weapons* power)

Critical Event: The Knights must destroy Jean Sot. Doing do is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

an area of one square kilometer.

Rumors are rife that below Knossos lies a huge labyrinth that is home to a minotaur and the Greek myth of old has become a truth of today. Several frightened farmers are claiming to have heard the beast's snortings, and there is talk in the local villages that, to ensure the minotaur remains in the maze, sacrifices must be made. Frightened Cretans are praying that a modern-day Theseus will come forward to slay the minotaur before they have to resort to such grim action.


—Steve Tanner,
Rheindahlen, Germany

3

Sudden and mysterious changes throughout the whole of the Eastern Living Land have prompted the US government to request that Storm Knight teams investigate the area thoroughly. While there are no fears of a new invasion, it appears that reality has shifted somehow in that area since the Akashan airlift of the edeinos was completed. This, coupled with reports of strange creatures being seen in New York and other places, has authorities concerned.

4

Bad real estate investments in the Northeastern United States have dealt a severe blow to Kanawa Enterprises, one which is rippling back to the Kanawa Corporation. Apparently, 3327's lieutenant expected the collapse of the Eastern Land to be followed by a Nippon seizure of Wall Street. But the violent geological disturbances in the area, and the strange creatures reported therein, have frustrated efforts to assume control of the area.

There are already rumors of II downsizing II at some under-subsidaries and the forced retirement (read: termination) of some middle managers. 3327 is working to keep the story out of the American media (the Japanese media being largely in his pocket), for fear that foreign stockholders might panic. Unfortunately, Dr. Mobius has caught wind of his fellow High Lord's problems and plans to leak it to the Cairo newspapers. 

Rumors

1

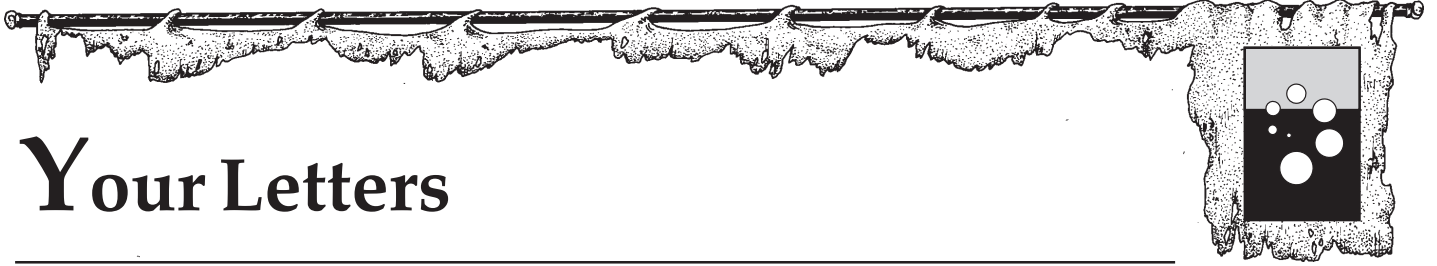
A courier from the Star Sphere has arrived via lightship in Peru, bearing distressing news: there are rumors of a rebellion being incited on the Gudasko homeworld. Should this take place, Akasha itself could eventually be threatened.

Although extremely concerned, Rotan Ulka is unwilling to send large numbers of Monitors back to the Star Sphere at this crucial point in the Possibility Wars. He has therefore sent out a call for a team of Storm Knights to return there in the lightship and help to discover the cause behind the Gudasko revolt.

2

The Nile expansion into Crete has created some unforeseen side effects, the result of the axiom wash. The ruins of ancient Minoan palaces at Knossos, Malia and Phaestos have been restored to their former glory, and several archaeologists are already making their way to the Mediterranean island to examine the sites. The largest palace, Knossos, stands five stories high, with three floors below ground, and covers

Your Letters



1. Why does a character have a chance to disconnect every time she uses a weapon outside of her *Tech* axiom, but the same character only has to roll once per scene for her armor? Shouldn't the armor have a chance to disconnect every time it is fired upon (i.e., used)?

2. If I am reading the rules correctly, *focus* is used to determine if a miracle succeeds and *faith* is used to power the effect. When a miracle is prayed for, such as *wrath of the gods*, to affect someone who does not have the *faith* skill, how does a spiritual struggle come into play? What *faith* value is given to the victim? *Spirit*? When a *faith* total is required of a character who does not have the skill, may *Spirit* be used in its place?

3. By the rules, a long-range contradiction is required when a weapon leaves a character's hand (like a grenade) and is not required if the character still has contact with the weapon. What about wire-guided missiles? Flamethrowers?

4. The game needs better targeting rules for thrown weapons and grenades ...

What is the difficulty of precision targeting — e.g., trying to hit a particular spot with a grenade as to not be in the blast radius when it explodes or to pin a not to a wall with a dagger from a distance of twenty meters?

5. Does a stationary target have a *O dodge*? If a character falls unconscious, does she get "hit" automatically? May an unconscious character still expend possibilities to reduce damage?

6. A lot of NPCs/Villains given in your adventures have attribute values greater than the cosm limits. Are the limits given, such as a maximum of 13 in Core Earth, only for beginning characters? May a character buy higher attributes once they have

played the game for a while? If not, how is it possible for the NPCs?

7. Are biotech weapons considered to be ords because they are alive? Could a bio-weapon transform on the transformation table? If an Akashan disconnects, do all of her bio-weapons/armour become useless? What happens to the equipment when she reconnects?

—Jim Pulles,
Regina, Saskatchewan

Whew! Long one here, folks! Let's take , em one at a time.

1. You actually put your finger on the answer in your question, Jim. The *armor* does not disconnect — it isn't a living thing and may not disconnect (or connect, for that matter) with a reality. Only living beings can do that. Also, existence is not a cause for contradiction. Not even a person can disconnect just for "being." However, when living beings use tools that cause contradictions, they *can* disconnect. But in the case of armor, where the tool is not actually being 'lusedl' by the wearer — it is only being used passively — there is no skill roll being made that the armor wearer can disconnect *with*. Only actions that need skill totals can cause contradictions. Take a look at the example provided by the Elf Dragonrider. She has increased attributes — specifically, *Dexterity*. Now, the Elf Dragonrider may go through whole scenes where she is not called upon to make a *Dexterity* attribute roll, but does that mean the character is not using her *Dexterity* at all during the scene?

No. Of course not — any more than a character wearing armor is not "using" it by wearing it. But how can you regulate this without making a contradiction check *every ten seconds of game time*? That would be unmanageable!

Fortunately, the Everlaws have a solution. Because the wearer of the

armor (or the user of the *Dexterity*) is not performing actions that contradict the axiom level of the cosm, she does not need to worry about contradiction ... much. She still has to check and see whether the Everlaws decide to shut down the passive contradiction, but, since she is not "attracting undue attention" as it were, she only needs to check once a scene.

Of course, if that passive disconnection *does* occur, she may have just as infrequent chances to *reconnect*.

2. You are reading the rules correctly. However, you missed the parts where it was indicated that *faith* can be used unskilled. A character with no *faith* adds uses straight *Spirit* unless otherwise noted.

3. Again, objects cannot disconnect — or cause contradictions — only living beings can (or *gospog*, or *undead* ... etc. How about *sapient*?). When a grenade leaves a person's reality — her person, in the case of a Storm Knight — and enters one that does not support the use of it as a tool, it does not work. Period. However, since stormers are so special, they can try to *extend* their realities to cover the tool. This is called a long-range contradiction. If the longrange contradiction check is successful, the tool works. Otherwise, it doesn't.

The other tools you mention are not all long-range contradictions. A flamethrower is connected to the operator's reality by direct contact. Flame burns in *any* reality (well, only briefly in Atlantis). Any physical, magical, spiritual, or (in the case of psionics) social attachment provides the reality support.

An explosive bullet, however, or a focused spell, would have the same problem as a grenade. Part of the bullet's function is to explode. The mechanism cannot function in a non-supportive reality. It's a long-range contradiction, Q.E.D.

4. Throwing something at a stationary target or a target with no *dodge* value is the same as trying any other action. The gamemaster has to assign a difficulty number and the player rolls and checks her skill total. That's it. How did you check to see if you could shoot a stationary target? Or jump over a fence? Or perform any other action? It's all by DNs. Performing a combat action is the same as a non-combat one, only, usually, you are given the DNs. In these cases, you aren't.

Having thrown knives, we'd say pinning a piece of paper to a wall at 20m is pretty darn hard. A lot of people would have difficulty throwing a baseball and hitting a note at that range. Weld give it about an 18, ourselves but we hope you weren't waiting to resolve the situation.

5. Like hitting a stationary object, hitting an unconscious person requires the gamemaster to set a DN. While automatic II is certainly reasonable in most cases, we can see situations where even striking someone who is lying at your feet with a melee weapon could be difficult. Assign an appropriate DN. Since the character is unconscious, he cannot *dodge*.

The character *cannot* spend possibilities to reduce damage — or even to keep the attacker from hitting him. Possibility use is not like using a skill — it is something unusual and not totally understood by most Storm Knights. In a II story II setting — like a novel or short story — it is quite likely that nobody ever thinks 'Gee, I'd better spend a possibility.' They are just exceptional individuals who find strength when they need it.

6. We're not certain which NPCs you are talking about here, so we'll have to blanket our answer.

High Lords get extra attribute points from their Darkness Devices, and are able to thumb their noses at the limit values. Important stormers get theirs from the same source, though not always directly — and they have to worry about contradiction. Critters and beasties are often not covered by the limits — an elephant, for example, has a higher *Strength* value than the Core Earth limit.

Unless otherwise noted, cosm limits for all attributes are 13- check the *Storm Knights' Guide* for some excep-

Herald Messages

Hey, Mobius —
Itane? Tua mater!
Tutene? Atque cuius exercitus?
signed,
The Roman Avenger

—Jim Pulles,
Regina, Sask., Canada

"My Invasion! My beautiful, beautiful
Invasion!"

... The Gaunt Man, upon learning
what's been happening since he got caught
in the Maelstrom

—Gregory W. Detwiler.
Williamsburg, PA

"Happy Hanukkah, Israel!"

—Dr. Mobius, from one of his
weird science zeppelins, just
before dropping thousands
of Smurf and Snuggles dolls
on the hapless country.

"The Tear of Zlin has been found in
Tibet!"

—Retief — Akashan Coar Diplomat
(not that other guy who we'd be sued
over)

— more to come ...

— Greg Ray
Oxford, AL

"Jingle Bells, Rec Pakken smells; Baruk
Kaah laid an egg ..."

"Telekinetic Lorbaats can't get it up!"

— anonymous (and gratefully
so) Akashan

"I watched from the carriage while Jim
wrestled the gospog.

"Watch out, Jim!"

— Sir Marlin Perkins, Mutual of
Orrorsh's Occult Kingdom
(a.k.a. Dennis Matheson,
Kennesaw, GA)

IN MEMORIAM

Dame Malin, agent of the Cyberpope,
is no longer among the living. However,
her invention, the Incend-E I, will con-
tinue to "see" use: the plans are in the
hands of a Resistance cyberlegger!

— John Olson
Baltimore, MD

Turambar observed that Taryn's
called-shot sword strike against the
Nippon Tech Fifth-Planting gospog cut
through the chink in his armor .

(With sincere apologies for the racial
slur.)

— Ben Ehrets
Allentown, P A

The Lorbaat hordes on Aysle are now
being held back. This is due to the recov-
ery of the Rod of Victory from the Broken
Land by a group of brave Storm Knights.

— Sean Sherman
Rochester, NY

DATELINE BANGKOK, Sept. 22, 1990:

Week 29 of the Possibility Wars. Two
separate froupsof Storm Knights, together
with the aid of Hovton, 'The Living Eter-
nity Shard,' have succeeded in uprooting
an Orrorshan stela near the Isthmus of
Kra. This has resulted in one mixed
Orrorshan and two dominant Core Earth,
but partly Orrorshan realm zones being
completely returned to Core Earth with-
out the loss of native lives. Thailand is
now almost completely free of the
Orrorshan influence.

— Rene Ordway for NNC
(through M.W. Annis of
Metairie, LA)

"They seek me here, they seek me there,
Those demons seek me everywhere. The
techno-demons are not just cads, They're
demmed annoying UltraCADs."

— Sir Reginald "Reggie"
Blakeney, Victorian
adventurer

tions (or the individual sourcebooks).
Player characters are stuck with the
limits, unless they find some tool (such
as a magic spell, miracle, or super-tech
device) to increase their attributes. . .
and then they have to worry about
contradictions

7. As far as using the damage table
goes, biotech uses the Ord column.

But biotech only transforms as per the
rules of the non-living. While biologi-
cal organisms are used in the produc-
tion of biotech, the Everlaws have ruled
that biotech is nonliving for purposes
of reality.

As for all the rules about biotech and
reality, check the *Space Gods* sourcebook,
page 98. It's pretty clear. 

INFINIVERSE™

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First off, the special *Torg* Campaign Update on page 5 of this issue is a product of the fertile mind of Tom Reed, a *Torg* player from Florida. These are prepared for his group each month, and he sent one along to us for our amusement and edification. Nice job, Tom!

Now, what's coming up for *Torg*? Glad you asked.

This month, of course, brings *The Tokyo Citybook*, by Sean Perry and Genichi Nishio. Learn the secrets of this mysterious and deadly city in this exciting sourcebook, featuring new templates, two new mini adventures, loads of maps and other fascinating features. In February, *Creature of Tharkold* shambles out of the dark, featuring 60 nasties created by *Infiniverse* subscribers, along with maps and size comparison chart.

Then in April, watch for *Infiniverse Update, Volume II!* Just how the GauntMan's return affected the course of the Possibility Wars? Who is the

new High Lord in Aysle? What's with all the seismic shocks in the Eastern Living Land? This is the place to read all about it!

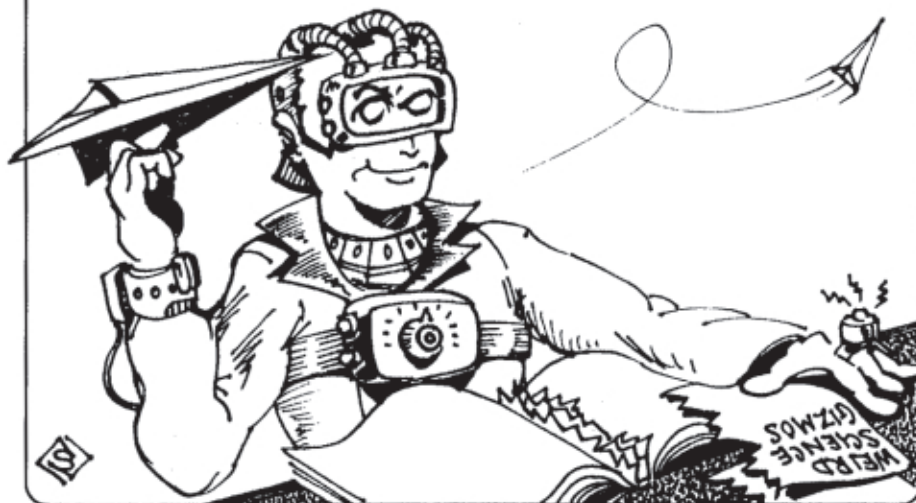
May brings *No Quarter Given* another product from the PC of Sean Perry! The winning Storm Knights from the *Torg Character Collection* team up with your own intrepid band to take on a seemingly impossible task: destroy both of the GauntMan's maelstrom bridges and prevent the Carredon's return to Earth! (Yup, some groups always get the hard ones ...) This thrilling 64-page fiction/adventure may mark the biggest change in the Wars since well, the *Gaunt Man Returns* (unabashed free plug)

Speaking of ol' GM, August brings the much-anticipated *Interview With Evil*, the GauntMan's autobiography as transcribed by John Terra. It's a bloody look back at the High Lord's ascension to that lofty post and his first conquest — Kantovia and the Dire Wolves!

REALITY CHECK

by Brian Schomburg

The Evil Eye demonstrates one gadget that can *easily* be made with the weird science rules.



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap-Up* gives you the tally after the rumor has reverberated throughout the infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #29

1. An eternity shard devoted to the Dark has been discovered in the Aysle cosm. It is said to resemble a blackened and corroded great sword, encrusted with skull-shaped gems, and it's True (15).

2. Strange anti-virus running rampant in Machu Picchu, designed to kill virtually any microbe it encounters. Only Lorbaats are immune. It's True (17).

3. Non-Denominational Organization of Santa Explorers seeking proof of the "jolly old elf's" existence. A dead heat, but True (11).

Continuing Report: Issue #28

1. The Guildmaster has set up a training facility on a remote Hawaiian island and is using military simulation technology. Flips to True (20).

2. Skutharka has used the remnants of a Phillippineresistance army as part of a ritual to summon the spirits of those who died in MacArthur's landing. Moves over to True (18).

3. Morganna Le Fey sighted near Glastonbury Tor, where a number of Storm Knights have disappeared. There may be a connection with the pocket dimension of A valon. Ouch — False (19).

4. The search is on for Yamashita's gold in the Philippines, with Nippon, Cyberpapal, Orrorshan and Tharkoldu emissaries involved. Just barely True (13).

The Wrap-Up: Issue 27

1. Yoshiko Nakata attempting to redirect Tharkold's wrath toward Russia by gathering evidence on "Project: Omen." Finishes at a very respectable True (45).

2. Reports that a Lorbaat known as "Kasak't" may have gained some measure of control over the Comaghaz virus. Finishes in a dead tie, so we're calling it True (11).

3. The occultist responsible for creation of the *necrolepus vampirum* has been murdered, and there are fears that a shapeshifting dragon with knowledge of the occult may be loose in Aysle. Very, very False (40).

4. Island of Patuar in the South Seas under attack by Pyrian Fire Tamers. Casualties include a CyberFrench naval base and a Delphi Council monitoring station. Oh, just barely False (13).

5. Burger Rex salad bar — featuring sentient Living Land plants — lands in court, but only briefly. Finishes at True (19).

Contributor News

First item of business this month. Some time ago, one of our players asked about the possibility of setting

up a "Torg Pen Pal" section in *Infiniverse*. We responded by saying that if folks would send us their addresses, we would be glad to print them. Well, the first one is in and it is:

Ralph Dula
335 15th Street
New Cumberland, PA 17070


So send something off to him. He's waiting by his mailbox!

Ralph also asks when another *Torg* comic book might be coming out. Well, we'll let you folks know when we hear something.

Wizardry

Those of you who picked up issue #17 of *Wizard* might have noticed a very nice mention of West End Games on page 10. Since the editorial staff here at WEG are big fans of that mag, it was very nice to see our stuff included in their pages. Thanks, guys, and from all of us who live for "Picks From the Hat..." every month, Happy New Year!

Sole Survivor

This month sees the publication of *Sole Survivor*, the second *Shatterzone* novel, written by Shane Hensley. *Torg* fans will remember Shane from *Temple of Rec Stalek* and *When Axioms Collide*, and he's really outdone himself in this tale of treachery, greed and a fight against overwhelming odds. For those of you who have yet to pick it up, run right down to the store and get your copy of *The River of God*, the first book in the *Shatterzone* series. This exciting adventure novel provides a great introduction to this new universe, which will be exploding on to the roleplaying game scene in July of '93! 

Player Handouts



any of our players (both through *Infiniverse* and through *GENIE*) have asked us to provide handouts that would explain just what a Storm Knight knows about his realm of origin. Thus we're trying an experiment this month, providing handouts for Aysle and Nile characters that give them an idea of the way their world works.

Note that these handouts are designed so that they can be injected into virtually any campaign, beginning or advanced. For that reason, information that ties into the status of the "official" campaign as it stands today is omitted, to prevent confusion.

Onward:

Aysle

Prithee, rest thyself for a spell (nay, not that kind) and pay heed to the tale I have to tell. Aysle is a realm and cosm beset by troubles, and only the strength of a warrior's good right arm and powerful sorceries can drive away the Dark. Long have sorrow and despair been the stuff of life in Aysle. Centuries ago, Lady Pella Ardinay did alter her aspect, visiting great cruelties upon her subjects and causing the very land to cease bearing fruit. Some bards do claim that she was possessed by the spirit of a foul mage dubbed Uthorion — the truth of this I do not know, though many are the lips this tale has passed.

Ardinay ordered her armies to assail a new world, verdant and rich, and her warriors did unsheathe their blades and march upon it. But when she herself arrived, her aspect had changed again. She called for the fighting to cease and vowed to save this plane from the ravages of the Dark. She was opposed in this by the Viking chieftain, Thorfinn Bjanni, whom some

now say Death has claimed (but I have heard such wild stories before, and give them little credence).

Be that as it may, Aysle remains a land divided between Light and Dark, with a great and bloody war the result. This has spread to the cosmos well, with brother fighting brother and the gods of death rejoicing. It is to this struggle that you are called, good Knights.

The World of Aysle

Wondrous strange is Aysle, when viewed through the eyes of men from other worlds. Shaped like a disk, most Ayslish live in Upper Aysle — the Humans, the Elves, the Vikings. The dwarves make their homes in the Land Between. And Lower Aysle is home to giants (a curse be upon their name) and other Dark creatures. The sun rises and sets through the hole in the center of the disk — we know this to be so, for we have seen it, and all which can be perceived is real, in Aysle. Weliveina world of magic — what to some eyes seems like the work of gods is commonplace in the land of my birth. The arts of conjuration, alteration, apportionation and divination flourish here — though often we cannot see their effects, we know that they are real. All folk born of Aysle are gifted by Dunad with some skill at magic and some knowledge to call their own. Only the giants choose not to use their skill, relying instead on the great strength they have been blessed with. They and the elves have enchantment at the core of their existence, and have been known to perish when visiting other worlds, solely through a lack of magic in the air.

Mayhap the most important aspects of our lives are the paths of Honor and Corruption. There are boons to be received from either path, yea, and weak-

nesses as well. Long was it so that the corrupt could not hide their evil, for it would show upon their features. But five centuries ago, Ardinay did somehow change the fabric of life so that the corruption went into the land. Crops became blighted, animals took sick — today, in realm and cosm, the screams of Nature can still be heard in many places.

The Personages of Aysle

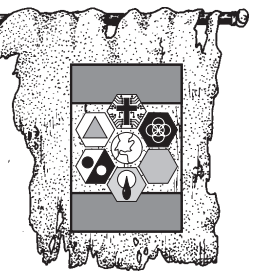
Many are the warriors and wizards of whom an adventurer should be aware:

Tolwyn of Tancred: Beautiful, noble and strong, Tolwyn is a timelost servant of the Light. Defeated in battle five centuries ago, her spirit was sent through the ether by her comrades, to appear on the embattled world of Earth. She is Lady Ardinay's right hand and commander of the Army of the Light.

She remains obsessed with reclaiming her ancestral lands in the disk world, which were stolen by her evil brother, Gareth, in a foul act of treachery.

The Home Guard: A union of Ayslish warriors and Core Earth natives, the Home Guard acts to protect many of the villages of Aysle from the predations of the Dark. The Guard is the last line of defense against attack. Many a Storm Knight has served with the noble Guardsmen, or accepted contracts from them.

Thorfinn Bjanni: Chieftain of all the Vikings and leader of the Dark forces, based in Scandinavia. Some claim his shell acts as home to the spirit of Uthorion. Rumors of his death take on more substance by the day. **The Warrior of the Dark:** A striking and deadly woman warrior, adept in the arcane arts as well as those of war. She has organized the rebellious half-



folk into a mighty army and is said to wield great influence among the Dark.

Wotan: Master of the Hunt, Wotan is to the Dark what Tolwyn is to the Light. Any man with his wits about him fears the sight of this demon upon his spectral steed.

The Nile Empire

Alright, now lissen up, you mugs, cuz I'm only gonna say this once. I've been given the nod to fill you in on all you oughtta know about bumming around whatcha call yer "Nile Empire." First off, the whole joint is run by a Joe callin' himself "Pharaoh Sutenhotep." I says "callin' himself" cuz you can't toss a dead cat in a room full of Storm Knights without hittin' someone who knows that big shot is really a palooka named Mobius. This Mobius guy, he was one of those union-suited clowns back on Terra, the ones always running around tryin' to blow up whole cities ('stead of just blowing banks, like any respectable crook). Don't ask me where he came from, or where this "pharaoh" jazz came from, cuz I don't know — and if you do, be a pal and fill me in, huh?

Anyways, this Mobius guy, things got kinda hot for him back home, so he uses this big deal gizmo of his and he and some of his boys take a powder. Next thing you know, the Mystery Men — yeah, them — are hotfooting it after him. A buncha other robes found their own way to trail him, and we all wound up here on this mudball called Earth. Seems Mobius got it into his head to try and muscle in on a planet. Along the way, he took a liking to some fancy schmancy Egyptian stuff. There's pyramids, tombs, mummies and all this other junk all over the map.

And that's show we got here: the good guys, the bad guys, and all them other mugs — the ones the heroes fight for, and the sharpies, crooks and would-be worldbeaters just mow down.

The Way Things Are

First things first, you jokers. If you're lookin' for metal eyes that see in the dark or stainless steel index fingers

that can sink battleships, you're in the wrong place, bub. We don't have nothing like that, just good old-fashioned American junk: cars, planes, Tommy guns and "talkies."

Same thing on the mumbo-jumbo front. Everybody ain't wavin' their hands and making folks explode. Anything smells fishy, it's probably some of that Egyptian crud — don't ask me to explain it, all I know is you gotta know math or engineering or something. Me, I can figure out how much I lost at the crap table last night or how to slap two bricks together, and that's about it.

Now, I'm as religious as the next guy, understand. But I don't cotton to none of this guys with dog heads walkin' around like we got here. You ask me, Mobius is deeper into that Arab hoodoo than's healthy for a mug from the wrong side of the tracks. Lemme tell you a few more things about this neighborhood, pally. Around here, you're either *good* or you're *bad* — none of this in-between stuff. You wanna be gray, ship out, cuz on this block, you're a white hat or a black hat.

Another thing. Stuff happens in the Nile, and it happens fast. You gotta be ready to roll with the punches, or you'll get flattened. Sometimes it seems like every time you turn around, somebody else is getting bumped off, gats are blasting out of a speeding chariot, whatever. All I'm saying is don't expect the world to stop turning while you try to dope out what you're gonna do, got me?

One more thing: you ever see the way Storm Knights can do stuff better than just about anybody? Well, in the Nile, we got 'em beat all hollow. There's something in the air, I don't know, or maybe our guys and dolls just live right. Anyways, we do it better, stronger and faster — count on it.

Gizmos

Okay, I wanted' em to get Doc Frest or one of those other big brains for this part, but they said I hadda do it.

In the Nile, we got something they call "weird science." Now, the only gadget I worry about is that big chair with the wires attached, but some

mugs like to tinker. The way I understand it, these clowns can take junk

you and me wouldn't look at twice light bulbs, bits of metal, flashlights, ham-and-cheese sandwiches — and turn 'em into a death ray.


I tried to dope out once how they do it and how come this stuff works. Somebody told me it had something to do with the fact that all the junk they slapped together is from around here. Then they started talking about "cosms" and other kinds of hooley, so I folded and went home.

Most Wanted Mugs

A couple of the thugs to keep an eye peeled for:


Doc Mobius: Top dog. Hangs out in a powerful pile of rock around Thebes. Could be older than he looks, they tell me. Slaps mugs he don't like in something called the "Omegatron" that makes the chair look like your favorite bar stool. Don't go near him without some good torpedoes to back you up.

Wu Han: Never had the pleasure myself. They say he pulls out people's nails for fun. They say he rigged the daughter of Chicago's mayor to explode on her wedding night. They say he gets a cut from every job in Cairo. They say he's Doc Mobius, without the hood (but I don't believe that one). If he gets a hold of you, he won't hurt you ... much.

Natatiri: Whatta doll! Face of an angel, body of a B-girl, and a heart that beats pure poison. This overgovernor's got her eye on the big man's chair, and doesn't care how many stiffs she has to walk over to get there. 

Dispatches and Rumors

continued from page 9

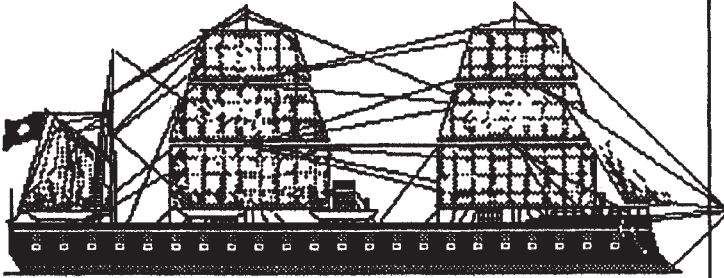
This would be amusing if it weren't for the fact that the Black Diamonds reacted with fireballs and lightning bolts, and the Vampyres responded. The Diamonds were decimated by one of their own members, now turned vampyric, while the L.A. police are being diverted from the real enemy (the Tharkoldu) to intercede in pitched battles that threaten to destroy entire neighborhoods. 

TORG

Campaign Update

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Nile Empire: Check Your Monsters at the Door



Friday, October 2, 1992

Tracking down the rumors of the "ghostly monks", our group of Storm Knights traveled to the city of Alexandria on an Orroshan ship owned by their associate Lady Patricia Finlaysen. The ship was interdicted at the harbor by Nile Empire Shocktroopers, who have been searching all Orroshan ships for creatures hiding out on board. Good thing, too; one of the passengers to whom Hawk was having a pleasant conversation turned out to be a ghoul, revealed by the investigation of Egyptian priests. This incident had the benefit of allowing the Storm Knights to sneak off the ship unnoticed. (Although we don't yet know whether the ghoul escaped the ship or not...)

Chartering a ride from Honest John's American-Style Limousine Service, the Storm Knights took a ride to the Hotel Ali Ben Ali, the only interruption being a quick buzzing from a surprisingly attractive woman in a Rocket Ranger suit. The hotel was somewhat primitive but comfortable...until dinner, that is.

A Nile Empire gangster, "Boss" John Rettik, came in to terrorize the hotel owner during dinner. After a short slugfest, which went remarkably bad for Mark Steele (how many times can a Martial Arts blow miss?) Rettik was driven off with a badly-blasted leg (courtesy of Cybane) and a vow that he would return.

This battle was apparently observed. That night, Shadow was approached in his bed by a mysterious woman in black, named Night Mask, who gave him an address and a password. Rather than go immediately, Shadow decided to sleep and have the group try there later.



It was about four A.M. when the Storm Knights met in a mist-filled alleyway in an industrial district (located between Osiris and Scarab Avenues), faced the one drain pipe with their hands against the wall, and after checking for surveillance said, "They came, but we saw, and we will conquer." At this word, they slid down a short slide into an underground complex.

The "complex" was the Adventurer's Club of Alexandria, which contained several Mystery Men such as the aforementioned Night Mask, and Destructo Don, the bullet-headed hero. After a short time of relaxation, they also met Philip Geoffrey Collington, the Weird Scientist contracted to build a "Sandstorm Gun" for Shadow. Unfortunately, he needed a Possibility Capacitor to complete the weapon...simply obtaining them would bring down unwanted heat from the Shocktroopers. If any of these items could be found, it would enable Collington to complete the Sandstorm Gun, and would greatly assist the resistance against the Pharaoh.

Thanks to the intervention of the troopers, they discovered that the man they wanted, the survivor of the "ghost Monks", had a star-shaped scar on his cheek. They also discovered that he was being held in the Pharaoh Mobius Institute for Mental Healing...and that a laundry firm nearby made deliveries to the place early that morning.

To make a long story short (too late!) the Storm Knights entered the hospital, and found the man in the "laundry room" - actually a Weird Science laboratory. In the lab they also found the Possibility Capacitor they needed...some extras...and a small chunk of Eternium, the element of pure possibilities.



Before they could escape, a man with a waspy voice, apparently the Weird Scientist in charge of the lab, drove a squad of Nile Empire second-planting Gospog (designed to look like mummies in army uniform) into the room. The scientist escaped under a cloud of smoke...and showed disturbing signs of being possibility-rated as well. However, the Storm Knights managed to leave the lab with the captured individual, known only as **Veteran Shocktrooper Shatek**.

Passe-Partout Status

Dr. Yoshi has spent 4 Possibilities on the Passe-Partout. He is promised that he will get information about Mini-Missiles. Cybane has spent 2 on the key. Shadow has spent 1 on the key. (Thanks to my somewhat-shaky notes, I do not have any other Possibilities set up on the key. If this is incorrect, please let me know.) At this time, 11 out of the 20 Possibilities on the Passe-Partout have been purchased, and Dr. Yoshi has the largest purchase, 4 Possibilities (which equals Lady Patricia's, if she ever returns to the campaign). This makes him the best chance to be the Bearer of the Eternity Shard's power, once it is paid for.



Upcoming Challenges

One Gangster, one Weird Scientist. Not a bad haul for your first day in the New Empire of the Nile. However, what about that Weird Scientist you stopped? He seems to be Possibility-rated. No Ord could do what he did to escape Dr. Yoshi. Remember, in two weeks (October 23) we return to **Paranoia**, GM'ed by Gerry Jones. We had an awful lot of clone lives left over...which I'm sure he'll correct.

Possibility Standings

Character and Player	Starting	Finish	Award
Shadow played by Brett Martin	11	10	14
Hawk played by Shawn Hille	9	8	10
Cybane played by Steve Cao	11	4	8
Dr. Yoshi played by Gerry Jones	14	9	13
Mark Steele played by Brett Reilley	5	2	11
Patricia played by Michael A. Blaney	No Activity		
Alacia played by Alex R.	No Activity		



Dispatches and Rumors

Dispatches

1

Colonel Cairo (see *The Character Collection*), a Mystery Man without his memory, is combing the Cairo area for Storm Knights to help him with a mission of great importance, the rescue of a fellow Storm Knight from the clutches of the nefarious Dr. Mobius. Dr. Zap (see *The Character Collection*) was trapped by the mad Pharaoh during a recent mission and is currently undergoing treatment in the Omegatron!

Colonel Cairo will support the Knights as best he can with his financial resources. He would accompany them himself, but he has been called away on an urgent mission to Terra by Dr. Frest and cannot be in both places at the same time.

Cairo knows that Dr. Zap is being held in Mobius' summer palace in Khartoum. The summer palace lies on the bank of the river Nile, and is a place of great beauty and tranquility. It is also known that Mobius enjoys "entertaining" guests in the subterranean dungeons and laboratories below. Dr. Zap was transferred to Khartoum less than a week ago, under heavy guard and the Colonel was unable to secure his freedom at that time. It is vital that the Storm Knights make a move to release Zap soon, as Mobius was called back to Thebes before he could make the trip to the summer palace.

Unknown to the Knights, Dr. Zap has already been put through Dr. Mobius' Omegatron and has been seduced to Evil. Mobius suspects that Colonel Cairo will attempt to rescue his friend and he has transformed the summer palace into a death trap. Soon both Dr. Zap and Colonel Cairo will be in the clutches of Dr. Mobius!

Dr. Zap, in his new evil frame of mind, has informed Mobius of all he knows about the heroic Colonel Cairo and has personally picked the guards which will overpower and capture Cairo. He has adopted a new identity for the mission, that of Captain Carnage, complete with powerful new gadgets!

Dr. Mobius is pleased with the transformation he has managed with Dr. Zap in the short time in which he has had to work with him. The plan is to allow the Storm Knights into the summer palace (a feat which will prove to be unusually easy) and then trap them within, allowing Captain Carnage aka Dr. Zap to use his powers and those of the Nile Shock troopers provided by Mobius to capture the heroes.

Rating: 27) warball and chain, damage value STR+5/13

Nile Shocktroopers

Reality: Nile Empire

DEXTERITY 9

Beast riding 11, fire combat 12, heavy weapons 12

STRENGTH 9

Climbing 10

TOUGHNESS 9

PERCEPTION 7

Find 9, first aid 9, tracking 9, trick 9

MIND 7

Survival 9, test 9, willpower 12

CHARISMA 7

Taunt 9

SPIRIT 9

Faith (Egyptian) 12, intimidation 12

If the dragon and his horde are not defeated, they will overrun the village before another month passes.

Captain Carnage

DEXTERITY 11

Acrobatics 15, dodge 12, fire combat 16, long jumping 12, maneuver 12, melee weapons 14, running 12, unarmed combat 12

STRENGTH 8

Climbing 9, lifting 9

TOUGHNESS 9

PERCEPTION 11

Evidence analysis 12, find 12, scholar (science) 14, trick 12

MIND 10

Weird science 13

CHARISMA 8

SPIRIT 10

Faith (Osiris) 11, intimidation 12, reality (Nile Empire) 12

Possibilities: 16

Equipment: Flame-throwing gauntlet (adventure cost 4, value STR+10, range 2-20/21-25/26-30, Tech

Possibility Potential: some (60)

Equipment: KK81 (damage value 19, ammo 24, range 3-40/400/1k)

Critical Event: Bringing Dr. Zap back to his old hero persona, either through shock or inclination seduction. Succeeding at this will be a *Good* result (6 or above). Failing will be a *Bad* result (3 or less).

2

Villagers near the town of York are in a panic! A large Draconis Metallica has made its home near the town and has disrupted trade in the entire area and is in danger of isolating the town altogether during the harsh winter. What's worse is the dragon has a strange group of followers and seems to be bent on capturing all sapient beings that make the mistake of wandering into its area. It

seems it will only be a matter of time before the creature and its band of followers attack the city itself. So far, all the knights of the realm that have tried to stop the creature have disappeared, only to reappear later as part of the dragon's band.

The dragon, which is normally a neutral creature and not a threat to those not interfering with its nest, is under the control of the Comaghaz virus. It is far into the third stage of infection and under orders to begin spreading the virus throughout the Aysle realm. It has been capturing creatures and exposing them to the infection and storing them in its lair, a series of tunnels to the north of York. Once the infected creatures succumb to the Comaghaz, they are released and brought into the main encampment above the lair. Currently the camp contains several humans, dwarves, elves, two giants, a dozen half-folk and a manticore. They are split roughly evenly between those in the second and third stages of the infection. If the dragon and his horde are not defeated soon, they will overrun the village of York before another month passes and infect hundreds more.

Syndar (*Draconis Metallica*)

DEXTERITY 11 (9)

Flight 12, unarmed combat 15

STRENGTH 27 (25)

TOUGHNESS 27/42 (25/40)

PERCEPTION 12 (14)

Divination magic 14, find 13, tracking 13, trick 16

MIND 11 (13)

Apportation magic 14, test 12, will-power 15

CHARISMA 7 (8)

Charm 10, persuasion 8, taunt (11)

SPIRIT 7

Intimidation (12), reality (Aysle) 9

Possibilities: 2 per Storm Knight

Arcane Knowledges: metal 6

Natural Tools: armor (TOU+15/40), wings (speed value 10), claws (damage value STR+3/28)

Syndar is slipping quickly. He has survived the virus for a number of months and it has taken toll on his sanity. He was a powerful specimen of a dragon at one time; now he is a shell of his former self. His mighty armored hide is cracked and oozing greenish

ichor and the flames of madness burn brightly in his eyes.

Critical Event: The Storm Knights must either destroy or cure the dragon and its horde of followers to protect the village. Either of these outcomes is worthy of a *Good* result (6 or more). If the characters fail to defeat the dragon, it is a *Bad* result (3 or less).

3

The Storm Knights have been offered a job by a representative of the Delphi Council. It seems that one of the gangs that still run about in New York City, the Subs, have found an eternity shard in the ruins of the Metropolitan Museum of Art, and are now willing to sell it to the Council. Apparently, they feel that the Possibility Wars won't last forever and gold is eternal. The Council is willing to equip the Knights with everything they will need for an extended trip into the Living Land. They will also provide them with the cash, in gold, for the transaction. The swap is to take place in the ruins of Grand Central Station in two weeks' time.

What the characters don't know is that the Subs have invited representatives from several other realms to the sale, and those that haven't been invited may well put in an appearance as well.

Aysle has sent a small company of Knights to America to put in a bid for the eternity shard. The Knights made it as far as southern New Jersey before they were waylaid and replaced by a group of Nippon agents. The Nippon agents hope to infiltrate the auction and steal away with the Shard.

Dr. Mobius has had agents scrounging through New York for eternity shards for several months now. He is furious that one escaped his notice and has dispatched a group of agents heavily armed with gadgets to wipe out the other groups as they arrive in New York City. If all else fails (like his agents), Mobius will knuckle under and have someone put in a bid for him.

The Cyberpapacy will make an appearance, although with only a VERY small force. It is difficult to find agents who are able to operate under the constraints of the Living Land's primi-

tive technological levels. The Cyberpope will send a pair of priests with minimal cybernetic enhancements. Their mission will not be to gain the power of the shard, but to prevent any of the other forces from getting it. The priests are on a suicide mission and have a small but powerful bomb which they will try to set off during the bidding.

Tharkold was not invited to bid on the eternity shard and currently has no knowledge of the auction.

The Gaunt Man wasn't invited to bid on the shard, either, but does know of the auction. Currently, he has no plans to go after it. He has recently recovered from a bad experience with an eternity shard and has no interest in having another in his presence. He has, however, informed some of his ravagon allies of the gathering and they do intend to put in an appearance, if only to pick clean the bones of the winner.

Baruk Kaah has no idea what is going on. He has noticed increased activity among the Subs. He has decided that it is time to squash them, once and for all. He has assigned the task to one of his most powerful gospog, Er Crakken, who has been moved from the ruins of the Statue of Liberty for the mission.

The Subs don't know that their little money-making scheme has drawn so much attention. They're in for quite a surprise!

The Subs currently make their home in one of the gigantic tunnels off of Grand Central Station. A subway car, covered with graffiti, acts as a hard point for Core Earth reality in the area. The Sub gang has about 25 members at this time. There were a lot more, but recent fighting between members of the other surviving gangs and the edeinos have caused their numbers to shrink drastically. The Subs plan to use the money they make from the sale of the shard to get out of New York and back to the real world.

Critical Event: Getting out of the Living Land with the eternity shard intact is worthy of a *Good* result (6 or better). Failing to even make it to the auction or losing any members of the group without gaining the eternity shard is a *Bad* result (3 or less).

4

An eminent Core Earth archaeologist is searching for Storm Knights to accompany him on an exploratory mission to the Land Below. He has been funded by Yale University to collect and catalog specimens for study. He believes that the information gathered from the expedition may prove valuable in the war effort, as knowledge of these strange creatures and plants may provide scientists with natural poisons that can operate under the axioms of the Living Land.

Rather than travel by foot or beast, a Nile Empire "mole machine" has been acquired for the journey and it is vital that a Storm Knight from the Nile be brought along to operate the device. Once the players penetrate the surface of the Land Below, they will spend one week traveling, mapping and collecting specimens for the return trip. When the week is up, they will find that their mole machine has been captured by a tribe of Wasp Riders and is going to be used as a sacrifice to their god.

Darooni Wasp Riders (12)

Reality: Land Below

DEXTERITY 11

Beast riding 14, melee weapons 13, missile weapons 14, unarmed combat 12

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Direction sense 13, tracking 13

MIND 9

CHARISMA 8

SPIRIT 11

Faith (Olakaa) 12, intimidation 12

Additional Skills: two at +2 adds

Possibility Potential: some (37)

Equipment: lance (damage value STR+4/13), javelin (damage value STR+3/12), javelin venom (damage value 15, but only causes "K" or "O" results)

Giant Wasps (12)

DEXTERITY 10

Flight 14, maneuver 12, unarmed combat 11

STRENGTH 13

TOUGHNESS 12

PERCEPTION 8

Trick (8)

MIND 5

Test (15)

CHARISMA 4

Charm (20), persuasion (20), taunt (12)

SPIRIT 6

Intimidation (16), reality (Land Below) 11

Possibility Potential: all

Natural Tools: stinger (damage value 17), wasp venom (damage value: if KO results, victim is paralyzed), wings (speed value 11), carapace (armor value TOU+1/13)

Critical Event: Retrieving the mole machine and returning to the surface with the collected specimens. Being able to do this qualifies as a *Good* result (6 or better). Losing the ship and the specimens is a *Bad* result (3 or less).

Rumors

1

The Possibility Wars are back in the theater this holiday season with the release of *Alone at Home 2: Lost in the Living Land*. The story of a small boy (Cauly Malkin) who, through a series of wacky mishaps, ends up in New York City, where he embarks on a series of adventures.

See Cauly fight Nile villains over an eternity shard!

Watch as Cauly battles the denizens of the Living Land with nothing more than an impish smile and household tools!

Enjoy the hilarious pie fight between Cauly and Baruk Kaah!

This movie is the sequel to the enormously popular *Alone at Home*, which featured Cauly being abandoned by his family during the invasion of Los Angeles. The movie is causing quite a bit of controversy — while most audiences find the humorous elements of the piece have helped to boost morale, some have found the trivialization of the invasion of Earth to be extremely offensive. Protest groups surround almost every theater that shows the film.

2

Recently, a large supply of Relictin-V was stolen from the techno-demons of Los Angeles. The thieves have taken the ghul-creating formula with the intention of reviving Kranod, former High Lord of Tharkold!

A battle between Jezrael and a zombified Kranod might easily spill over on to Earth, so Storm Knights have a vested interest in stopping the thieves. At the same time, no sane person wants the Relictin back in the hands of the Tharkoldu. The stage is set for a three-way war in the cosm of Tharkold between Storm Knights, some of Sterret's pride, and rogue Tharkoldu.

3

A team of Nile scientists, exploring the caverns of the Land Below, have made a fantastic discovery. In the passages below the realm of Nippon Tech, they have discovered Godon, the giant reptilian monster.

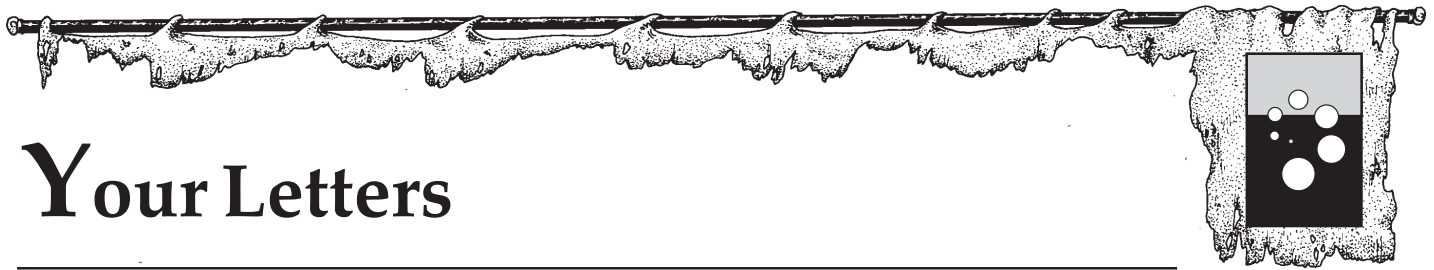
Dr. Mobius immediately dispatched several of his most able scientists to the scene. They are striving to implant mind-control devices on the monstrosity. Soon Mobius will give the order to revive the monster and Japan will feel the wrath of Godon!

Aside from putting the monster under the mad Pharaoh's control, the scientists are gaining valuable information from the creature. Top scientists are sure that they will be able to create a robot version of the monster within the year. With the destruction of the Robosphinx, Dr. Mobius desperately wants another "ultimate weapon" to parade around in and the Robo-Godon may be it.

4

A vicious gang war has broken out in Los Angeles between the Black Diamonds and the Vampyres. The Diamonds, an elf gang, has long desired a chance to break into the movies. But with the sudden popularity of blood-suckers on film, it is the Vampyres who are being pursued by studios.

— continued on page 4



Your Letters

1. A Nile character has been using the Law of Action's extra Possibility to allow him to continue an action when his first Possibility has been cancelled out by an opponent. Though this isn't strictly the stated use for this world law, I've allowed it to stand, since it helps to increase the magnitude of the action, which is what the Law of Action is for. Would you disagree?

—Pete Venters,
Wales, UK

Yes, that can be made to work, Pete. Here's the way we envision it: Joe wants to rip a door off its hinges, and makes a *Strength* check. He declares that he is spending two Possibilities to get two rolls, out of which he will pick the best one to gain his bonus. If the villain cancels one Possibility, he has still spent a second one and can make a roll. Remember, though, that the villain can choose to cancel both Possibilities, if he wishes.

We have played it in such a way that Joe spends one Possibility, doesn't like his roll, and spends a second to try for a better one, then makes his choice. But a strict interpretation of the rules makes it clear that the player must state from the beginning that he is spending two Possibilities.

1. What does one need to do to run Torg at Origins?

2. When a non-Core Earth character is in a Core Earth zone (say, Texas or New Mexico), can that character create a contradiction?

—Kent Henry,
Richardson, TX

1. I'm assuming, Kent, that you're asking about running for West End at Origins or GenCon, rather than, say, the RPGA. Well, all you need to do is

send us a letter stating that you are going to be at the con and would like to run for us. As the convention approaches, we will send you a list of open slots and ask you to tell us which you would be available to run. We will also send you an adventure to game-master there. GMs receive \$25 in credit toward WEG merchandise, which can be used either at the con or later on.

2. Yes, they can, providing they're not in the pure zone surrounding a Core Earth hardpoint. Core Earth's reality is dominant, not pure, so contradictions are possible.

1. How did the Gaunt Man drop a bridge on Tz'Ravok without stelae?

2. Isn't the cost for packages rather high for creatures from Tz'Ravok? The world is described as possibility-weak?

3. Does an elf disconnect on any roll of 1 in, say, Core Earth? Does the low magic axiom of Core Earth oppose all actions of magical creatures?

4. Didn't I hear something about a Terra sourcebook?

5. What's the next creature book?

—Chris Hudson,
Newark, DE

1. Well, Chris, if you're referring to the "eighth pillar" in the Glade in the introduction to *Ravagons*, take another look. In the third column on page 5, it reads, "The Gaunt Man waved his long, pale fingers and part of the dimthread pillar shifted." Stelae aren't required to drop dimthreads, only maelstrom bridges.

2. Yes, they are high. But remember, ravagons can tear possibilities from other creatures and are among the most powerful potential player characters in the game. The costs were purposely made high for reasons of game balance.

3. No. The elf would disconnect due to the low *Magic* axiom if he rolled a 1 while performing an action using a magically enhanced attribute. So if your elf has enhancement points added to his *Dexterity* and is swinging a sword using *melee weapons*, he will disconnect on a 1, even though the sword's *Tech* is supported. His attribute level violates the axioms of Core Earth. But if he did not have enhanced DEX and rolled a 1 swinging the sword, he would just have done it very badly.

4. The *Terra* sourcebook is tentatively scheduled for January of '94.

5. We haven't decided yet, but a Nile villains book is definitely a possibility.

1. Why hasn't anyone tried ripping up the undersea stelae in the North and Norwegian Seas in Aysle or the Java Sea in Orrorsh? Practically no one would be burned up, and clear sea routes with Core Earth axioms would be created.

2. Will the Gaunt Man help Baruk Kaah retain power? After all, he's Orrorsh's most loyal ally.

—Greg Detwiler
Williamsburg, PA

1. It's an idea, Greg. On the other hand, have you ever seen what's beneath the waves in those regions? It would be enough to keep us on dry land.

2. Don't bet on it. While the Gaunt Man likes watching edeinosaurs bash on Nippon, he has no patience for failure.

According to the special insert for issue 27, there is a demand for biotech weaponry and Monitors to provide training, to be used against Tharkoldu in Los Angeles.

Would this work? Tharkold is a pure zone of *Tech* 26, so the weapons would not work. And if the Storm

Knight put up a reality bubble, the weapon still wouldn't work, since it is probably above her personal *Tech* axiom as well. Or am I missing something?

— Dennis Matheson,
Kennesaw, GA

You voice legitimate concerns, Dennis, but you've misunderstood the workings of a reality bubble. On page 102 of the *Rulebook*, it states, "A character who creates a reality bubble and then uses a tool which exceeds the axiom of his own reality must make contradiction checks normally, failing on a 1 through 4, as the tool exceeds both the character and the 'land' pro-

vided by the reality bubble." So biotech could be used within a reality bubble by a non-Akashan, providing he is willing to risk a four-case contradiction.

How do I get published in *Infiniverse*?

We get this question a lot, so we though we would detail some of the ways to get your work into print. First off, send your submissions to "Infiniverse Editor." This will ensure they get to the right person. Include a release form or a letter giving us permission to look at your work, otherwise we legally can't do so. Also note

that we do not pay for *Infiniverse* submissions, but will give you credit in the issue. It can also be a good way to get us to look at your writing, in case you hope to break into the field one day.

What are we looking for? Well, besides the obvious (letters and herald messages), we'll take:

1. Rumors. If you've thought of something interesting and want to see if it will play in the rest of the *infiniverse*, send it on in. If we can, we'll print it.

2. Source material. We're always looking for "new stuff" for the four-page section in the middle of *Infiniverse*. If you have new miracles or spells, new tech goodies, a great idea for an adventuring location, new NPCs, whatever, we'd like to see them.


3. Short fiction. The emphasis is on "short" here — we don't want stuff that's going to run more than two pages. But if it's good and it's *Torg*, we'll consider running it.

4. Art. At this point, we really don't have the time to look at art (since that would be the art director's task, not an editor's).

That pretty much sums it up, folks. Remember that we probably won't be able to give you definite publication dates, if we do choose to accept your work, but we will try to get to everything as quickly as possible. Stuff we *really* like might even find its way into *Infiniverse Update*.

Why did the *Torg* novels in issue #27 get knocked back so far on the schedule in issue #28?

— Steve Crow,
North Liberty, IA

A number of reasons, Steve. A need to free up an editor to help with the time crunch involved with producing *Shatterzone*, a concern about glutting the market with fiction, and hurting overall sales; and various other things, generally connected to the above two reasons. At this point, the next novel scheduled for release is *Interview With Evil*, which is currently set for next August. Between then and now, we will be releasing two *Shatterzone* novels and a *Paranoia* novel. 

Herald Messages

"Gray Ghost and Rogers in our power atlast! Ibelieveit'stimeSlave Labormade a Storm Knight snuff film."

— Thratchen

"Roses are red,
Violets are blue,
I'll take your best Storm Knights
An' stomp 'em inta goo!"

— New Nile Empire quote

The Warrior of the Dark and 10,000 Vikings, half-folk and mercenaries have swept through Sweden, taking Stockholm and holding Carl Gustaf XVI captive at Ridrarholmen. The Order of the Shard, with the aid of Tatters and the King's daughter, Victoria, have freed Gustaf from the island.

— Steve Crow,
North Liberty, IA

The Nightmare Legion mourns one of their own today. Drokk, shapechanger psionist extraordinaire from the Star Sphere, gave his life in combat with Dr. Mobius and his reality wave generator. In an effort to thwart Mobius' evil scheme, Drokk boarded the High Lord's submarine and overloaded the device's power supply — the resulting explosion killed all aboard. We will never forget his sacrifice.

— Brian Schomburg
Prescott, WI

"A loaf of bread, a jug of wine ... and an H & K recoilless rifle with a locked-on automatic setting and two clips o' AP ammo!"

— Derek "The Gun" O'Kief,
readying himself for a night
on the town in Cairo

"Would this fall under *airvehicles, flight* or *beast riding*?"

— Quote from a certain Storm Knight after capturing Santa's sleigh and wishing to pilot it.

"We have failed to halt a mad Spartan's destruction of Los Angeles. While the bridge to Tharkold was destroyed by the nuclear bomb, many millions died."

— Joshua Phillips,
lone surviving member of the Nile group Omega

"The Surgeon General has determined that spog, the smoke from burning gospog fields, can be hazardous to your health."

— Sign outside 3327'5 gospog fields

"Tharkold and the Nile Empire? Both here in Berlin? Oh, dear God, what a reality that would make. It must be stopped!"

— Bernard Heilman,
Germand Domestic Police

Elvis, move over! Two Live Edeinos, get out! Four Lorbaat have re-formed the Beatles, with hits such as "I Wanna Hold Your Claw," "Ciara Lane," and a remake of "Across the Universe." They are now recording a ballad about an event early in the Possibility Wars, entitled, "Here Comes the Sun."

"Whatta ya mean I don't have the crown of King Pellinore? It's right *here*!!"

— Skippy the Edeinos,
responding to the results of
an unpopular rumor

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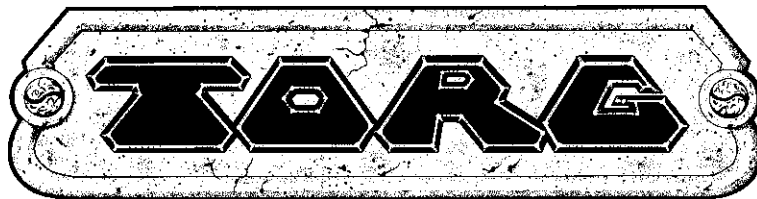
We've received a number of requests from players asking how to find West End Games on the GENIE computer bulletin board. Okay, warm up your CPUs and modems, and here we go:

1. First, log on to GENIE.
2. When offered a choice of basic services, type "Scorpia" at the prompt. This will put you on to Scorpia's games board.
3. Choose option 1, "Games Bulletin Board."
4. This will put you into the General Discussions category. You don't want that. Type "Set," and when it asks for a category number, type "17."
5. This puts you in the West End category. The category currently features topics on *Torg*, *Paranoia*, *Star Wars*, *Shatterzone* (and even *Imperium*

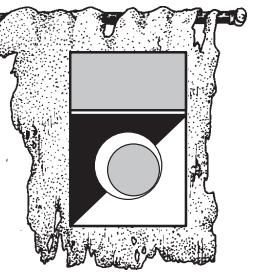
Romanum III!) There are on-line games for *Torg* and *Paranoia*. There are also topics on "Torg: Post-Possibility Wars," "Torg Superheroes," "Torg Kludges," "Herald Messages," "Eternity Street," and any number of others. We at WEG log on roughly twice a week, so it's a great way to get in touch with us.

West End representatives can also be found on the America OnLine service, and we have heard that there is quite a large *Torg* area on Internet, but we do not have access to that service.

And by the way, Gaunt Man T-shirts are 100% cotton, with *Orrorsh* sourcebook cover art on the front and "The Storm Has a Name ..." on the back. They retail for \$16 plus shipping and handling.



Rumor Report and News



First *Indication* reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap-Up* gives you the tally after the rumor has reverberated throughout the *Infiniverse* for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the *Infiniverse*. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #30

1. Akashans asking for Storm Knights to go to the Star Sphere and put down a Gudasko rebellion. Starts at True (11).

2. Rumors of a dreadful minotaur living in the labyrinth beneath the palace at Knossos, possibly brought to life by the Nile axiom wash. Begins at False (13).

3. Storm Knight teams asked to investigate changing conditions in the Living Land. True (11).

4. Kanawa Enterprises takes a severe hit by bad real estate investments in the Eastern United States. A number of executives terminated to cut the budget of that faltering subsidiary. Starts at True (11).

Continuing Report: Issue #29

1. An eternity shard devoted to the Dark has been discovered in the Aysle cosm. It is said to resemble a black-

ened and corroded greatsword, encrusted with skull-shaped gems, and it suffers a slight drop to True (13).

2. Strange anti-virus running rampant in Machu Picchu, designed to kill virtually any microbe it encounters. Only Lorbaats are immune. Another one that's falling, down to True (13).

3. Non-Denominational Organization of Santa Explorers seeking proof of the "jolly old elf's" existence. A nice jump to a respectable True (18).

The Wrap-Up: Issue #28

1. The Guildmaster has set up a training facility on a remote Hawaiian island and is using military simulation technology. A slight drop to finish at True (19).

2. Skutharka has used the remnants of a Phillippine resistance army as part of a ritual to summon the spirits of those who died in MacArthur's landing. A small jump to finish at True (19).

3. Morganna Le Fey sighted near Glastonbury Tor, where a number of Storm Knights have disappeared. There may be a connection with the pocket dimension of Avalon. A little bit of help, but not enough — finishes at False (18).

4. The search is on for Yamashita's gold in the Philippines, with Nippon, Cyberpapal, Orrorshan and Tharkoldu emissaries involved. Finishes in a dead heat, so we're calling it False (11).

Contributor News

Here's another *Torg* player seeking a pen pal:

Brian Ridge
11000 16th Ave. SE #1016
Everett, WA 98208

So send Brian some letters and let him know how your campaign is going. (And while you're at it, send us some letters and let us know how your campaign is going!)

Apologia

As noted last issue, the past few issues of *Infiniverse* have been late getting out our door. The primary problem (along with some delays because of the holidays) has been simply that deadlines have been coming at us fast and furious, while we are steeped in plans for even more wonderfulness for you folks.

With this in mind, we are going to extend the wrap-ups on rumors from issues 29-31 to give folks a little more time to vote.

Also, take note of the note at the beginning of this month's dispatches section. This issue features the first part of a *Torg* saga that will be played out in the dispatches section, and which will have a tremendous impact on the game universe.

Convention News

It's that time of year again — West End Games is looking for gamemasters to run *Torg*, *Paranoia* and *Star Wars* at Origins and GenCon.


This year, Origins will be in Fort Worth over the July 4th weekend. GenCon is, of course, in Milwaukee once again in August.

GMs receive \$25 credit toward West End merchandise in return for their services. We will provide the adventure.

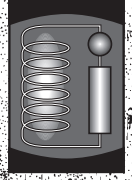
If you are interested in helping out, send a letter to:

West End Games
Attention: Convention Organizer
RR 3, Box 2345
Honesdale, PA 18431

And More Con News ...

Look for WEG staffers at ConnCon in Connecticut this March and (hopefully) at Comicfest '93 at the Philadelphia Civic Center, October 8-11. 

Optional Rules: Nile Gizmos



andy Addison, one of our subscribers, submitted to us some time ago a system for customizing Nile powers and gizmos.

We present it here for your consideration as an *optional* rules system. Feel free to use it in your campaign, if you wish. (Also included here is a new pulp power by Patrick Flanagan.)

Customizing Nile Powers and Gizmos

The Nile Empire reality has the flavor of the 1930s pulps. The system is flexible, to allow for low to medium power heroes to go head to head with the evil forces of Dr. Mobius. With the combination of powers and power flaws, reasonably formidable heroes can be created.

However, adventure costs make it difficult to have many gizmos or powers. Flaws can help in this case, but the system presented below allows for a reduction of the adventure cost and a means to make powers and gizmos unique from character to character.

Mechanics of Customization

All Nile pulp powers and gizmos with powers have an adventure cost, which must be paid at the end of an adventure. When someone acquires a power and the adventure cost is determined, customization can begin. Customization can be used to add benefits and drawbacks to the power — each benefit taken adds +1 to the adventure cost, and every *two* drawbacks taken subtracts -1 from the cost.

Example: The Crimson Crest has a gizmo with an electro-ray power, for

an adventure cost of 4. Were he to add a benefit to the power, the adventure cost would increase to 5.

However, if he takes two drawbacks and adds no benefits, he can reduce the adventure cost to 3.

The adventure cost of a power can never be reduced past 1. The game-master has the final say in power customization. If he feels a particular disadvantage or advantage would unbalance his campaign, he may rule it out.

Sample Benefits

Area of Effect: If a power does not normally have an area of effect, this benefit provides one in a two meter radius around the user.

Increased Effect Value: Increases the overall effect of the power by +1.

Increased Range: Ups the power's range by +1.

Variable Area of Effect: The character can vary the area of effect up to its maximum range, for an additional +1 to the adventure cost.

Power Acts as Range: A power that normally has no range can be given one equal to its value in meters.

No Stun Damage Taken: Specifically designed for the *electro-ray* power, full damage can be done with the power with no stun damage taken by the user.

Sample Drawbacks

Stun Damage Only: If a power nor-

— continued on page 6



The Daughters of Isis



The Daughters of Isis is an organization that originated on Core Earth and dates back to the days of ancient Egypt. Over the centuries, wealthy and powerful women from all over the world have joined this body which, in the name of Isis, endeavors to keep humanity from destroying itself. They have relied primarily on subtle manipulations of the political structure to do this, but have always been few in number.

The Daughters traditionally met every 25 years, with their last conference taking place at the same time Mobius invaded. Reality storms transformed the lot of them, but they were not the only ones to change ...

As she crossed the maelstrom bridge from her native isle of Khem to a new world, Anitati, Grand Priestess of Isis, felt something strange in the air. Something was different about this place, for she felt that the power of her deity was very strong here.

That night, while she slept, a vision of Isis came to her. The goddess told her that Ahkememes had been giving false prophecies to the people on behalf of Sutenhotep. The Pharaoh was leading his people into the darkest pits of evil. Isis offered her priestess a choice: a life of luxury, as her people were sold into darkness, or the glory of fighting the evil that had sought to destroy Osiris in times past. Anitati chose the latter.

Isis showed her a paradise within the wilderness that had been created ages before by the people of this world, and told her that there she would find women who could aid her in her quest. Upon waking, Anitati discovered that her confidant, Nakett, had also been visited by Isis, as had 10 other priestesses. They left their temple that very day and headed west toward the promised paradise.

The journey was hard, but their faith in Isis was stronger and they survived. It

was particularly difficult for Anitati who was quite ancient. For a quarter of a century, she had served Isis as High Priestess, only recently ascending to the post of Grand Priestess. During the journey, she was separated from the party by a sandstorm. The priestesses feared her dead.

Suddenly, they saw a woman coming toward them. She was one of the Daughters of Isis, who immediately took them to their hidden temple. The meeting was a joyous one, but darkened by the fact of Anitati's disappearance. Nakett, being the eldest, decided that a ceremony must be performed in honor of the Grand Priestess.

On the second day of the ritual, another sandstorm arose and Anitati emerged. All she would say was that Isis had come to her and granted her knowledge they could use to crush the evil in this land ...

The Hidden Temple

The temple of the Daughters of Isis lies in the desert of Libya. It rests in a hidden valley, an oasis filled with exotic plants and animals. Water is provided by three underground springs. The pathway through the valley is narrow, and the priestesses have used the Gift of Magic (see below) to cloak the valley from the eyes of infidels.

Midway along the path, a great seal of Isis has been embedded in the ground. A *summon storm* miracle (see page 102 of *The Nile Empire* sourcebook) has been focused into the seal and acts as a ward against items of technology higher than Tech 15. Anyone passing over the seal carrying such an item will trigger the storm.

The Daughters know of this and will warn their allies that Isis does not approve of "advanced" technology.

The Daughters of Isis are composed of Terran expatriates as well as transformed Core Earthers. They are all possibility-rated and have inclinations

of Good. Among the members are a doctor, an ecologist, an engineer and a mathematician.

The Gifts of Isis

When Anitati returned from the sandstorm, she brought with her the knowledge of an assortment of new miracles, known as the Gifts of Isis. These have since been taught to the Daughters of Isis.

The Gift of Magic

Number of Planets: 3 (they must be Isis, Nephtys and Horus)

Influences: Osiris, Isis, Nephtys, Horus

Community Rating: N/A

Difficulty: 20

Range: self

Duration: One month

Ritual Length: One month

Effect: allows the priestess to cast illusions

The priestess must first meditate and pray for a month. At the end of this time, she bathes in a pure spring, symbolically washing away her sins. In the final stage of the ritual, she must renew her vows to Isis and to the cause of freeing the people from the false pharaoh.

When this is done, she is filled with the power of Isis, and with her faith, she can call upon the goddess' knowledge to wield powerful magics for the next month (it is at this point that the miracle is cast, so planets aligned on this day affect the ritual).

Whenever the priestess has need, she speaks a prayer to Isis. With this, she can weave an illusion to deceive a foe. The priestess must generate a *focus* total equal to the *willpower* or *Mind* value of the target (or the highest of these values, if it is aimed at a group).

The difficulty is further modified by +3 because it is a harmful miracle.

If the casting is successful, the illusion is created. Disbelieving it requires a *Mind* or *willpower* total equal to the priestess' faith value.

The Gift of Air

Number of Planets: 3 (they must be Isis, Nephthys, and Horus)

Influences: Osiris, Isis, Nephthys, Horus, Nut

Community Rating: N/A

Difficulty: 20

Range: self

Duration: one month

Ritual Length: one month

Effect: allows the priestess to manipulate the air

By means of this miracle, the priestess gains the ability to manipulate the forces of air. To do so, she must perform a ritual similar to the one conducted to gain the miracle "Gift of Magic." At the end of one month, the priestess generates *faith* and *focus* totals, using the planets aligned on that day as modifiers.

When the priestess has need, all she has to do is generate successful *faith* and *focus* totals of 14. She can then manipulate the air to perform a number of tasks: pushing an enemy away, carrying objects, or whipping up a sandstorm. The individual effects will remain in force as long as the priestess is performing the miracle — she can perform no other actions while doing this.

The priestess can cause a great wind to push an enemy away. The difficulty for this type of miracle is 17, as it is harmful to others. The wind's *Strength* is equal to the *faith* value of the priestess. A *Strength* total greater than the *Strength* value of the wind is needed to move against it.

The priestess can create a wind to lift objects and carry them. The *Strength* of the wind is equal to the *faith* value of the priest. Please note that the priestess cannot use this miracle to throw items, just lift and carry.

The miracle can also be used to create a sandstorm which will reduce visibility. *Strength* of the storm is equal to the *faith* value of the priestess. The

Perception of characters caught in the storm is compared to the *Strength* of the storm on the Power Push chart and the result is subtracted from the target's *Perception*.

It is believed that there are other gifts which a Daughter of Isis can gain, but these are the only which have been used outside of the temple to this point. Other gifts might include: the Gift of Vitality (which can increase the health of a target), the Gift of Light (which allows the priestess to manipulate light), the Gift of Fire (which allows the priestess to create and manipulate fire), and the Gift of Water (which allows the priestess to create and manipulate water).

The Daughters are Good and fight against Mobius, thus they can be fine friends to have. They will offer any aid they can to those that are judged worthy. The Daughters are also an excellent source of information, for they have spies in the different cities of the Nile Empire.

At present, the Daughters feel they are too weak to confront Mobius directly. They have, however, made strikes against some of the High Lord's installations and weird science research centers. In the process, they have drawn the attention of the Sisters of Wadjet, who consider them potential rivals for ultimate power in the Nile.

Standard Daughter of Isis

DEXTERITY 9

Beast riding 11, dodge 11, maneuver 10, melee weapons 10, unarmed combat 11

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10

Evidence analysis 11, find 11, scholar 12, trick 12

MIND 9

Survival (desert) 10, test 10, willpower 11

CHARISMA 9

Persuasion 11, taunt 11

SPIRIT 12

Faith (Egyptian) 15, focus 15, intimidation 14, reality (Nile Empire) 14

Possibility Potential: all

Miracles: See above

Equipment: dagger, damage value STR+3/11

Template Corner

Periodically, players submit new template types to us for our consideration. At long last, we have decided to start publishing a few — but rather than take up an entire page, we decided to simply give you them in normal stat format, for your transfer to character template sheets. The two below were presented by John Kahane:

Weird Science Lab Assistant

Cosm: Nile Empire (transformed)

Magic 12

Social 20

Spirit 17

Tech 21

Inclination: Good

DEXTERITY 10

Beast riding, dodge, maneuver, melee weapons, stealth, unarmed combat

STRENGTH 8

TOUGHNESS 9

PERCEPTION 10

Egyptian religion, find, **hieroglyphics**, land vehicles, scholar (science)

MIND 11

Test, **weird science** 14

CHARISMA 9

Charm, persuasion, taunt

SPIRIT 9

Faith, intimidation, **reality**

Background: You are a native of Core Earth and moved to Egypt in your early teens. Raised and educated in Cairo, you found you had an aptitude for science and took a delight in the work. After college, you took a job as a lab assistant.

When the Possibility Wars began, you found that your firm no longer shared your values. When your employer was killed late one night, victim of an explosion while working on a mad project, you realized it was only a matter of time before the same thing happened to you.

Your abilities and perception of what science is had changed since the invasion. You felt confident that you knew who the white hats and the black

hats were, so one night you broke into the lab and destroyed the projects you were working on. You then stole a fair amount of weird science equipment and have been on the run ever since.

Personality: Your approach to science is right out of the 1930s pulps. You have a strong sense of what is right and what is wrong, and believe that science should be used for the betterment of mankind.

You have a substantial ego, and your social skills leave a little to be desired. You prefer the company of test tubes to people.

Equipment: Lab coat; desert clothing and gear; canteen; system components (2); booster components (5); adaptors (4); caps (2) (all with system value 15 to 19; see *The Nile Empire*, Chapter Nine); possibility capacitors (2); knapsack; flashlight; rope (ten meters); short sword, Tech 8, damage +4/12; .22 revolver, Tech 20, damage 12, ammo 6, range 3-10/15/25; 150 gold Royals

Quote: "Science is something that should be good, noble — not used for the sort of purposes to which Mobius has put it. If it is within my power to do something about Mobius' plans, then I will do so — now hand me that twice-cursed booster!"

Skill Notes: Your tag skill is *weird science*.

Test Pilot

Cosm: Core Earth

Magic 7	Social 21
Spirit 9	Tech 23

DEXTERITY 9

Acrobatics, dodge, fire combat, **heavy weapons**, melee weapons, running, swimming, unarmed combat

STRENGTH 8

TOUGHNESS 10

PERCEPTION 12

Air vehicles 15, evidence analysis, find, first aid, land vehicles, scholar (aeronautical engineering), **space vehicles**

MIND 10

Survival, test, willpower

CHARISMA 8

Persuasion

SPIRIT 9

Intimidation, **reality**

Background: Prior to the start of the Possibility Wars, you were a top test pilot. You were in the air when the invasion occurred and your plane's electrical systems went down. You thought you were a goner, but with an inner calm born of years of experience, you managed to restart the engines.

There hasn't been much demand for a hotshot test pilot since the war started, but you've found other uses for your flight skills. You spend most of your time flying supplies and personnel to trouble spots all over the world. While it isn't the same as testing experimental aircraft, it has its own rewards, gives you a sense of achievement and provides a new type of thrill all its own.

Personality: You are addicted to danger and like your action hard and fast. It doesn't matter if it's in a jet or partying the night away. The Possibility Wars have not really changed you — you have always loved pushing the envelope, you just have more opportunity to do it now.

Your interest in technology grows out of the fact that any little bit of knowledge may save your neck some day. You are not what most people would call a "team player," but you do understand the need for people whose skills complement your own.

Equipment: Aircraft of some sort (gamemaster/player's choice); flight suit and helmet; aviator's sunglasses; first aid kit; NASA baseball cap; bomber jacket; parachute; survival kit; knife, Tech 7, damage value STR+3/11; M1 Garand, Tech 21, damage 20, ammo 8, range 3-40/400/600; 9mm Beretta, Tech 22, damage 15, ammo 9, range 3-10/25/40; \$500 in cash

Quote: "Yes, I'm a test pilot. You want me to fly WHAT? You want me to fly WHENEVER AND WHEREVER I WANT!"

Now Gizmos does it pay?
Skill Notes: Your tag skill is *air vehicles*. Normally does normal damage, the character may elect to have it do stun damage only.

Limited Uses: A power or gizmo with this drawback can only be used 10 times or continually for 10 minutes (whichever is appropriate) before its capacitor is exhausted and must be recharged at normal adventure cost.

Note that this drawback should only be allowed on gizmos which have no housing integrity problems.

Cycle Times: The power can only be used every other combat round.

Must be Aimed: For gizmos only. The character must aim the gizmo for one round before the gizmo will work on the target. Note: cycle time and aiming should not both be applied to the same gizmo. To get the combat bonus for aiming detailed in the *Torg Rulebook*, two rounds must be spent aiming.

Reduced Range: If a power has a range, it can be reduced by one value.

Stopped by a Specific Force or Element: The power is unable to penetrate or have an effect on a specific element or force. For example, x-ray eyes on certain types of metal, electro-ray on materials of a certain color, etc.

Limited Area of Effect: If the power normally has a 360 degree radius, the area is reduced to 60 degrees in front of the character.

Reduced Area of Effect: The affected area is reduced by two meters.

Stun Damage Taken: For powers only. Anytime that a positive bonus number is added to the effect value, the character suffers two points of stun damage.

Increase Density

Adventure Cost: 3

Value: TOU+2

Range: Self

This power allows the user to double his molecular density at will. This has the effect of doubling his *Strength* and *Toughness* for a period of time equal to the power value in minutes. The user shows no external signs of the transformation, but his *Dexterity* will be halved due to his increased weight.

Reduce Density

Adventure Cost: 3

Value: TOU+2

Range: Self

Less powerful (and less expensive) than the *dispersal* power, *reduce density* allows the character to become a veritable phantom for a duration equal to the power value in minutes. The character is immune to physical attack, though vulnerable to magic,

or making physical contact.



Dispatches and Rumors

Dispatches

1

(Note: This is part one of a five-part *Torg* adventure, which will run in this space through issue 40. Relevant dispatches will be printed every other month. When it is all over, the Possibility Wars — and particularly five of its major characters — will be irrevocably altered. Just how much will be determined by your responses.

Due to the importance of this storyline, we will be extending the response deadline for these particular dispatches ONLY. Standard response forms for this issue will be sent out with issue 34 — but responses received within a month after that date will get the “Good/Average/Bad” response for this dispatch.)

The Storm Knights are summoned to Houston to meet with members of the new Defense Department to discuss effective countermeasures against the invaders, recent changes in Orrorsh and the Living Land, and the true loyalties of the Akashans. The city is filled with rumors about the investigation of the Delphi Council and a possible indictment of director Ellen Connors. Connors is said to be holed up with her attorneys at a ranch house outside of the city, planning her defense against charges that the Council knowingly aided and abetted a High Lord (3327) in his conquest of U.S. territory.

During the course of their meetings, the Knights hear even stranger tales. Members of the Council are dying, torn to pieces by someone identified as a homeless man. Government officials ask the Knights to protect the life of Delphi Internal Security Director Samantha Tansen.

Tansen does not believe she needs protection, but events prove her wrong. There is a palpable miasma of fear hanging over her home — lights go on and off by themselves, songbirds sing after dark and then are found dead in the morning, revolting ooze pours out of the tap (all good chances for Perseverance checks).

Finally, the attack comes. The murderer is Raggs, a creation of the Orrorshan Nightmare Ahjebax, who draws his strength from the hatred many feel for the poor. *Mind* totals of 10 reveal that killing Delphi members goes against his *modus operandi* — his victims have always been poverty-stricken.

Kescivals is said to be holed up in a former resort town near Milwaukee.

Regardless, he wants Tansen’s blood. If the Knights stop him, she is safe; if not, she will be killed. Which ever happens, the Knights will find a card carried by Raggs — investigation will reveal that the address on the card is that of Ellen Connors’ hideaway.

Upon arrival, the Knights will find Connors’ security men and attorneys dead, their blood boiled away. The woman herself is in the basement, screaming for help, menaced by the Nightmare Ahjebax himself! Unknown to the Knights, the Nightmare has come not to kill Connors, but to kidnap her. Succeed or fail, he will be drawn back to Orrorsh via occult spell one half hour from the time the Knights encounter him.

If the Knights should defeat Ahjebax, he will give them no infor-

mation, revealing only that he serves the Gaunt Man in this, as in all things. (In truth, he does not know why the Gaunt Man asked him to kidnap this woman, or what fate the High Lord planned for her.)

Raggs

DEXTERITY 11

Dodge 14, maneuver 13, prestidigitation 14, running 14, stealth 19, unarmed combat 17

STRENGTH 12

Climbing 15

TOUGHNESS 11

PERCEPTION 14

Evidence analysis 15, find 16, language (English) 15, language (Spanish) 15, tracking 18, trick 20

MIND 9

Artist (actor) 12, survival 13, test 14, willpower 14

CHARISMA 10

Charm 15, persuasion 15, taunt 12

SPIRIT 7

Faith (Orrorsh) 9, intimidation 14, reality (Orrorsh) 12

Possibilities: 18

Powers: cold aura, animal control (rats), blur form, darkness

Corruption Value: 20

Fear Rating: 1

Weakness: stymie weakness to bright light

True Death: removal and burning of heart

Natural Tools: claws, damage value STR+5/17; teeth, damage value STR+3/15

Description: Raggs is a bestial creature who wears the tattered clothes of a poor man, and a wide-brimmed hat to hide his horrible features.

Ahjebax

DEXTERITY 9

Maneuver (14)

STRENGTH 14

TOUGHNESS 25

PERCEPTION 21

Alteration magic 24, divination magic 27, scholar (dreams) 23, trick 24

MIND 21

Apportation magic 23, conjuration magic 22, occult 24, test 23, will-power 24

CHARISMA 11

Charm (30), persuasion (30), taunt 13

SPIRIT 20

Faith (Orrorshan evil) 21, intimidation 25, reality (Orrorsh) 27

Possibilities: 30

Spells: *boiling blood, fear, madness, slow death*

Corruption Value: 32

Fear Rating: 4

Perseverance DN: 24

Weakness: none known

True Death: An occult tool from something taken from the “dream state.”

Critical Event: The Knights must prevent the kidnapping of Ellen Connors by Ahjebax and hopefully the death of Tansen, as well. If they do both, it is a Good result (6 or better); if they save Connors but not Tansen, it is an Average result (4-5); if they fail to save Connors, it is a Bad result (3 or less).

2

Paul Bennington, owner of Cairo’s Icarus Club, contacts the Storm Knights. Recently, he provided a safe-cracker to a gang run by “Happy Jack” McGurk, a Terran gangster. “Happy Jack” claimed he intended to pull off a jewel robbery, but instead he raided a weird science research center outside of the city and stole a miniaturized version of Mobius’ cold cannon. This, in itself, was strange, but then word came to Bennington that McGurk intended to deliver the weapon to Cairo’s new overgovernor, the Hood.

The obvious implication is that the Hood has gone independent (in truth, he’s a Nippon agent, but Bennington doesn’t know this). The club owner is reluctant to inform Mobius’ people, for fear of a shocktrooper crackdown on the city in general. But having only

recently survived a takeover attempt, he is reluctant to see powerful weird science fall into the hands of outsiders.

The cold cannon is being kept at McGurk’s hideout, an abandoned canning factory. Agents of the Hood are slated to pick it up at midnight, which would be the best time for the Knights to show and break up the party.

Unknown to Bennington, however, the Hood has caught wind of his betrayal. In disguise, he has hired a second group of Knights to pose as his agents and recover the cold cannon (they believe McGurk plans to sell it to the Tharkoldu for use in Berlin). They will assume any Knights who attack them are in McGurk’s employ and fight to keep the cannon.

Should the two teams of Knights join forces, the Hood has a platoon of shocktroopers armed and ready to burst in and reclaim the cannon for Mobius (with the Hood naturally getting the credit for smashing this plot to steal weird science technology).

Critical Event: Gaining possession of the cold cannon is a Good result (6 or above). Losing it to the Hood, the shocktroopers or McGurk is a Bad result (3 or less).

3

The mad Corsair, Captain Kescivals, has returned! Barely a year after his defeat by Storm Knights in Ayslish waters, Kescivals has appeared in Wisconsin (of all places), raiding settlements along the Wisconsin River and adding to the havoc and confusion of that place.

Just what brought him to the United States is unknown, but it’s believed that he may now be in the employ of the Cyberpapacy. With his small crew of pirates, he is said to be holed up in a former resort town near Milwaukee.

Naturally, Kescivals is not sailing a huge galleon down the Wisconsin. Instead, he is relying on lightly armed pinnaces capable of slipping in and out of harbors quickly and quietly. His men steal into a town or settlement, cut some throats, do some looting and leave.

If Kescivals is in the employ of the Cyberpop’s agents, it can only be as-

sumed that Malraux is planning a westward expansion from his power base in Quebec, despite the bizarre seismic disturbances in the Eastern US.

Critical Event: Capturing Kescivals is a Good result (6 or more). Failing to stop him is a Bad result (3 or less).

4

Lomdon is once again a scene of terror, this time only indirectly caused by a High Lord. The constant passage of beings from other dimensions into the realm of Aysle, as the new High Lord gathers an army, combined with a general weakening of the fabric of Earth’s reality has led to the opening of a rift between this cosm and the demon dimension (last seen in *The Possibility Chalice*).

But the demons coming into Lomdon are not the relatively weak creatures Storm Knights encountered at the beginning of the war. These are more powerful entities, with the violent nature that befits their kind and the subtlety and taste of your average troll. Many a pub has found itself playing host to a demon in his cups, who responds to “last call” by smashing furniture and burning the place to the ground.

Lomdon police have been helpless to staunch the flow of demons into the city, and Ayslish Home Guardsmen are occupied protecting Oxford from the Army of the Dark. It is left to Storm Knights to travel to the demon dimension and convince someone in authority to call back.

Unfortunately, the rulers of that dimension want something in return for their services. It seems that one of their minor servants, one Laxius by name, gave visitors to the pocket dimension — perhaps these very Storm Knights — a charm that could be used to summon him. What he did not tell them was that the charm also contained a sliver of horn taken from one of the local princes. With that sliver, a powerful mage could cast a deadly spell on the ruler (which was Laxius’ intention). He wished to give the charm away so it would not be present if his cavern was searched.

Laxius has since been dismembered (more than once), but has been unable to say where the charm is now, save that those he gave it to were returning to Earth. The demons want the charm back before they will call back their troops.

Demons

DEXTERITY 15

Dodge 16, maneuver 16, melee weapons 18, unarmed combat 17

STRENGTH 17

TOUGHNESS 20

PERCEPTION 12

Find 13, trick 14

MIND 10

Conjuration magic 15, test 13, will-power 12

CHARISMA 8

Charm (20), persuasion 17, taunt 23

SPIRIT 8

Intimidation 15, reality (Aysle) 11

Possibility Potential: all

Arcane Knowledges: fire 10
Spells: *Atlack's instant immolation, conjured fireball*

Equipment: dragon bone armor, value TOU+4/24; demon knife, damage value STR+2/19

Critical Event: Finding the charm (wherever it might be — well, where did you see it last?), returning it to the demons and having the troops called home is a *Good* result (6 or above). Failing to do so is a *Bad* result (3 or less).

Rumors

1

A massive new weird science research center in the territory of Overgovernor Herunut may bring disaster to the forces facing the Nile Empire. Desert nomads passing by the center have noticed dozens of Khepera and Aperehen tanks, Serseru and Senehem scout cars, and Aaka troop transports parked nearby. There is also a newly-built airstrip with Paket fighters, Herusent dive bombers and Nekata heavy bombers stationed on them. One by one, these war machines are being towed into the center and brought out again after a day or so.

A Storm Knight spy has penetrated the base and discovered what's really happening. Mobius is constructing an elite new battlegroup, fully mechanized, and consisting of land and air vehicles that have one or more weird science gizmos built into them. Invisible planes, tanks that can use the *dispersal* power to penetrate fortified lines and then wreak havoc in rear areas, vehicles of all sorts with force fields protecting them, electro-ray cannons — these are the sorts of devices being worked on.

Already there are ominous tidings from the Sudanese front. An Italian unit there was surprised and overrun by a Khepera company that was protected by an *illusion* of the surrounding territory until it was almost on top of them. Once the fighting began, the anti-tank missile operators were blinded by the *dazzle* power and rendered incapable of firing. Zairean reinforcements fled in panic from a single tank that seemed to generate a *fear* aura.

Even now, Nile troops are advancing, no doubt preparing to plant new stelae, and without the expenditure of any reality bombs. If more Nile units are equipped with weapons like these, much of Africa and the Middle East may soon fall before the might of the Tenth Empire.

—Greg Detwiler,
Williamsburg, PA

2

King Gustaf XVI, ruler of Sweden, who was recently taken during the conquest of Stockholm by the Warrior of the Dark, has been imprisoned at Riddarholmen. The Storm Knights that made that island their base were slaughtered by hordes of Vikings, and the city has been overrun by the Dark Warrior's hordes.

Gustaf's wife, Queen Sylvia, was sent out of the country for her own safety. However, Gustaf's daughter and heir to the throne, Victoria, has remained behind to rescue her father and lead commando actions against the invading forces.

Victoria has taken the name "Lady Victory." She wears a black com-

mando outfit with a mask and carries a crossbow, target pistol, knife, grappling hook and rope. She spent time with Sweden's diplomatic entourage assigned to Aysle and has a good working knowledge of the realm. Although sympathetic to the plight of the half-folk, particularly those who were driven out of Stockholm and into northern Sweden, she has no sympathy for the invaders who have pillaged the city.


Lady Victoria has recently transcended, becoming a full-fledged Storm Knight. She is currently trying to find a way into Riddarholmen, which is under guard by the Vikings, and free her father, Gustaf.

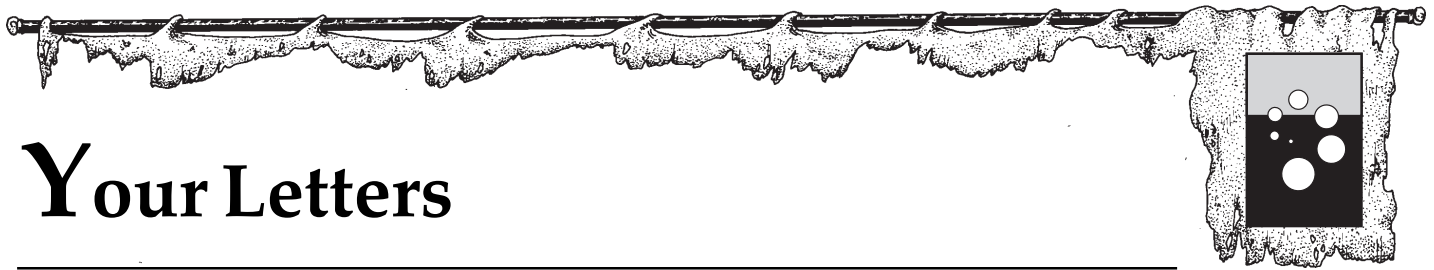
—Steve Crow,
North Liberty, IA

3

Only weeks into his "alliance" with Jezrael, 3327 is already planning betrayal. Agents of the South American Development Trust have stepped up attacks on lone Akashans and small groups (provided they are armed). Once they are dead, their weapons are stripped from them. 3327 now has samples of much of the Akashans' biotech and more conventional high-tech weaponry, but the attacks have continued to accelerate.

All captured Akashan weapons are being shipped to California and sold to various L.A. security forces and resistance groups who are fighting the Tharkoldu. This has a two-fold effect. First, with more effective weapons, these pawns of Nippon Tech are inflicting far greater casualties on the techno-demons. Second, and perhaps more important, with so much lethal biotech being aimed their way, the Tharkoldu will assume that the Akashans are actively supplying their enemies. This, in turn, means that they will be forced to actively make war against the Akashans. If prompt Storm Knight action is not taken, South America could well become a Tharkoldu killing ground.

—Greg Detwiler,
Williamsburg, PA 



Your Letters

1. Say, for example, that a character from the Nile Empire has the *weird science* skill and gets transformed to another reality (say, Aysle). Since the skill is based on the Nile's world laws (or so it said in *Space Gods*), can our character use the skill outside of the Nile. If he can, why? This also applies to non-Ayslish characters who've picked up the *Honor* and *Corruption* skills.

2. You get involved in an invoked reality storm and lose. What state are you left in? Conscious or unconscious? Connected or disconnected? Dazed, maybe?

3. In the case of a random encounter with an Orrorshan Horror who isn't part of a larger Orrorsh adventure (for example, a wandering wight in the caverns of the Land Below, or maybe good ol' Victor Manwaring in the middle of Paris), how does the Power of Fear work? It said somewhere that it can be used by Horrors outside of Orrorsh, but what would our Knights use to generate a Perseverance total? The standard 8?

—Jamie Lewandowski,
Seattle, WA

1. Yes, he can, Jamie. You see, the nature of being a Storm Knight is that you can retain your own reality AND create contradictions. While it's true that a peculiarity of the Nile reality allows *weird science* to operate, your character has not lost his knowledge of the skill just because he has transformed. Thus, he can still use it — in the Nile, it would now be a one-case contradiction for him. In any other realm, it would be a four-case (because neither he nor the land supports it).

The same holds true for bonuses supplied by the *honor* and *corruption* skills. A non-Ayslish character in Aysle

would be able to take advantage of them, as a one-case contradiction. Outside of the realm, their use would be a four-case contradiction.

This is what makes Storm Knights so powerful. Any Knight can conceivably use any weapon or learn any skill, but those beyond his own axioms will be contradictions. If he is not afraid to risk disconnection, he can attempt to use virtually anything.

2. Invoked reality storms do not cause any actual physical damage to the participants. A character who lost a storm (was stripped of Possibilities, *reality* adds, and transformed) would be connected to his new reality and also conscious (unless, of course, you decked him the minute the storm abated). He might be dazed, if player and gamemaster want him to be for some reason, but there is no rule that says he has to be.

Keep in mind that transformation for Ords (as detailed on page 101 of the *Rulebook*) is very different in its effects than Storm Knight transformations.

3. Yes, an Orrorshan Horror who is connected to his reality can use the Power of Fear outside of Orrorsh. It works in all ways the same as it does in that realm, but keep in mind that it cannot simply be applied at random — if the Knights come across a corpse that has not been killed by a Horror or through some occult means, the Horror cannot simply slap the Power of Fear on them for the hell of it. There has to be some connection that makes story sense.

If your characters just wander across a Horror at work, they would need to generate a Perseverance check upon encountering them. If they have not been in Perseverance situations prior to this in the adventure, they will be rolling on an 8.

What happened to the *Torg* comic? Did it stop at issue #5?

—Scott Mitchell,
Chicago, IL

The *Torg* comic book was originally planned as a four-issue limited series detailing the Tharkoldu invasion of LA. If you would like to see more of *Torg* in comic form (and we certainly would), contact the folks at Malibu Comics and let them know.

And here's a question we pulled off the GENie Computer Network. There was quite a discussion about it there, so we thought we'd address it in *Infiniverse* as well:

Why shouldn't a character always use an active defense as part of a multi-action, since the minimum bonus number is always +1? That means the "multi-action" penalty doesn't apply.

—Various, GENie
Computer Network

When using an *active defense*, characters receive a minimum bonus number of +1 for the action. This does *not* mean all the other modifiers (such as the penalties for taking multi-actions) do not apply. Whenever a character performs more than one action during his or her turn, the character is penalized. But when an *active defense* is used, the minimum bonus number rolled for that action is +1.

What this means is, if the bonus number rolled is less than +1, when it is time to determine the active defense total, add +1 to the character's *dodge* or appropriate skill value instead of whatever else was rolled. Then, apply any modifiers the gamemaster sees fit.

In *Torg*, modifiers are nearly always applied in a positive manner — this means, instead of *subtracting* from a character's skill total, you are sup-

posed to *add* to the Difficulty Number of the action. So, when a character performs an active defense as part of a multi-action, simply increase the DN of the multi-action by the modifier listed on the "Multi-Action" table. The DN of the *active defense* is, by default, the *attacking* character's (or characters') *skill value*.

So, if Colonel Cairo is being attacked by a bunch of goons while he is trying to leap over a vat of acid, he may want to perform an active *dodge* to avoid the spray of bullets as he *acrobatically* leaps over the acid. He decides which action is going to be his primary and which is his secondary (he chooses *dodge* as his primary and *acrobatics* as his secondary) and rolls the dice. He gets a -2 bonus number. However, since he is performing an *active defense*, his bonus number for the *dodge* is +1. So he adds +1 to his *dodge* value. However, he has to add -2 to his *acrobatics* total.

Then, the gamemaster increases the DN of leaping over the pit by +4 (since *acrobatics* was Cairo's secondary action — see the "Multi-Action" table) and the *fire combat* totals of all the goons by +2 (since *dodge* was Cairo's primary action).

Can Storm Knights force a local axiom shift by convincing a group of people of the truth of the axiom? For example, could they raise the *Magic* axiom of an area by repeated and frequent uses of magic above the current axiom level?

— Chester Coffelt
Glen Burnie, MD

This question has a complex answer. Obviously, it *is* possible to raise the axiom level of an area (that's called "progress") but the likelihood of a group of Storm Knights doing it is not great. Especially not by just performing "impossible" actions in the area.

The way that axiom levels are increased is by general acceptance *and* performance of higher axiom actions within an area. By "general" we mean nearly everyone in a given area continuously and mundanely "believes" that the axiom is raising. Usually, this sort of thing begins with an isolated, dedicated group of individuals who perfect a reliable method of doing

Herald Messages

"These things need a capacity warning!"

- Roger Wilco to Captain Spandex, looking at the results of overloading a parachute.
- Chester Coffelt
Glen Burnie, MD

Kanawa plans to subvert gangslaves using bio-engineered pain-blocking virus in cocaine was suborned by Comaghaz cell. Knights exposed the cell in LA, then brought a renegade bio-engineer to the Rotan's justice. SADT and Nagara Security tied up with anti-Comaghaz internal purges.

- Terence Wynne
Greenwich, CT

"Bite Me!"

- Rex the Edeinos Paladin to the Cobra Headed Walking God.
- Bill Brackeen
Jonesboro, AR

"GRRR!" <Chomp!>

- The Cobra Headed God's response

"Rumor has it that a large biochemical synthecycler has disappeared — not destroyed, but vanished. Unfortunately, the effect on Tharkoldu operations is expected to be negligible."

- water-cooler talk at an Ichi Entertainment office in LA

"What?! Where?! When?! Who?! How?!! Yiiipe!!"

- an anonymous group of Storm Knights discover the importance of indefinite pronouns after stumbling upon a "Meeting of Colors" between all the new gangs in LA.

"It is uncertain *who* is High Lord of Aysle — Simon Carr or the Warrior of the Dark. Their combined talents may free the Fenris Wolf."

- Calvin the Mage
- Kenneth R. Boyd
Merriam, KS

"Kranod dead? Uthorion soul-sundered? Baruk Kaah betrayed by his own Darkness Device? Next you'll be telling me that 'space aliens' have brought a non-destructive reality to Earth!"

- The Gaunt Man, during his first reorientation briefing with the Hellion Court
- Gregory W. Detwiler
Williamsburg, PA


"There's a *what* in the gospog field?!"

- overheard in a large manor in Orrorsh
- Randy Wilde
Long Beach, CA

something of a higher axiom level. Then, they begin to "show it to the world." They describe how the action was performed and, if they are successful, they convince a majority of the people that the action *is* possible by making it *sound* possible — not everyone understands just how the action is actually performed, but the *description* makes sense to them.

Then, slowly, other people begin to perform the action, proving that it can be done by the population at large. More people become convinced that the action is possible, and, eventually, the axiom level goes up permanently. Not without some mishaps — and, sometimes, the whole experiment fails (see "democracy" in ancient Greece — that fell out of style and we had the Dark Ages). Other times, it becomes "common knowledge."

Storm Knights can help this process, but may actually *hinder* it. The reason is actually fairly simple: Storm Knights are *heroes*. People *expect* them to do the impossible. How many times have you seen someone on television or in a movie, or maybe even in person, who has done something you are *convinced* you could never do. That's how most people feel about Storm Knights. Even though, in reality, *neither* assumption is really true. But most people are content to say "Oh, I couldn't do *that!* It's *impossible!*" even when they see people doing it frequently — they think of these other people as "special."

For an example of a short-lived axiom boost, take a look at *Operation: Hard Sell*. There is a place in that adventure that briefly undergoes an increase in the *Tech* axiom before 3327 orders it blown up. 

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A look ahead at what's coming up for *Torg*:

In April, *Infiniverse Update: Volume II* explodes on the scene, with the latest news from the Possibility Wars. Who is the new High Lord of Aysle, and what are his/her plans for the Light? What strange new force has been brought into the war by Dr. Mobius? And just what HAS happened to the Eastern Living Land? This is the place to find out!

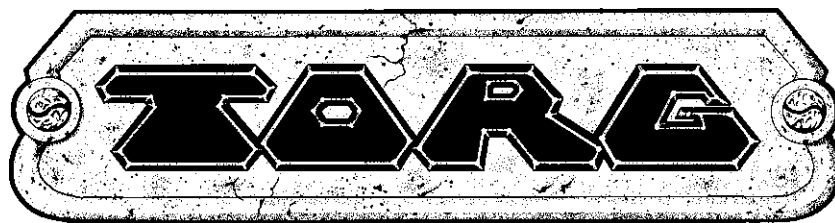
In May — the Gaunt Man has returned and it seems as if this cosm is his for the taking. Only two determined bands of Storm Knights have a chance to stop him. But first they must challenge the might of the dreaded Carredon (come on, you didn't really think he was gone for good, did you?) It all takes place in *No Quarter Given*, an all new fiction/adventure featuring the winning entries from the *Torg Character Collection*.

In August, WEG presents the long-awaited autobiography of the Gaunt Man, John Terra's *Interview With Evil* (see the next page for more info on this).

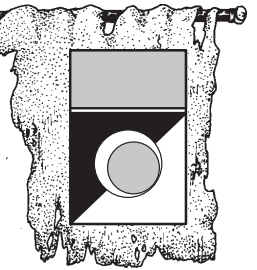
Then in October, get valuable tips on how to gamemaster *Torg* (along with tons of other valuable info) in *The High Lords' Guide to the Possibility Wars*, by Steve Lorenz.

And for those of you who like your *Torg* with a dash of humor, don't miss the *Paranoia/Torg* short fiction anthology in October, as the Computer and its Troubleshooters parody the Possibility Wars!

Then in January, learn the secrets of Dr. Mobius' home cosm as we present the *Terra* sourcebook. Just where did weird science come from? What is the truth about the mysterious isle of Khem? For all of you who have been itching for some good, old-fashioned pulp adventure, this is the world for you!



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #31

1. The Possibility Wars return to the theatre with the release of "Alone at Home 2: Lost in the Living Land." The battle between Cauty Malkin and Baruk Kaah (actually a guy in a rubber suit) is said to be a hoot. Unfortunately, it's also said to be False (11).

2. A large of supply of Relictin-V has been stolen from Los Angeles. It is believed that it will be used in an attempt to revive Kranod, former High Lord of Tharkold, and it's True (11).

3. Nile scientists exploring the Land Below have discovered Godon, the original reptilian monster, in the caves beneath Nippon. They've also discovered that it's True (11).

4. Vicious gang war has broken out between the Black Diamonds and the Vampyres in the streets of Los Angeles. True (11).

Continuing Report: Issue #30

1. Akashans asking for Storm Knights to go to the Star Sphere and put down a Gudasko rebellion. Hold off on those reservations — it's False (15).

2. Rumors of a dreadful minotaur living in the labyrinth beneath the palace at Knossos, possibly brought to life by the Nile axiom wash. It started off False, but has flipped to True (17).

3. Storm Knight teams asked to investigate changing conditions in the Living Land. Well, gee, we guess so — it's True (19).

4. Kanawa Enterprises takes a severe hit by bad real estate investments in the Eastern United States. A number of executives terminated to cut the budget of that faltering subsidiary. True (15).

Penultimata: Issue #29

Due to the lateness of some past issues, we are extending the response time for rumors from issues 29-31. **The Wrap-Up** for issue 29 will appear in next month's *Infiniverse*.

1. An eternity shard devoted to the Dark has been discovered in the Aysle cosm. It is said to resemble a blackened and corroded greatsword, encrusted with skull-shaped gems, and in a dead heat. It's still True (11).

2. Strange anti-virus running rampant in Machu Picchu, designed to kill virtually any microbe it encounters. Only Lorbaats are immune. Fell again, all the way down to False (13).

3. Non-Denominational Organization of Santa Explorers seeking proof of the "jolly old elf's" existence. Drops slightly to True (15).

Convention News

West End Games is looking for gamemasters to run *Torg*, *Paranoia* and *Star Wars* at Origins and GenCon.

This year, Origins will be in Fort

Worth over the July 4th weekend. GenCon is, of course, in Milwaukee once again in August.

Thus far, the response for GenCon has been okay, although it is still early (and many people don't know whether they're going or not). But we desperately need GMs for Origins — so if you or someone you know is planning to head south for July, please let us know.

GMs receive credit toward WEG merchandise in return for their services. We will provide the adventure.

If you are interested in helping out, send a letter to:

West End Games
Attention: Convention Organizer
RR 3, Box 2345
Honesdale, PA 18431

A New Look

West End novels are about to get a brand new look!

Beginning in August, with the release of John Terra's *Interview With Evil*, our novels will be going to trade paperback size. This should make our books easier to find on the shelves, and it's a step we're very excited about here.

For those of you who have been under your bed since the Gaunt Man returned, *Interview With Evil* is GM's autobiography. It takes the Gaunt Man from the time immediately prior to his first encounter with the Nameless One and his discovery of the Darkness Device to his conquest of Kantovia and subjugation of Dairgoa/Kurst. You'll learn the secrets of the Darkness Devices, meet Skutharka, Uthorion and others for the first time, and come along on the Gaunt Man's first visit to Earth!

It's a fear-fraught journey no true *Torg* fan will want to miss!

So look for *Interview With Evil* in August (we should have copies at GenCon), in our new trade paperback format! (Want to see more *Torg* fic-

Martial Arts Design



his optional rules system based on the *Torg* martial arts system was submitted by *Infiniverse* subscriber Reed Little.

Note the “Martial Arts Discipline Cost” table below. See the *Nippon Tech* sourcebook for more information on those disciplines.

Martial arts are not merely fighting styles. They have an enormous body of philosophy, and sometimes religion, that goes along with the style. Selecting a martial art for a character should color the character’s entire personality. In game terms, the philosophy of a style is reflected in the maneuvers it teaches and the special requirements to learn the art.

A new art must have eight disciplines: five minor (costing one through four points), two major (costing five through seven points), and one master discipline. The cost of the minor and major disciplines should not exceed 30, with 24–26 being the average. The cost of the master discipline is only used to figure its possibility cost per use.

All martial arts have special skill requirements or impose behavioral restrictions on the practitioner. As a minimum, arts costing 20–23 points should have one special requirement, those between 24 and 26 would have two, and 27 to 30, three. Especially rare or potent arts might have even more requirements.

Each art should have a focus. Is the art primarily offensive or defensive? If the art is offensive, does it use throws, strikes or both? The art’s disciplines and skill requirements should be consistent with the art’s focus. The central idea of the art is also defined through the skills chosen as its special requirements.

Martial Arts Creation: An Example

Say that you wish to create a Chinese Tong, the Sons of the Leopard. You decide that they will all know Leopard Claw Kung Fu. Since there is not an existing style template for Leopard Claw, you must create it yourself. This is really not difficult.

First you must develop the focus of the style. Leopard Claw is a hard style emphasizing devastating attacks and overpowering the opponent’s defense. You decide to make this a 25-point art (meaning only 25 points worth of maneuvers may be acquired for it — see the “Martial Arts Discipline Cost” chart below). This means that the art should have two special requirements. Since Leopard Claw artists must be very tough, the requirements will be that the artist have a *Strength* of 10 or greater and must know the *willpower* skill.

Now you must decide on the disciplines of the art. You end up deciding that the following disciplines best fit your chosen focus. Note that the cost of the master discipline is not factored into the style total.

Minor Disciplines

- Strike (2)
- Drop Kick (2)
- Stone Fist (4)
- Lightning Fist (3)
- Spring Attack (3)

Major Disciplines

- Hail of Blows (6)
- Spirit Shout (5)

Master Discipline

- Thunder Kick

Requirements: STR 10+, *willpower*

Now you have merely to write a brief overview of the art, and you will

be finished. It might look like this:

Comments: Leopard Claw is a brutal style native to Core Earth and popular in the mountainous regions of China. It emphasizes aggressive attacks and overpowering opponents. Practitioners tend to be very clannish.

You now have a fully playable martial arts style with a personality all its own.

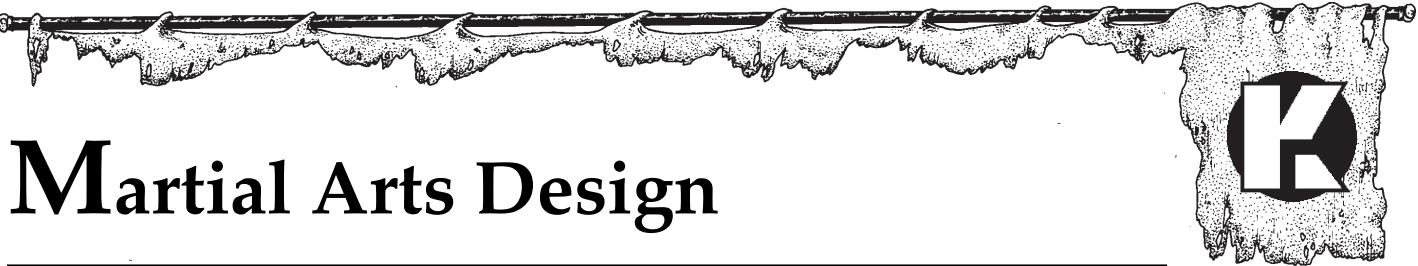
Martial Arts Schools

Though individual teaching styles differ, the substance of the teachings of one school of a martial art is usually very similar to other schools of the same art. For this reason, martial arts should either be taken as listed or a new art created to match the gamemaster’s/player’s wishes. Very similar arts usually have similar names (Tiger and Lion for example).

There is one major exception to this rule, however: ninjutsu. Ninja were far more than assassins. They were spies, actors and saboteurs. Each ninja was trained in one or two operational specialties. To reflect this, this optional rules system provides ninjutsu with a training sequence, which may be filled with disciplines of the gamemaster’s/player’s choice. This rule applies only to Core Earth ninja — for Marketplace ninja, see below.

Note that, according to the *Torg* rule system, ninja are allowed an additional three attribute points and are unable to spend Possibilities on *reality* skill checks.

There is also a long list of skills which may be taken (with *stealth*) as the prerequisites for ninjutsu. The skills are classified as *traditional* (T) or *modern* (M). There is no restriction on mixing the two. The skills chosen should



greatly help the gamemaster in determining what type of family or clan a character belongs to. A school emphasizing demolitions and heavy weapons will be very different from one in which disguise and acting are taught.

A ninja character should automatically come with an established group of gamemaster characters: his family. The gamemaster and the player should work together to make the clan as interesting as possible. This should include at least the name of the clan, the statistics of the Master, and statistics on typical clan members.

Note that characters from Marketplace are all trained by corporate ninja Masters and do not have a clan (although the gamemaster should feel free to create the character's parent company). There are only three primary schools of ninjutsu in Marketplace, one sponsored by each of the megacorps in the Triad. The gamemaster should create the three schools for his campaign, and all corporate ninja from Marketplace should choose the school at which they trained.

There is rumored to be an organiza-

tion, the Sons of Darkness, which has recently appeared in the realm of Nippon Tech and Core Earth. This body acts as a congress of ninja clans and facilitates getting clients to the proper type of ninja. The fee for their services can be quite high, but if you have the pull to contact them, you can probably afford it.

Ninjutsu

Training Sequence:

1. Defensive Maneuver
2. Special Attack
3. Special Attack
4. Defensive Maneuver
5. Attack (General)
6. Invisibility
7. Weapon or Movement Technique
8. True Invisibility

Requirements: *stealth* plus two of the following:

Acrobatics (T), fire combat (M), heavy weapons (T,M), lockpicking (T), forgery (T), prestidigitation (T), disguise (T), languages (T), water vehicles (T), demolitions (T,M), scholar (computers) (M), sur-

*vival (T), beast riding (T), climbing (T), running (T), swimming (T), long jumping (T), artist (actor) (T), scholar (security systems) (T)**

* See "New Skills."

Martial Arts Discipline Creation

All martial arts have eight disciplines, as noted above. Disciplines have a point value derived from the bonuses effects, and limitations of the maneuver. The cost of a maneuver is the bonus granted (i.e., STR+4 damage would cost four), plus any special effects (see the "Special Effects Cost Chart"). A discipline may have more than one effect, but should only have one limitation.

Minor Disciplines: Minor disciplines have a cost between one and four points. At this level, the bonus should be only to combat actions (attack/defense) or directly combat-related skills (i.e., *maneuver*).

Major Disciplines: Major disciplines have costs between five and

Martial Arts Discipline Cost (by category)

Discipline	Possibility	
	Cost	Cost
ATTACKS (GENERAL)		
Heart Punch	2	—
Stone Fist	4	—
Drop Kick	2	—
Sacrifice Kick	1	—
Ki Punch	4	—
Strike	2	—
Kick Disarm	2	—
Sweeping Kick	3	—
Felling the Oak	3	—
Iron Fist	6	—
Leaping Kick	3	—
Thunder Kick	11	1
ATTACKS (SPECIAL)		
Feint	2	—
Spring Attack	3	—
Spirit Shout	5	—
Lightning Fist	3	—
Cyclone Attack	16	2
Power Shout	—	1

Discipline	Possibility	
	Cost	Cost
Shout of Warning	2	—
Hail of Blows	6	—
Whirling Attack	7	—
Stunning Attack	2	—
Death Touch	15	2
GRAPPLE THROWS		
Entangle	4	—
Throw	3	—
BODY CONDITIONING		
Long Life	15	—
Poison Immunity	5	—
DEFENSIVE MANEUVERS		
Block/Strike	4	—
Disarm	4	—
Serpent's Coils	3	—
Weapon Break	2	—
Crushing Block	3	—
Missile Dodge	2	—
Stop Thrust	2	—

Discipline	Possibility	
	Cost	Cost
MENTAL DISCIPLINES		
Detect Lie	6	—
Self-Instruction	5	—
Flashback	5	—
Weakness Probe	3	—
MOVEMENT TECHNIQUES		
Jump	5	—
Wind Running	10	1
WEAPON TECHNIQUES		
Weapons Master	5	—
MISCELLANEOUS TECHNIQUES		
Dagger Dance	1	—
Dragon Flight	3	—
Healing	5	—
Instant Up	3	—
INVISIBILITY TECHNIQUES		
Invisibility	5	—
True Invisibility	15	2

seven points. At this level, bonuses can be applied to non-combat maneuvers, such as long jumping or healing. Also, at this level the bonus can be added to the limit of a movement value.

Master Disciplines: Cost 10 or more points. The cost of the discipline determines its possibility cost to use. Disciplines costing 10–14 points cost one Possibility, 15–19 cost two Possibilities, and so on. A master discipline can be anything that can be rationalized as relating to the martial art.

Changes to Existing Maneuvers

The following are *optional* rules changes for some of the maneuvers listed in the *Nippon Tech* sourcebook.

Death Touch: Costs 2 Possibilities to use. The artist must touch the target on exposed skin (possibly requiring a vital blow if the target is in armor). Use causes the artist to take 20 minus mar-

tial arts value plus a bonus in fatigue. Otherwise, as listed in sourcebook.

Drop Kick: Use gives the artist initiative for the round, replacing his normal action. Damage is calculated as listed. If the artist possesses the *instant up* maneuver, he may use this maneuver in consecutive rounds without penalty.

Entangle: Opponent is knocked down for two rounds. The artist is *unskilled* the following round due to the complexity of the maneuver.

Invisibility: While not truly invisible, the artist does get a +3 bonus to *stealth*.

Ki Punch: Does STR+5 damage, use fatigues the artist.

Spirit Shout: +3 to acting value. Causes spiritual damage of SPI+3. Use causes artist five shock points in *fatigue*.

Stop Thrust: Does normal damage and opponent is *unskilled* in the next round.

Thunder Kick: Costs 1 Possibility. Gives the user initiative for the round, does STR+5 damage, and causes a *knockdown*.

True Invisibility: +5 to *stealth*, +10 to defensive values while invisibility lasts. It lasts until someone beats the artist's *stealth* total.

Weapons Master: +3 with chosen weapon.

plines, *Superior* the master disciplines, and a *Spectacular* result allows the scholar to know the special requirements for the art and where the best masters can be found. Modifiers should be applied for especially rare arts, or arts from other realities than that of the scholar. Note: it is not necessary to have the *martial arts* skill to have *scholar (martial arts)*.

Scholar (Security Systems)

This person has studied modern security devices, from padlocks to laser "eye" beams. A skill roll (versus difficulty 8) can be made when the scholar finds out about a system. This can consist of looking at blueprints, hearing the name of the system, or observing it firsthand. Modifiers should be applied (gamemaster's discretion) on security systems above or below the scholar's *Tech* axiom, magical or miraculous security systems, and systems from realities other than the scholar's. The success levels of the roll are added to *stealth* rolls made against the system in question. This knowledge can be passed on to others so that they can get the bonus as well. Note, disconnecting the security system requires *science (electronics)* or other appropriate *science* skill.

Special Effects Cost Chart

Effect	Cost
Unskilled	2
Stymied	3
Fatigued	2
Setback	4
Initiative	3
Up following round	4
Knockdown	3
Normal Surprise	2
Multi-Action ("Number Succeed" difficulty plus)	2
Applies in Consecutive Rounds (and normally would not)	2
Non-Combat Bonus	2
Causes Non-Physical Damage	4
Area Attack (+ radius in meters)	2
Increases Limit Value (bonus +2) + non-combat	2

New Skills

These are optional new skills that may be used in conjunction with the martial arts design system above or on their own.

Perception Skills

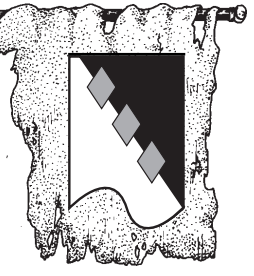
Scholar (Martial Arts)

The person has studied the various martial arts of her cosm and has a good idea of the abilities of various styles. A skill roll (versus difficulty 8) determines what the scholar knows about the style in question. A *Minimal* success allows the scholar to know where the style is from (geographically speaking) and its basic philosophy. *Average* success yields the minor disciplines of the style in question. A *Good* success gives the major disci-

Limitations Cost Chart

Limitation	Cost
First Round of Combat Only	-2
Cannot be used in consecutive rounds (and normally could)	-1
Use causes knockdown to artist	-1
Artist confused if action fails	-1
Artist stymied following round	-2
Discipline requires vital blow	-4
Discipline requires use of both hands	-1
Requires a skill roll and normally would not	-1

Dispatches and Rumors



Dispatches

1

The Land Below continues to be a subject of fascination for researchers, High Lords and Storm Knights alike. Recently, a Nippon team traveled to Merretika via tunnels beneath the Living Land and made a cursory examination of the area, seeking natural resources to exploit. When they attempted to move further into the jungles, they were attacked by a bizarre creature.

Survivors of the massacre that followed described the beast as well over 10 meters tall, with a humanoid body and the head and neck of a great serpent. It did not speak, but some had the impression that it was acting as a guardian for the region.

If the Storm Knights investigate this incident, they will find that none of the denizens of the Land Below have ever seen or heard of this thing before, nor do they have any idea what it might be guarding. They do know of hunting parties that have ventured into that area and disappeared.

If the Knights investigate the site, they will find no bodies, but plenty of dried blood. They will also find the creature, who is not as unintelligent as one might believe and intends to fulfill his duty to protect ... what? The Knights will only find out by defeating him.

The Guardian Ras

- DEXTERITY 10**
- Unarmed combat 17
- STRENGTH 30**
- Lifting 35
- TOUGHNESS 38**
- PERCEPTION 15**
- Find 17, tracking 18, trick 16
- MIND 11**

- Survival 15, test 13, willpower 18
- CHARISMA 7**
- Charm (30), persuasion (30), taunt 14
- SPIRIT 8**
- Intimidation 24, reality (Land Below) 17
- Possibilities: 25**
- Natural Tools:** claws, damage value STR+3/33; fangs, damage value STR+4/34

Critical Event: The Knights must defeat Ras to learn just what it is he guards (which will be revealed in the personalized response from West End). Doing so is a Good result (6 or above); failing to do so is a Bad result (3 or less).

2

A team of Ayslish sorcerers has broken away from the Dark and traveled to the Nile, there to seek their fortunes as the costumed criminals known as the Weather Warriors. Lightning, Thunder, Fire, Ice and Gale have struck repeatedly in Libya, Tunisia and even as far north as Greece. They have thus far avoided known Mystery Man areas such as Cairo and Khartoum. Their attacks are incredibly swift and normally only one team member uses his powers at any one time, so the rest will not face so great a risk of disconnection.

Lightning

- DEXTERITY 12**
- Acrobatics 13, dodge 14, maneuver 13, running 14, stealth 15, unarmed combat 13
- STRENGTH 8**
- TOUGHNESS 8**
- PERCEPTION 11**
- Alteration magic 15, find 12, trick 12
- MIND 10**
- Test 12, willpower 12

CHARISMA 9

- Charm 11, persuasion 11, taunt 12

SPIRIT 9

- Corruption 13, intimidation 13, reality (Aysle) 14

Possibilities: 12

Arcane Knowledges: *inanimate forces 4, light 7*

Spells: *lightning, rainbow bridge, shield of light*

Equipment: cyprium armor, value TOU+2/10

Thunder

DEXTERITY 9

- Dodge 11, melee weapons 11, unarmed combat 11

STRENGTH 15

- Lifting 16

TOUGHNESS 15

PERCEPTION 12

- Alteration magic 15

MIND 12

- Apportation magic 16, test 13

CHARISMA 8

- Persuasion 10, taunt 10

SPIRIT 7

- Corruption 12, intimidation 13, reality (Aysle) 12

Possibilities: 15

Arcane Knowledges: *water 4*

Spells: *Aeluin's water valley, bath of death, fog*

Equipment: solium armor, value TOU+2/17; solium sword, damage value STR+6/21

Fire

DEXTERITY 10

- Dodge 13, maneuver 14, stealth 15

STRENGTH 9

TOUGHNESS 10

PERCEPTION 11

- Alteration magic 14, find 13, trick 15

MIND 12

- Conjuration magic 16, test 14, willpower 14

CHARISMA 10

- Charm 12, persuasion 16, taunt 16

SPIRIT 10

Corruption 15, intimidation 14, reality (Aysle) 17

Possibilities: 20

Arcane Knowledges: fire 9

Spells: conjured fireball, Atlack's instant immolation, flickering fire shield

Equipment: infernas armor, value TOU+2/12

Ice

DEXTERITY 12

Dodge 14, maneuver 14, unarmed combat 16

STRENGTH 14

TOUGHNESS 14

PERCEPTION 14

Alteration magic 17, evidence analysis 16, find 16, scholar (master criminal) 16, trick 17

MIND 10

Test 12

CHARISMA 7

Persuasion 13, taunt 16

SPIRIT 9

Corruption 18, intimidation 19, reality (Aysle) 16

Possibilities: 17

Arcane Knowledges: water 5, inanimate forces 6, air 2

Spells: ice bolt, frost bridge, frigid air

Equipment: aqueate armor, value TOU+2/16

Gale

DEXTERITY 14

Acrobatics 17, dodge 20, maneuver 18, running 17, stealth 21

STRENGTH 8

TOUGHNESS 9

PERCEPTION 11

Alteration magic 15, find 13, tracking 15, trick 17

MIND 11

Apportation magic 14, test 15

CHARISMA 12

Taunt 16

SPIRIT 10

Corruption 11, intimidation 12, reality (Aysle) 14

Possibilities: 14

Arcane Knowledges: air 7

Spells: wall of air, zephy of flight, arm of air, fighting whirlwind

Equipment: cinlum armor, TOU+2/11

Critical Event: The Knights must defeat the Weather Warriors and prevent the loot they've taken from being fed back to the Army of the Dark is

Aysle. Doing so is a Good result (6 or better); failing to do so is a Bad result (3 or less).

3

An important Cyberpapal bishop has decided to defect, having come to believe that a purge of the CyberChurch is planned by Malraux. The bishop, assigned to Rome, will be traveling via express rail from that city to Frankfurt in only a few days.

The Storm Guild had assigned two Knights to meet Bishop Toulours on the train and see to his "disappearance" in Frankfurt. Unfortunately, Malraux has learned of the planned defection and hired five assassins from another realm — which one is unknown — who will be disguised as Core Earthers and placed aboard to train to kill Toulours.

Learning of this, the Storm Guild hires the player characters to board the train in Rome, make contact with Toulours and, if possible, the other Knights, and to frustrate the efforts of the assassins.

This adventure can be run "as is," either as an action-packed chase through the train, a mystery/suspense entertainment, or a combination of the two. Remember that this is an express train and will not stop between the two cities. If you wish it to be delayed, you will have to come up with a reason for it.

There are a number of *Torg* products that can help you in staging this adventure. *The Forever City* contains a map of the Orient Express, which can double as the setting for this drama. The *Torg Character Collection* can provide the Storm Knights assigned to the train, and some of the villains, if necessary.

This is also an excellent spot to make use of subplot cards. Perhaps one of the assassins is an old *Nemesis* of one of the player characters; perhaps a *Romance* is encountered on the train. There are countless other adventure plots that can be spun off from the Knights' time on this express (assuming, of course, they survive).

Critical Event: The Knights must help Toulours to defect to Core Earth

in Frankfurt and stop the assassins assigned to kill him. Doing so is a Good result (6 or more); failing to do so is a Bad result (3 or less).

4

With Cyberpapal and Nile troops battling in what was once Yugoslavia, there is tremendous suffering throughout the country. The Storm Knights are offered a job escorting a United Nations supply convoy into embattled Sarajevo. Keep in mind that any Serbian resistance they encounter along the way will be armed with Cyberpapal weapons or backed up by Church Police.

Once the food is delivered, the Knights will learn of a nearby village beset by bandits who have stolen virtually everything of value. The only thing left behind (because it was well hidden) was a statue of a dragon dating back well over 600 years, and streaked with red and blue. If the Knights will agree to protect the town from further raids, they can have the statue as payment.

The bandits are outcasts from the Cyberpapal and Nile forces — undisciplined scum, more interested in butchering and pillaging than victory in battle — who are led by a rogue techno-demon.

Critical Event: The Storm Knights must save the village and obtain the eternity shard. Doing so is a Good result (6 or better); failing to do so is a Bad result (3 or less).

Rumors

1

The Cyberpapacy, in one of its subtle plots, has been making several investments in the American movie business. Their most recent purchase has been a major TV/movie company.

The individual in charge of the company, Archbishop de Vries, has taken over the production of several shows. The archbishop has found that first-run syndication is a potent tool in the

hands of the Church, with the proper amount of subliminal conversion messages included.

Currently, de Vries is involved in overhauling a popular science fiction series. He has taken to steps to eliminate all of the characters from the show, with the exception of several played by actions who have been FaithChipped. The remaining crew have now become a futuristic representation of the CyberChurch, exploring strange new worlds and converting heretics 400 years in the future. The crew are all cybernetically enhanced and their opponents are a mysterious race, with its own unsanctified cybernetics, that seek to assimilate all other beings into a psionic "group mind." Thus, the CyberChurch can subtly preach against the Akashans and their mental powers.

In this manner, de Vries hopes to bring new believers, fans of the show, into the fold by convincing them of the rightness of the Cyberpapal catechism. He currently operates out of the company's relocated offices in Florida.

—Steve Crow

The Crown Jewels of England have been stolen!

2

The Crown Jewels of England have been stolen!

The Tower of London, which has been refortified and is occasionally used by Ardinay and members of the English government or Royal family for important meetings, was easily penetrated and the jewels snatched.

The phenomenal success of the effort, and the stealth necessary to pull it off, points to any one of several suspects: a traitor within the Home Guard; Ayslish or Tharkoldu mages; Nippon ninja; pulp-powered Nile villains — anyone could have accomplished this deed.

But "whodunnit" is only one of the important questions. Aside from their monetary value, which isn't great enough to warrant such a dangerous undertaking, and their ceremonial

value, which means little to any but the English, they wouldn't bring much to their new owners. Unless they know something we don't ...

—Jamie Lewandowski

3

Hereteri, daughter of Sesetek, was recently seduced to Good alignment. Her father was not pleased with this, but is loath to take action against her. He himself has had doubts about Mobius' divine stature. However, he feels that he can best serve his gods by remaining Overgovernor.

Hereteri has been organizing resistance forces in Libya. She has linked up with a number of Libyan resistance fighters and local Mystery Men. This small group has conducted a number of raids in Sesetek's and the neighboring Overgovernors' territories.

Mobius and his Darkness Device are currently unaware of the identity of the mysterious rebel leader. If this knowledge became common, Sesetek would not long survive the High Lord's wrath. Several Overgovernors,

hearing of Hereteri's disappearance, are beginning to make the connection and are looking for ways to confirm their suspicions and blackmail Sesetek to their side.

—Steve Crow

4

Power-suited Nippon samurai have been reported seen in the Living Land, near what was once the city of Seattle. They are supposedly involved in an efficient elimination of all Jakatts in the area. Resistance communities are apparently being sought out by Kanawa employees, who are paying much more than what the land is worth.

By all appearances, Seattle, which before the war was one of the biggest trade ports with the Far East, is due for its very own "Miracle of California."

—Jamie Lewandowski

5

Things are once again getting interesting in Los Angeles. However, this time it's good news for Storm Knights — the Posse has found religion!


In a recent battle against the forces of Tharkold, a Storm Knight team saved a Posse member from a painful defeat. One of the Storm Knights was a cleric of the Sacellum faith. At the critical point of the battle, the priest crucified the Alpha leading the attack and forced the demons to retreat. The surviving Posse members were very impressed by this action and asked the priest to stay with them. Seeing an opportunity to spread the faith, the good father accepted and was soon preaching to the gang members. What was rather surprising was that the gang members started to listen and some of them have even converted to the Sacellum faith.

If the cleric is able to convert a large number of the Posse members, this could create some very interesting problems for their enemies. First off, the strict teachings of the Sacellum would give the Posse the discipline and organization that they have so far lacked. Secondly, the religious power gained from the Sacellum would be a great advantage. Ward enemy could now be used to counter the power of the techno-demons. Blessed bullets coming from automatic weapons would extremely effective against the Tharkoldu, and blessing vow would increase attributes without adding cyberware.

In any event, the Sacellum priest now regards the Posse as his "flock" and will do everything in his power to help them.

—Sandy Addison

6

An entire battalion of Nile soldiers vanished while on maneuvers in Libya. Found one week later wandering in the desert, all had been driven mad by shock. A few babbled incoherently about passing through a "doorway," and seeing horrible sights. 

Your Letters



Some of our readers have speculated that the "hero" whose death we referred to (and which Mobius reacted to with such glee) might have been a certain caped marvel of some renown. One reader, Steve Crow, went on to suggest that, were this true, it seems far-fetched, as the company with which the character is most closely associated would have been destroyed when the Living Land invaded. Even if they relocated, "it is unlikely they would kill [him] off just to boost sales."

As to the former, while some of the better known creators were slain or transformed in the invasion, others were out of town at a con and survived to start up again in Florida. As to the latter, interesting point: what do the rest of you think?

1. I thought *occultech* was a *Mind* skill.

2. Can we have a more detailed way of using the *UltraCAD* skill? I find the whole *UltraCAD* process sketchy.

3. I think the game is going great. Please do something with the Living Land, though. It's ... well, it's boring.

4. Are we ever going to find out what happened to Bryce, Mara, Rat and Coyote and the rest of the main characters from the trilogy? Is Tolwyn back from Aysle cosm yet?

—Christopher Hudson,
Newark, DE

1. No, according to *Tharkold*, *occultech* is a *Spirit* skill.

2. If we get enough demand for info, Chris, we will see about getting a product scheduled for '94. (It's entirely possible.)

3. Watch for big changes in the Living Land in *Infiniverse Update: Volume II*, due out in April. Also watch for the final (?) fate of Baruk Kaah in these

very pages over the coming year.

4. To be honest, that's one of those things we keep meaning to do, and never seem to get around to. We had been planning a novel that would have detailed some of the further adventures of Bryce and crew, but the prospective author went from freelancer to staffer at another game company, and so is no longer available. Hopefully, we'll find an avenue in the future.

Yes, Tolwyn is still embroiled in the struggle to retake House Tancred and the rest of the cosm from the hands of the Dark. Unfortunately, with her gone, the Army of the Light's fortunes have gone to hell in a handbasket, as will be seen in upcoming months.

1. Why can't the High Lords knock out the leadership of Core Earth by attacking their offices with stormer teams dropped by dimthread?

2. If Malgest is so weak (for a Darkness Device), can 3327 and Daikoku do to it and Jezrael what the Gaunt Man and Heketon did to Kurst and Huitzilopochtli?

3. Why doesn't Jezrael reveal to the Japanese people that 3327 is a High Lord?

—Greg Detwiler,
Williamsburg, PA

1. Well, they can certainly try. But most likely the leaders of the "free world" saw to their own protection early on, so it might not be that easy (I have no doubt there are Storm Knights on retainer to protect various world leaders).

2. Again, 3327 can try, if he's willing to risk losing. While Heketon had Huitzilopochtli outmatched, the invasion of Kantovia and the defeat of its High Lord were not as simple as one might like to think (see *Interview With Evil*, by John Terra, in August for more

details on that story).

3. She's not one most Core Earthers would regard as a reliable source. Besides, the *Tokyo Citybook* has gone a long way toward blowing 3327's cover in Japan already.

1. Do third-planting Orrorsh gospog get *shape change* plus power points, or is its cost subtracted from the points?

2. How about a *Torg* art book?
—Ralph Dula,
New Cumberland, PA

1. The cost is subtracted from the listed power points.

2. There are no plans for one at this time.

Have you ever considered the possibilities of what could be done with the Polynesian Cargo Cults, especially since they are now under Orrorshan axioms?

—Dennis Matheson,
Kennesaw, GA

Actually, Dennis, it's a subject with which we are largely unfamiliar. If you (or any of our other readers) have knowledge about this that you'd like to share, feel free to send it in. (We love learning new things.)

Recently, we reprinted a *Torg Campaign Update* which one of our players, Tom Reed, was gracious enough to send in for us. A few of our readers sent in questions about how the newsletter was prepared (and we had a few of our own), for which Tom has provided answers. So take it away, Tom:

The newsletter is put together on my Macintosh Classic II, using regular professional publishing software.

People with any computer system can put together similar newsletters. I did similar things when I had one of

the obsolete Atari 8-bit computers. Nowadays, if you own or have access to an IBM or Macintosh computer, you have one advantage: you can take your completed document to various copy centers and have your document printed out on laser printers. This provides better detail, clearer type, and it copies beautifully. If you're stuck using a typewriter or a dot-matrix printer (just like I am at home), try to use a fresh ribbon, for the darkest print possible.

You don't even need a computer. With a little time, a copier that does sharp, solid black copies and some rubber cement, people can copy pictures from other sources and paste them into handmade newsletters and write the text out on typewriters. The best kind of art for copying and pasting this way is "line art," with black and white lines. Copying photographs and color pictures always provides shaky results.

Since I can't draw well, my newsletter's artwork mostly comes from "clip art," which has been created by various sources. The rights for publishing it professionally are, to be honest, nebulous. A lot of the readily-available clip art consists of scanned images from anonymous sources. There are "legitimate" sources of clip art that provide all legal release for publications, but little of it is suitable for the kind of fantasy and science fiction needed for gaming work. Also, I'd be paying for publishing rights which would see little practical use. My viewpoint is that, as long as I am not selling the newsletter or distributing it beyond my gaming club, I'm not injuring anyone's rights.

Obviously, though, I did have the *Torg* logo scanned, and I "modified" it for clear appearance. As you see, on the title line I gave full copyright and trademark attribution to WEG. I would advise anyone that, if they wish to use the logos of game systems — or even the names of game systems — in anything they print and distribute, they always include the copyright owner's notice. This is more than protecting your rump from legal action — it's paying proper homage to the people whose work you are using. Every gamer who writes will want his or her

Herald Messages

"Hey, Malraux! Did you lose something? Like maybe 20 percent of your realm?"

— Major Havoc, Daremo, Corey Jones, Kayla, Marcel and the rest of the Knights of the Valiant 13th.

Archbishop de Vries has created a new virtual reality program. It is based upon a pre-invasion British TV show. The area, known as "The Village," is used to imprison Storm Knights without knowledge that they are in virtual reality. The Order of the Shard are the first "guests."

— Steve Crow,
North Liberty, IA

Nile efforts to locate and destroy Core Earth hardpoints in Greece have been thwarted by Storm Knights working for the Greek government. Nile agents known to be seeking eternity shards in that country are still at large, however.

— Jim Ogle,
Socorro, NM

"Gee, I hope Talamous' True Death goes something like, 'Having head blown off with laser pistol.' Guess that's a little overly optimistic, huh?"

— Daman Prizt

"We are poorly trained and lack faith."

— Message often left behind by Storm Knight Carlton Path after defeating Cyberpapal adversaries.

Kaah is dead, but Rec Pakken has disappeared. The realm seems to be changing. The Magic, Social and Tech axioms are rising. Large, wasp-like creatures have been spotted near Philadelphia. Pyrians have also been spotted. Is Hadian Fel Ar a High Lord?

— Christopher Hudson,
Newark, DE

"The fastest way to kill a dragon is to storm it — twice."

— D'Hubert and Walker

Storm Knights working for Senator Gardner (anti-Spartan), together with Inform agents, have ushered in a new era of international cooperation by preventing the liberation of the Red Knights' terrorist leader and stopping an American gunrunner and an Akashan Monitor from bringing bioweapons and talismans to Los Angeles. As a result, the Social axiom of the Lima, Peru courthouse/jail has been raised to 22. Legends have been seeded in Lima (about the axiom shift) and Los Angeles (about the death of a techno-demon).

— Grant Davis,
Austin, TX

"I didn't want to see what gospog from the Cartoon reality looked like, anyway."

— Bluey

Famous last words:
"Five longboats full of Vikings?" Let's get 'em!"

— The Searchers

work to be published some day, and they will want their work to be respected. If so, they should respect the rights of others right now.

(Hopefully, that will answer a lot of people's questions about the technical side of putting out a newsletter. Now to the important part ... the aesthetics.)

Putting out a campaign newsletter does several things. It reminds the players of what happened in the previous week. It provides a permanent record of their statistics and new equipment. It lets me pass information to the players about the *Torg* universe without having them refer to the sourcebooks. It attracts players; one of my players has non-gaming

friends who are avidly reading the newsletter like it was a soap opera. Perhaps these people may make the daring jump into gaming some day.

Most importantly, it emphasizes the fact that their characters' actions make a difference in the game world. For example, one player character, stripped of his Ryuchi battle suit, found a way to defeat Nile Empire crocodiles with his wadded-up, stinky socks. This incident became so important to their success in the adventure, it was commemorated on a certificate I handed them at the end of the school semester.

Anyway, thanks for your help ... and I look forward to greater adventures and excitement from you.

— Thomas E. Reed,
Orlando, FL

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APRIL FOOL'S DAY CONTEST!

This year, rather than give you a humorous four-page feature, we are running a special April Fool's contest. One of the player handouts contained in this issue contains a blatant untruth — the first person to spot it and send the answer to us in a letter will win a free copy of *Infiniverse Update: Volume II!*

Now, we're not talking about a typo or something that simply isn't true in your campaign. This is something that is a deviation from official *Torg* history — can you find it?

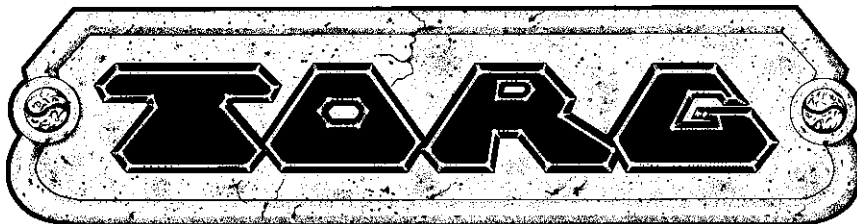
And, of course, we are continuing with some of our other April Fool's traditions, namely the annual "time machine" dispatch. (In fact, we already have next year's planned ... !)

Seriously, one of the things that we are most often asked for is a *Torg* timeline. Those of you who have been demanding one will be happy to know that current plans call for it to be included in the upcoming *High Lords'*

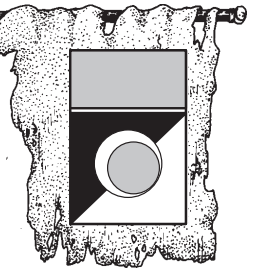
Guide to the Possibility Wars, due out in October. Also included will be a master equipment list, and just tons of other stuff to make gamemastering *Torg* even more of a joy than it already is!

Of more immediate concern is the release of *Infiniverse Update: Volume II* this month, and *No Quarter Given* in May. The latter is a fiction adventure that pits the Storm Knights against the power of Basjas and the Carredon on a possibly suicidal mission to destroy the Orrorshan maelstrom bridges.

And the big news from West End is that our newest roleplaying game, *Shatterzone*, releases in July. Those of you who enjoy *Torg* will want to give this exciting new roleplaying setting a try. Forget everything you believe about science-fiction roleplaying — this is what it was *meant* to be. Limitless storytelling potential; nasty aliens; dangers to be braved and treasures to be found; and rules that work. **Miss it not.**



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #32

1. Massive new weird science center producing mechanized vehicles with weird science powers invested in them. Or not — it starts out False (15).

2. King Gustaf XVI of Sweden imprisoned in Riddarholmen by the Warrior of the Dark. His daughter, Victoria, is now leading commando raids on the invaders as "Lady Victory." Too true, at True (15).

3. South American Development Trust attacking Akashans, capturing their weapons, and selling them to resistance groups battling Tharkoldu in Los Angeles. Maybe, maybe not — it's True (11).

Continuing Report: Issue #31

1. The Possibility Wars return to the theatre with the release of "Alone at Home 2: Lost in the Living Land." The battle between Cauly Malkin and Baruk Kaah (actually a guy in a rubber

suit) is said to be a hoot. Despite some vehement calls for this to be False, it's still only False (11). (So those of you who hate this one better get on the stick.)

2. A large of supply of Relictin-V has been stolen from Los Angeles. It is believed that it will be used in an attempt to revive Kranod, former High Lord of Tharkold. True (16).

3. Nile scientists exploring the Land Below have discovered Godon, the original reptilian monster, in the caves beneath Nippon. Where's Raymond Burr when you need him? It's True (25).

4. Vicious gang war has broken out between the Black Diamonds and the Vampyres in the streets of Los Angeles. A dead heat (literally), but holding at True (11).

Penultimata: Issue #30

1. Akashans asking for Storm Knights to go to the Star Sphere and put down a Gudasko rebellion. A surprising defeat for Star Sphere backers, it's False (17).

2. Rumors of a dreadful minotaur living in the labyrinth beneath the palace at Knossos, possibly brought to life by the Nile axiom wash. A huge surge to hit True (35).

3. Storm Knight teams asked to investigate changing conditions in the Living Land. Guess we didn't fool anyone here — it's True (18).

4. Kanawa Enterprises takes a severe hit by bad real estate investments in the Eastern United States. A number of executives terminated to cut the budget of that faltering subsidiary. A nice jump to True (30).

The Wrap-Up: Issue #29

1. An eternity shard devoted to the Dark has been discovered in the Aysle cosm. It is said to resemble a blackened and corroded greatsword, encrusted with skull-shaped gems, and in a dead heat. Finishes at True (15).

2. Strange anti-virus running rampant in Machu Picchu, designed to kill virtually any microbe it encounters. Only Lorbaats are immune. A final drop to end at False (16). Guess nobody wants the Comaghaz to go away, huh?

3. Non-Denominational Organization of Santa Explorers seeking proof of the "jolly old elf's" existence. In a bizarre series of events, finishes at True (17).

Convention News

West End Games is looking for gamemasters to run *Torg*, *Paranoia* and *Star Wars* at Origins and GenCon.

This year, Origins will be in Fort Worth over the July 4th weekend. GenCon is, of course, in Milwaukee once again in August.

Thus far, the response for GenCON has been okay, although it is still early (and many people don't know whether they're going or not). But we desperately need GMs for Origins — so if you or someone you know is planning to head south for July, please let us know.

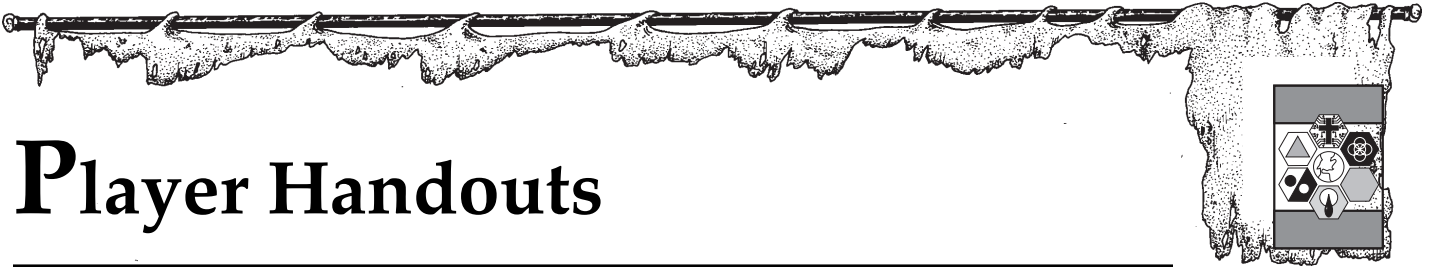
GMs receive credit toward WEG merchandise in return for their services. We will provide the adventure.

If you are interested in helping out, send a letter to:

West End Games
Attention: Convention Organizer
RR 3, Box 2345
Honesdale, PA 18431

GAMA News

Our own Ed Stark and Bill Olmesdahl just got back from the GAMA Convention in Las Vegas (just in time for the blizzard of '93). They came back with lots of news on what kinds of product distributors and retailers want to see, all of which we're incorporating into our grand scheme for *Torg's* new direction. ☐



Player Handouts

The Living Land

Many suns have risen and set since the children of Lanala came to this strange land. Here, dead ones walk, their minds closed to the wonders of creation. It is the will of the Saar, Baruk Kaah, that we crush the unliving and make this world over in Lanala's image.

But some among us believe that this is not the way of the goddess. We have turned away from Kaah and seek a life in harmony with nature, and yes, the dead ones of this world. It is for their benefit that I pass this ... the word is difficult for me ... information on to you, brave Knights of the Storm. I would have you know the forces you oppose when you enter the domain of Kaah.

The tales says that many edeinos were content to remain on Takta Ker and serve the goddess by experiencing as many sensations as they could. But Lanala spoke to Baruk Kaah through a blackened tree he calls "Rec Pakken," and called for blood and conquest. Those who doubted the tale the Saar told were torn apart by his claws.

And so it was that we sang the songs of war and went forth to teach others of the ways of Lanala. Although the edeinos are, by nature, a peaceful people, under the leadership of the Saar we have fought many battles. We have conquered our home world of Takta Ker, as well as many other worlds who knew not the ways of Lanala. Perhaps the greatest was against the ustanah, insects that walked like edeinos and fought with dead things as weapons. Utterly defeated were they, although some say they can still be found in the Land Below.

Another great conflict was against the followers of the Rec Stalek cult. These misguided ones worshipped the

incarnation of Death and dared to wear dead armor and wield such things as weapons. Much edeinos blood was spilt, but finally Lanala triumphed over Stalek and exiled him from the world of Takta Ker.

Now we have come to this place called Earth, in the company of powerful figures from other lands. Kaah calls them allies, although they use dead things. Kaah has consorted with the demons of metal and demanded that we abide their company as well. And as the seasons change, some of us begin to suspect that Rec Pakken is a false prophet who wishes only to lead the edeinos to destruction. We look around and see the lands we have conquered falling back into the hands of the dead, and we know that somehow we have offended Lanala and must atone. There can be no other answer.

The Laws of the Living Land

What Scales, there, is trying to say is that him and a few others have come over to the side of us "dead" guys. I've run a few realms with him and he's not a bad sort — not that I trust 'im completely, y'understand. Ask me, he just changed sides cause he saw the way the war was going and wanted to be on the winning side. Hell, of all the so-called High Lords, Kaah's the one that's been pasted the worst, right?

Anyway, there's a few things ya gotta know if you're gonna travel in the Living Land. One of them is that there's this fog hanging over the place all the time, worse than the kind running in off the bay in 'Frisco. You literally can't see the nose in front of your face and it makes finding your way from Point A to Point B a real bitch. Some of the edeinos and their

sort have something the bigwigs call "direction sense" that lets them find their way. Me, I'd settle for a great big fan to blow all that mist away. But if wishes were dinos, we'd all ride on T. Rex, right?

Okay, second point: they don't call it the "Living" Land for nothing. Anything that dies there rots really fast — maybe it's the heat, maybe it's the mist, how the hell should I know? And it doesn't even matter if it died in the realm or not. Ever since that first lousy bridge crashed into Shea Stadium on a sunny day in July, even canned food brought into the Living Land goes bad in jig time. It makes stocking up on perishable supplies before a trip into the Western Land a pretty foolish thing to do. Better to bring some low-tech weapons and kill some game once you get there. Just eat it fast.

Finally, and most annoying, things get lost in the Living Land. Every time you turn around, something else is gone: your watch, your flashlight, whatever. If it isn't tied on to your wrist — and sometimes even if it is — it will disappear. Don't ask me how it happens, it's just one of those strange Living Land events.

Death in the Living Land

My dead friend, McGurk, speaks the truth. But there is much more you must know:

The weapons of the edeinos are living things. They are hrockt shoots that transform into spears and bags of roots and plant matters that explode. The miracles of the optant and the gotak, priests of Lanala, are formidable as well and have introduced many an edeinos' foe to the goddess.

Nor do the edeinos fight alone to conquer this world. Beside them are

creatures from lands that fell before Kaah long ago. Stalengers, who I am told resemble Earth's starfish, but fly through the air, and benthe, small things that live off others and can drive their host to love, rage, fear or any other sensation.

And above them all is Kaah—Kaah the warrior, who sees his dreams of conquest fading before him; Kaah the Saar, who sees the tribes deserting him; and perhaps Kaah the Mad, who will destroy all in his struggle to win favor with Lanala.

The Cyberpapacy

What is cyberware?

Cyberware is the body of our Lord incarnate.

To possess cyberware is to share in the body of our Lord.

Cyberware is the power of our God.

Where does cyberware come from?

Cyberware comes from our God and has been imparted to her servant upon Earth, Cyberpoppe Jean Malraux I.

What are the powers of cyberware?

Cyberware is the power of our Lord; it knows no bounds.

That is the Cyber Catechism, known to every worshipper of the True Faith. My name is Cardinal-Bishop Jacques-Christopher, and I have the privilege to serve our Lord by working in His Penitentiary. It is my task to convert the heathen to the Word of the CyberChurch, and so I enter this data in the hopes of reaching some of you foolish ones who still deny the power of Malraux.

We know you to be blind, yet still will you be made to see. Even the Cyberpoppe once felt hatred in his breast for technology, and did live on Magna Verita and crusade to maintain the old ways. It was from there he came to Earth, planning to introduce its heretics to the glory of his church.

But he was assailed on the way to his destiny by a Kadandran heathen. And yea, the scales fell from his eyes and he did see the wonders of cyberware. The great Black Cross appeared before him and said, "Cyberware is the Word and the Way," and Malraux saw that this was good.

And he looked out over the land and saw the machines merge with men, and this too he found good. Thus was born the Cyberpapacy.

The Black Cross also imparted to Malraux knowledge of the GodNet, a great and secret place beyond the veil wherein the power of our Lord can be seen in its purest form. Accessible only through special computers called cyberdecks, the GodNet is a haven for the faithful and a hell for heretics.

Now from his seat in Avignon, he rules over what once was France and part of Spain and even now plans to bring salvation to the rest of this misbegotten world. And I shall tell you why you are destined to fall to your knees before his might:

Thy Will Be Done

The Lord works in mysterious ways, and it is His will that Jean Malraux I rule this world as Cyberpoppe. And in His wisdom, he has visited laws upon this cosm to aid in the holy crusade to subjugate it.

First among these is the Law of the One True God, which proclaims that only the deity whom Malraux serves is genuine. All others are heathen idols, and their miracles have no power in the Lord's eyes. Clerics of false faiths who have entered the Cyberpapacy have found to their everlasting chagrin that it is far more difficult to call upon their pagan gods here. Only priests of the true faith can call down the wrath of the Lord upon their enemies.

Sorcery and its like are tools of the Devil, he who would overthrow the power of Malraux and cast this cosm into Perdition. The Lord looks with disfavor upon the practice of witchcraft, and so it is that spellcasters find it much more difficult to perform their black arts in the Cyberpapacy. Those who dare to make the attempt risk possession by demons. (It is true that spells cast here tend to be wondrous in their effects, for reasons I do not know. As I said, strange and baffling are the ways of the Lord.)

Heretics cannot escape the sight of the Lord, nor need the innocent fear His righteous wrath. The Law of Or-

deal provides methods to test the guilt and innocence of those accused of consorting with the Devil. These include the Ordeal by Boiling Water, in which the offender's arm is plunged into scalding liquid. If signs of burning remain three days later, the offender is guilty and put to death. The Cyberpapacy also mandates the use of the Ordeal by Cold Water, the Ordeal by Fire, and in some cases, trial by combat. All of this has served to keep the CyberChurch free of corrupting influences.

Finally, we are protected by the fact that lies cannot be hidden from the sight of the Lord. Those attempting to convince a Cyberpapal subject of anything, or worse, seduce him with the lies of heathens, will find their task far more difficult than expected.

Cyberpapal Personages

Many are the figures one might encounter upon visiting Avignon or one of the other cities of the Cyberpapacy. Below are descriptions of some of the holy soldiers in Malraux's army:

Cyberpriests: Clerics in the sacred cause, blessed among all of Malraux's followers, the cyberpriests serve a multitude of functions. They perform both administrative functions within the church as well as acting as liaisons with the secular community. Those heretics who are too powerful to be handled by Church Police are often turned over to cyberpriests for disposal.

Church Police: Charged with maintaining order, Church Police serve as street patrolmen, detectives, close assault teams and tech support. Though a part of the CyberChurch, they rarely make use of miracles, preferring to rely on their extensive weaponry instead.

Hospitallers: Crusaders whose ranks contain the scions of many of CyberFrance's noblest families, the Hospitallers act as shock troops and as the first line of defense against the reincarnation of the heretical Knights Templar.

Inquisitor: Charged with finding and punishing heretics, even as is the Penitentiary, it is the Inquisitors who get the joy of seeing a heathen under torture convert to the true faith. It is they who get to fill their nostrils with the sweet smell of burning pagan flesh. Were envy not a sin, I would envy them their work.

Nippon Tech

Greetings, honorable Storm Knights. It is the great honor of this unworthy soul to guide you through the often treacherous currents and eddies of Japan, or as many of you have taken to referring to it, "Nippon Tech." You must forgive my lack of familiarity with the ways of Storm Knights, but it is only recently that many of us have come to realize that our land has been invaded. Now that we know the man calling himself "Ryuchi Kanawa" is in fact a High Lord, 3327 of Marketplace, we are readying ourselves to defend our nation.

It is our sincere hope that some of you will join us in this noble endeavor. While it is true that 3327 fights more of his battles in corporate boardrooms than on open plains or in dark alleys, his victories are no less detrimental to the cause of Earth as a whole. It is imperative that he be stopped before all of Asia — and perhaps the world — is at his feet.

Before going on, I would highly recommend you leaf through the excellent *Tokyo Citybook*, produced by members of the Rauru Block. It is a fine guide to the perils and possibilities of Japan's largest city.

The Laws of Nippon

To live in Nippon today is to live in a world of shadows and secrets. The reality brought to this plane by 3327 is one that promotes deception and betrayal. It is now far easier to lie to others for personal gain, to use the art of disguise, or to slip unseen past an unwary guard.

In addition, many organizations must now devote much of their time and energies to the rooting out of trai-

tors. It seems that every group, no matter how large or small, has within at least one viper who will sell its secrets to its enemies. We must ever be watchful for such as they, even among Storm Knight parties.

It is this law, perhaps, which strikes most deeply at the heart of our people. In a land that once prized honor among all things, there is no longer any honor to be found, save in the battered hearts of those who fight for the country's freedom.

The second law is less easy to define, for its effects are so subtle. Goods and services, it seems, cost less for those with money. Whether this is some sort of organized conspiracy, or simply that the rich know where best to look for the things they desire, I do not know. But it has helped to widen the gap between rich and poor in Japan.

Finally, few people expect the law to aid them in these dark days. Taking personal vengeance is once again in favor, and many are those who conceal their daggers and their hatreds only until they get close enough to their foe to strike.

Life in Nippon

The powerful Kanawa Corporation is 3327's fortress, and its subsidiaries are his soldiers. On a mega-corporate level, he is opposed by the Rauru Block, a group of Japanese firms allied to protect their fiscal independence. Other groups, like the Shiki, the Kashi and the priests of Palan battle his forces on the streets and attempt to put a stop to his operations.

Not all of the results of the invasion have been negative. One positive benefit has been a resurgence in the use of martial arts. Numerous schools have appeared throughout Japan since the outbreak of the Possibility Wars, and organizations like the Sons of the Wind have lent their talents to battling the corporate ninja who serve 3327.

Martial arts schools have shown themselves to be willing to take in non-Japanese students. The training is difficult, but the mental and physical disciplines to be gained are prodigious indeed.

Nippon has also proven to be a magnet for those of other realms, many of whom are carrying out vendettas against the Kanawa Corporation and its owner. Orrorshan Horrors, Ayslish sorcerers, cyberpriests and Tharkoldu techno-demons have all plagued Japan in recent months.


Nippon Personages

"Ryuchi Kanawa": Revealed at last as a High Lord, 3327 continues to maintain the sham of being a simple CEO of a major mega-corporation. Perhaps he believes he can still fool elements in the US government, who have even outdone the Japanese for being blind on this matter.

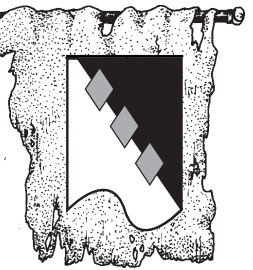
For all his power, 3327 has proven vulnerable to the art of surprise. He is motivated purely by the quest for profit, and has been known to assume his enemies are the same as he. That is a weakness we have been able to exploit on occasion in the past.

7710: Kanawa's top lieutenant, it is our belief that 7710 is intimately connected with Kanawa Enterprises, the US-based arm of the High Lord. It has been rumored that he is overseeing Western operations of 3327, with mixed success.

Isei Sagato: Rumored head of the Yakuza, who ascended to leadership of his own crime family after the death of his father, Taki. Sagato's family attacked many of the others and succeeded in bringing them all under his nominal control. It is the belief of many in the Rauru Block that the Yakuza is firmly in 3327's pocket, and certainly Storm Knight reports have produced no evidence to contradict this.

The Guildmaster: Though not a creation of Nippon, this mysterious and powerful woman has done an unprecedented job of organizing Storm Knights, and seems to have a particular hatred for 3327. It is an emotion he seems to share and he has more than once targeted her Storm Guild for attack. She is an excellent contact for Storm Knights who intend to adventure in Nippon, and can be reached through her Hawaiian base of operations. 

Dispatches and Rumors



Dispatches

1

(Note: This is part two of a five-part *Torg* adventure, which will run in this space through issue 40. Relevant dispatches will be printed every other month. When it is all over, the Possibility Wars — and particularly five of its major characters — will be irrevocably altered. Just how much will be determined by your responses.)

Due to the importance of this storyline, we will be extending the response deadline for these particular dispatches ONLY. Standard response forms for this issue will be sent out with issue 36 — but responses received within a month after that will get the “Good/Average/Bad” response for this dispatch.)

Information gleaned from their experiences at Ellen Connors’ ranch have led the Storm Knights to Cairo. Nile Overgovernor Natatiri is apparently the next target for kidnapping, although who — or what — will attempt to carry out this task is unknown.

When the Storm Knights reach the city, they will learn that Natatiri went into hiding some days before, and no one seems to have any idea where she might be. If the Knights ask around, one of them will eventually be the victim of a very sloppy pickpocket attempt. When they catch the thief, he will beg that they not hit him, he’s only a messenger. If they want information on Natatiri, they should go to the Icarus Club.

Whether or not the characters know the truth about the Icarus Club — that it’s a front for a crime exchange — is irrelevant. If they go, they will be met by owner Paul Bennington, who will

invite them to his office. He will offer them 50,000 Royals apiece to blow Cairo and forget they ever heard of Natatiri. If they refuse, Bennington will tell them that was a test to make sure they really are interested in protecting the Overgovernor.

Bennington will reveal that he found the woman, in a state bordering on hysteria, in a Cairo alley. She had been attacked, by what she could not say. He has been sheltering her in the crime exchange, but the heat is on. He has made arrangements to have her transported to safety outside of the city, but he needs someone to escort her.

If the Knights agree, he leads them through the secret door in the wine cellar and introduces them to Natatiri. The stunningly beautiful Nile villainess is a shadow of her former self. A *find* or *Perception* total of 10 will reveal that she is clutching an Egyptian amulet, apparently for protection. If the Knights wrest it out of her hand, they will discover that an *Orrorshan fear* spell has been focused into it. Somehow, Natatiri was tricked into thinking it would save her from her pursuers, when its true purpose was to make her an emotional wreck. Have the Knights generate a *Perseverance* total.

Bennington will provide the Knights with a car and the directions to a bar outside of Cairo where Natatiri can be dropped. Once they are out of the city, the car will come under attack by a dozen blood golems who will try to overturn the vehicle. If the Knights fight back, they will also find themselves under attack by *death haunt* spells (see page 84 of *Orrorsh*).

The Knights should be able to handle the blood golems, but they were merely sacrificial lambs (albeit, of a really disgusting sort) designed to soften the Knights up for the attack of the dark stalkers. One of the stalkers will attempt to fly off with Natatiri

while the rest engage the Knights.

If the Knights follow the escaping stalker, they will find them in the mountains rendezvousing with Dr. Wilhelm Sconce. The Nightmare will, if need be, abandon Natatiri to save himself, but only if defeat seems certain.

Blood Golems (12)

Reality: Orrorsh

DEXTERITY 8

Unarmed combat 12

STRENGTH 15

Lifting 16

TOUGHNESS 16

PERCEPTION 10

Find 11, tracking 13

MIND 6

CHARISMA 2

SPIRIT 8

Intimidation 18

Possibility Potential: None

Natural Tools: Fists, damage value STR+3/18; drown attack, damage value 16

Powers: armor defeating attack

Corruption Value: 18

Fear Rating: 1

Perseverance DN: 13

Weakness: Holy water

True Death: Pour holy water over the entire three-meter diameter blood stain that remains after a blood golem is “slain”

Description: Blood golems are two-meter tall humanoids with no features but slitted eyes. They are made of blood bonded together by occult means. They can engulf victims by grabbing them (*Strength* totals of 12 to resist) and flowing over them (*Toughness* rolls of 13 to resist damage from drowning).

Dark Stalkers (6)

Reality: Orrorsh

DEXTERITY 11

Acrobatics 13, dodge 14, flight 15, long jumping 13, maneuver 14, stealth 16, unarmed combat 15

STRENGTH 12
TOUGHNESS 13
PERCEPTION 8

Alteration magic 12, find 12, divination magic 12, tracking 12, trick 13

MIND 10

Apportation magic 13, conjuration magic 11, occult 16, survival 12, test 15, willpower 14

CHARISMA 7

Taunt 9

SPIRIT 7

Faith (Orrorsh) 8, intimidation 12

Possibility Potential: some (45)

Natural Tools: Claws, damage value STR+4/16; tough hide, armor value TOU+3/16; wings, speed value 10

Powers: *enchanted attack, dark vision, blur form*

Corruption Value: 14

Fear Rating: 1

Perseverance DN: 16

Weakness: Daylight

True Death: Death by magical weapons

Description: Dark stalkers are winged, demonic creatures. They are strictly nocturnal and enjoy terrifying humans, though they have never been known to eat one.

Dr Wilhelm Sconce

DEXTERITY 13

Beast riding 16, dodge 15, fire combat 14

STRENGTH 12

TOUGHNESS 11

PERCEPTION 22

Evidence analysis 24, find 24, first aid 26, language 23, trick 25

MIND 21

Medicine 28, occult 25, willpower 21

CHARISMA 18

SPIRIT 14

Faith (Sacellum) 15, reality (Orrorsh) 21

Possibilities: 45

Corruption Value: 23

Fear Rating: 2

Perseverance DN: 20

Weakness: None

True Death: None

Critical Event: The Knights must prevent Natatiri's kidnapping. Doing so is a Good result (6 or better); failing to do so is a Bad result (3 or less).

2

Race spies in Los Angeles have sent emissaries to local Storm Knight groups, promising a new weapon in the fight against the Tharkoldu and other menaces from other cosms. The device in question is a wristband that Race scientists developed using components of Nile technology. They claim that the band has the power to pierce the veil of time and would allow Storm Knights to go forward or backward (no more than six months in either direction, however) and prevent certain events from happening.

The Race members are willing to sell the wristband to Storm Knight parties for \$500,000. If the Knights don't have that kind of money, the Race members will make a few suggestions as to where they could get some. For instance, the local Demon Lord has been collecting protection money from some of the gangs and has a nice stash at this point.

If the Knights do buy and activate the wristbands, they will indeed vanish. But rather than moving in time, they are moving in space and will find themselves in the middle of a blasted battlefield littered with Race and Tharkoldu dead.

That's right, they have been transported to the Tharkold cosm. It seems that the Race have been seeking Storm Knights to aid them there for some time, with no success, and so decided to take matters into their own hands. And, of course, the wristbands only have one charge, making for a one-way trip.

Critical Event: There are any number of ways to achieve a *Good* result (6 or more) in this adventure. Exposing the Race scientists' plot without using the wristbands; finding their way back from the Tharkold cosm; or committing to aid the Race in the cosm. Failure to accomplish any of those objectives is a *Bad* result (3 or less).

3

In only the latest tragedy to strike the Storm Knight cause, well-known media celebrity Skippy the edeinis is dead.

From what Storm Guild investigators have managed to piece together, Skippy was tricked by Ensign Egypt (see the *Torg Character Collection*) into helping him plant a time bomb to kill Colonel Cairo. In the midst of the operation, Skippy evidently noticed that the clock on the bomb was set incorrectly and changed it to the correct time. He was killed in the ensuing explosion and Ensign Egypt was badly wounded.

Although Colonel Cairo was reluctant to believe it, his traitorous sidekick confessed all in a Cairo hospital. A contingent of Mystery Men were assigned by Dr. Alexis Frest to guard Ensign Egypt until he was well enough to stand trial before his peers. But late one night, Egypt disappeared from his hospital bed, evidently teleported away.

Dr. Frest cobbled together a gadget capable of tracing the energy residue of the teleportation system used. He will give it to the Storm Knights so that they can track him down.

The chase will lead them through the winding streets of Cairo and out into the desert. There they will find a steel bunker, home to a mad would-be conqueror named Master Macabre and his monstrous assistant. Macabre has kidnapped Ensign Egypt and offered him a deal: if he will provide Macabre with all the information he possesses on the Mystery Men and Dr. Mobius, Macabre will furnish him with a new and stronger body into which his brain could be transplanted.

Master Macabre

DEXTERITY 11

Dodge 17, fire combat 15, maneuver 15, unarmed combat 16

STRENGTH 11

TOUGHNESS 10

PERCEPTION 12

Evidence analysis 16, find 16, scholar (master criminal) 17, trick 18

MIND 12

Medicine 19, science (genetics) 16, test 17, weird science 20, willpower 17

CHARISMA 14

Charm 15, persuasion 18, taunt 18

SPIRIT 10

Intimidation 15, reality (Nile Empire) 18

Possibilities: 35

Powers: Darkness, value 16, adventure cost 3; fear, value 16, adventure cost 4; withering touch, value 20, adventure cost 10

Equipment: Master Macabre wears a black-and-crimson outfit and a blank white mask that resembles a deathmask. He carries a .455 Webley revolver (damage value 17, ammo 6, range 3-10/15/40).

Skragg

DEXTERITY 14

Dodge 16, maneuver 17, melee weapons 17, unarmed combat 19

STRENGTH 13

Lifting 16

TOUGHNESS 13

PERCEPTION 10

Find 13, trick 14

MIND 9

Test 16, willpower 15

CHARISMA 9

Charm 12, persuasion 14, taunt 11

SPIRIT 12

Intimidation 20, reality (Nile Empire) 16

Possibilities: 20

Powers: Fire blast, value 23, adventure cost 5; ice blast, value 23, adventure cost 5

Description: Although Macabre claims to have created Skragg from scratch, the fact is that he found the former circus strongman in a carnival in the United States. Taking him under his wing, he eventually brainwashed Skragg into thinking he owed his existence to Macabre. The scientist has since imbued Skragg with fire and ice powers, making the giant even more formidable.

Critical Event: The Knights must retrieve Ensign Egypt and hopefully smash Macabre's fiendish plot. Doing so is a *Good* result (6 or more); failing to do so is a *Bad* result (3 or less).

4

Azoreth has returned! (See *Infiniverse Update: Volume I*). Or, at least, a demon claiming his name has appeared, challenging Storm Knights to dare his wrath.

Azoreth has intercepted the spirit of a Cyberpapal Storm Knight whose

group had used the group power *send* to save him from certain death. Now Azoreth has entrapped the soul in mystic amber and is offering to allow it to go on its way only if a group of Storm Knights will willingly surrender their souls to him.

But all is not as it seems. The soul of the Storm Knight has indeed been captured, through the use of occult sorcery, but its captor is not Azoreth. Rather, it is a fourth planting Orrorshan gospog, a scarabus, who is acting as its keeper. Although he hasn't the power to actually purchase souls, if the Storm Knights agree to be consumed by evil to win their comrade's release, they will be tainted by Orrorshan corruption. And that is all the scarabus wishes to do.

If the Knights attack the scarabus and defeat him, they can claim the amber. But they will then have to go on a quest deep into the heart of Orrorsh to find someone capable of freeing the Knights' soul from its prison.

Critical Event: Defeating the scarabus and acquiring the mystic amber is a *Good* result (6 or better). Selling their souls is a *Bad* result (3 or less).

Rumors

1

A Cyberpapal cleric has put a unique twist on the Comaghaz virus after falling prey to it. Possibility-rated, he came through the second stage as a cell leader. Once he was a willing servant of Sarila, he used the miracle alter disease to affect himself. Thus, he is "locked" in the second stage and can still pass for a normal man.

This has allowed him to continue to run his chapter of the Peace Through God party, while infecting scores of people every day. Once the people he has infected succumb to the disease, he could easily have a cell of several thousand at his command.

—Shawn Metcalf,
Palatine, IL

2

Ace Decker is back! After waiting for ages for the demon possessing Decker to work its way up the Wild Hunt hierarchy until it gained the form of a hunter, and then waiting for it to be separated from its fellows, Djil has struck. With the aid of Kurst and Julie Boot, he has lured the possessed Decker into the Dreamtime and restored control of his body and soul to him, in a ceremony similar to that which freed Lady Ardinay. The aboriginal shaman seems to think that Ace has a further role to play in the Possibility Wars, even if he is now an enormous warrior of Ayslish reality.

—Saxon Brenton,
Kempsey, Australia

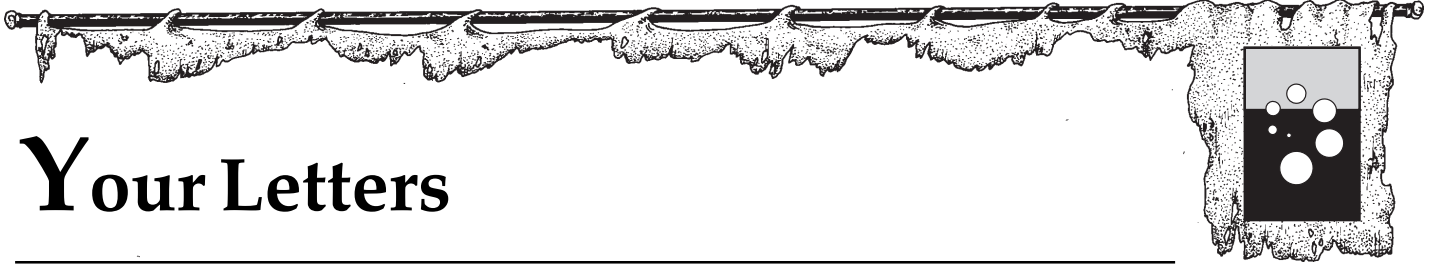
3

The Guildmaster has been gathering Storm Knights for a large operation in Japan. It seems that someone high up in her organization has conceived of an incredibly audacious plan. After an analysis of Japanese viewing habits, this planner determined when the largest number of people would be watching TV. The plan is for groups of Storm Knights to simultaneously seize control of the major networks. They would hold them just long enough to display a film showing positive evidence (gospog and the maelstrom bridge itself) that 3327 is a High Lord. This should cause a massive upheaval in Japan, particularly when combined with the revelations in the Rauru Block's *Tokyo Citybook*.

What is not being advertised is that this is an elaborate trap on the part of 3327 to lure Storm Knights into a "killing ground." The stations in question will be surrounded by concealed ronin, ninja, security robots and gospog, who will only come out to fight once the Storm Knights show themselves. The Knights must not only call off the attack, but they must ferret out the traitor in the Storm Guild.

—Greg Detwiler,
Williamsburg, PA

Your Letters



1. If Baruk Kaah is now going all-out for destruction, does this mean he'll reconcile with Rec Pakken?

2. Jezrael allying with 3327? And how, pray tell, did you come by that bit of warped logic?

3. Given the volume of Earth, how many Merretika-sized domed worlds can there be in the Land Below?

4. 'Fess up! Aren't the sample party the artist represented in *The Gaunt Man Returns* the heroes of "Cry Havoc" in *Mysterious Cairo*? Do I win anything for guessing it? (Just kidding.)

—Greg Detwiler,
Williamsburg, PA

1. Yes, but Rec Pakken may not like the kind of destruction Kaah has planned ...

2. War makes strange bedfellows, Greg. Jezrael is a tactician — that's how she survived on Tharkold for so long. She sees a weakened rival (Kaah) and wants to take advantage of it without having to fend off Nippon at every turn. Think Hitler-Stalin non-aggression pact.

3. Ah, Grasshopper, you forget that the tunnels of the Land Below lead to a pocket dimension, in which can be found Merretika. Therefore, the size of the Earth has absolutely nothing to do with the number of domed worlds/pocket dimensions that can be attached to it.

4. Yes, we did it as a surprise for the author, John Terra, who also wrote "Cry Havoc." (Aren't we scamps?)

1. What are the Law of One True God miracle modifiers for religions that have emerged since the *Cyberpapacy* sourcebook was released?

2. "THARKOLD: ... word of the alliance of convenience with Nippon ..." what alliance of convenience?

Thanks to your three-issue printing of the index, and this month's GM sheets, we are now seriously overdue for a realm update.

—Steve Crow,
North Liberty, IA

1. Well, let's see: Irishantism is at +7; the Way of the Race is at +2; the Cult of the Dominant is at +5; the Land Below religions are at +7. Did we forget anybody?

2. Well, yes, we are. On the other hand, a lot of people liked our printing the index and the GM sheets. As for the Tharkold message, we like to do a little thing called "foreshadowing" from time to time, particularly in the personal response form, since not all readers get to see all the generic responses.

If Akashan reality is non-invasive and reality trees create mixed zones, would Akashan hardpoints and talismans radiate only mixed zones or the standard pure and dominant zones?

—Pete Venters,
Wales, UK

Mixed zones only, Pete.

1. What sort of power and influence would a knighted paladin Storm Knight with an *Honor* rating of 5 have in his local area in southern England?

2. Who is in control of House Tancred forces in England while Tolwyn is in Aysle?

—R. Taylor,
Andover England

1. Probably a fair amount, provided he has not gone out of his way to make enemies out of the local government. As things stand right now, a charismatic leader with some tactical skills

would command a great deal of respect in this besieged area of the world.

2. Tolwyn left things in the hands of her lieutenants, none of whom, alas, have her battle genius.

1. Can gamemasters create rumors or dispatches and send them to be possibly published? If so, how?

2. Do you have the following type realms in the works: giant robot/giant monster; Oriental martial art and magic mix; Atlantean underwater realm; Greek, Roman or Avalon type; Norse mythology realm. I'd like to see them. I'm sure others would, too!

—Thomas Sharo, Jr.
Monticello, IN

1. We do accept rumors submitted by our readers, but not dispatches. Simply mail it to the *Infiniverse* Editor at WEG, along with a note giving us permission to publish it.

2. Some smatterings of Norse mythology are being incorporated into Aysle as of *Infiniverse Update: Volume II*, and that book will also include details on the Atlantis and Avalon pocket dimensions. There are no plans to introduce more realms at this time, but it's possible to have an unlimited number of pocket dimensions. So any or all of the ones you mentioned may crop up at some point in the future.

Before embarking on my lengthy letter, I would like to congratulate you on the greatest roleplaying game I have ever encountered. I have been playing since *Torg* was first introduced and recently became an *Infiniverse* subscriber.

I must commend you on an excellent publication as it helps greatly. The new material introduced is fun and interesting. While the questions have helped to solve a few problems I myself have had. The Herald Mes-

sages column is also quite entertaining to read to my players.

1. If a character fires two weapons at the same time at a target, does this count as a multi-action? Does the target get double damage?

2. Can *Glory* cards, discarded subplots and *Campaign* cards be taken up by a *Master Plan*?

3. If a spell that has a cast time of 3 can be cast in one round, can two spells with cast times less than 3 be cast in one round?

4. Can new Drama Decks be ordered? After 20+ adventures, cards get pretty banged up and almost become marked cards. With the folds and tears, it takes a little of the surprise out of it. Please give cost and ordering instructions.

—Kevin Bichon,
Saskatoon, Canada

1. Yes, it is a multi-action, but if he succeeded, he would only receive the +2 bonus listed on the "Many-On-One Chart" for performing two actions at once.

2. Yes.

3. Yes, but casting two spells in the same round would be a multi-action.

4. Yes. New Drama Decks can be ordered from West End Games. Just send a check or money order for \$10 to West End Games, RR 3, Box 2345, Honesdale, PA 18431.

1. I'm having trouble understanding how the spell *extradimensional gate* can be used with the Grid (*Tharkold* sourcebook, page 129). I had thought that this only worked with the GodNet, which is (in part) an extradimensional space because the Cyberpapal Darkness Device integrated the pocket reality of the Deep into it. Aren't conventional cyberspaces, like the Grid and Kadandra's Net, totally physically contained within the one dimension, making *extradimensional gate* useless? Wouldn't a similar spell that functions specifically within one dimension be more appropriate?

—Saxon Brenton,
Kempsey, Australia

You pose one of the more interesting questions we've had today.

Herald Messages

Karkthusa, Inc. seeks new high-level manager. Must have experience in corporate management, good human relations skills, and a True Death.

—Greg Detwiler,
Williamsburg, PA

"Personally, I think we should kidnap the little brat and see if he can do it for real."

—Lucien Mavereau, after seeing "Alone at Home 2: Lost in the Living Land"

"There are going to be some changes in editing around here! Who cares about taxes, I want that Godon interview on the front page, in color! And why hasn't a posse been deputized to track down this Ellen Connors villainess?"

—Colonel Cairo, shortly after buying the *Houston Advocate*.

When taunting, you roll a 75 for a +17 modifier. With your skill, that's a total of 28. You've burned a Hero and two Drama cards to play that *Glory*. The gamemaster tells you you have failed, and that the Gaunt Man thanks you for relieving the tension ...

— "Why Nile Characters Hate Orrorsh," by Will Ciaburri

Malekere has been chosen ... the Dark elf won favor with the Obsidian Crown after decimating the Warrior of the Dark's forces in battle near the maelstrom bridge in Oulu. The new High Lord of Aysle is reportedly massing a large force of dragons for an invasion of St. Petersburg.

—Patrick Flanagan,
Freehold, NJ

The way we see *extradimensional gate*, it enables you to travel from one dimension to another. What it's being used for in the Grid is to exit and reenter the VX reality. As long as the person is moving between one dimension and another, and not within the same dimension (which is not what's happening here) *extradimensional gate* will work. (Once free of the VX reality, the *pop* spell is used to move through the area in which the decker finds himself, and then *extradimensional gate* is used to reenter the VX area.)

Warning!

Our good Swami Tadoo, a Core Earth native, using the Blanket of Moses eternity shard, has successfully cast the miracle "calm" over the entire dome of Merretika. At this moment, he is chanting—but when he stops I'm afraid the Law of Savagery will backlash. Who knows what will come of it?

—Sslith Vshis,
edeinos optant

"Hear me, silly Core Earthers! I, Destructo Dan, evil twin of Destructo Don, have arrived to serve Mobius!"

—Destructo Dan

"I don't know who's in more trouble by that news, us or Mobius."

—Major Havoc

"Our Tharkold hacker successfully defeated the Anubis Walking God in a reality storm before the temple collapsed on it, transforming it to a reality which could not support ... oops."

—Treasury agent Eric Blase,
while filling out his report

The Coar elements of the Akashan High Council have persuaded the Rotan to take more offensive action in Peru. The Space Gods have performed a successful coup against Kanawa's government. Bolivia contemplating military action.

—Christopher Hudson,
Newark DE

"Skippy, we hardly knew ye ..."


—Fred the Galactic Guardsman

"Skippy Found Alive! Lizard Serves Up Pals in Burger Rex!"

—Headline of supermarket tabloid

How do we figure out Adventure Costs for powers that we create? I think I remember reading somewhere that you guys have a formula.

—Christopher Hudson,
Newark, DE

No, there is no official formula, Chris, though we may develop one in the future. Adventure Costs normally range between 3 and 5. Take a look at the chart in the Nile chapter of *Infiniverse Update: Volume I*, and that should give you a good idea of the cost to assign your power. 

INFINIVERSE™

Volume 1, Number 35

C A M P A I G N G A M E

June, 1993 — \$3.00



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NO QUARTER GIVEN

The Gaunt Man has returned, and it seems certain that Earth's cosm is his for the taking. In the cosm of Gaea, rumors are flying that the dreaded Carredon has returned as well, prepared to journey to Earth and rejoin his dark master.

In response to this, two teams of Storm Knights hatch a daring plan: stop the Carredon in Gaea and slow the Gaunt Man with an act of sabotage insane in its daring.

Brian Sean (*Tokyo Citybook*) Perry welcomes the Storm Knights to certain doom — or the greatest victory of their careers in this 64-page fiction/adventure. This book features the winning characters from the *Torg Character Collection*.

Released in May.

HIGH LORDS' GUIDE TO THE POSSIBILITY WARS

Learn the secrets of gamemastering the Possibility Wars in this 128-page indispensable tool for every GM.

Along with practical hints and tips for running in shifting realities, this volume includes scores of new spells, new magic items, new pulp powers, props and other goodies to enrich your roleplaying experience.

Bill Smith (*Delphi Council Worldbook*, *Star Wars: The Roleplaying Game, Second Edition*) and Bill Olmesdahl (*Star Wars Gamemaster Kit, Supernova*) open the WEG vaults and introduce you to countless clues to better *Torg* sessions. When you're done, you'll wonder how you ever got along without the High Lords' help!

Coming in October.

PLUG DEPT.

Steve Tanner and Pete Venters, two talented *Torg* fans whose work has graced our products more than once, have collaborated on a comic magazine titled *Sweetmeats*. Published by Atomeka Comics, the horrific tale is now going into its second printing.

Orrorsh fans, take note!



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

Continuing Report: Issue #32

1. Massive new weird science center producing mechanized vehicles with weird science powers invested in them. Gets some support to edge up to True (11).

2. King Gustaf XVI of Sweden imprisoned in Riddarholmen by the Warrior of the Dark. His daughter, Victoria, is now leading commando raids on the invaders as "Lady Victory." Up to True (19).

3. South American Development Trust attacking Akashans, capturing their weapons, and selling them to resistance groups battling Tharkoldu

in Los Angeles. A healthy jump to True (16).

Penultima: Issue #31

1. The Possibility Wars return to the theatre with the release of "Alone at Home 2: Lost in the Living Land." The battle between Cauly Malkin and Baruk Kaah (actually a guy in a rubber suit) is said to be a hoot. Drops to False (15).

2. A large of supply of Relictin-V has been stolen from Los Angeles. It is believed that it will be used in an attempt to revive Kranod, former High Lord of Tharkold. Big jump to True (20).

3. Nile scientists exploring the Land Below have discovered Godon, the original reptilian monster, in the caves beneath Nippon. Where's Raymond Burr when you need him? Drops to True (19).

4. Vicious gang war has broken out between the Black Diamonds and the Vampyres in the streets of Los Angeles. Jumps to True (16).

The Wrap-Up: Issue #30

1. Akashans asking for Storm Knights to go to the Star Sphere and put down a Gudasko rebellion. They made it close, but it ends at False (13).

2. Rumors of a dreadful minotaur living in the labyrinth beneath the palace at Knossos, possibly brought to life by the Nile axiom wash. Ends at a whopping True (45).

3. Storm Knight teams asked to investigate changing conditions in the Living Land. Makes it up to finish at True (20).

4. Kanawa Enterprises takes a severe hit by bad real estate investments

in the Eastern United States. A number of executives terminated to cut the budget of that faltering subsidiary. You guys must have liked this issue — ends at True (45).

Convention News

West End Games is looking for gamemasters to run *Torg*, *Paranoia* and *Star Wars* at Origins and GenCon.

This year, Origins will be in Fort Worth over the July 4th weekend. GenCon is, of course, in Milwaukee once again in August.

Thus far, the response for GenCon has been okay, although it is still early (and many people don't know whether they're going or not). But we do still need GMs for Origins — so if you or someone you know is planning to head south for July, please let us know.


GMs receive credit toward WEG merchandise in return for their services. We will provide the adventure.

If you are interested in helping out, send a letter to:

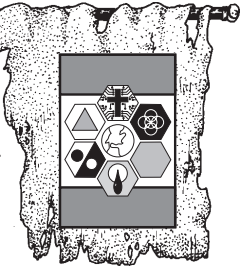
West End Games
Attention: Convention Organizer
RR 3, Box 2345
Honesdale, PA 18431

Novel News

Coming in June ...

You've seen the discovery of the shatterzone, the passions and violence that erupt around it. Now go *Beyond the 'Zone* and discover the terror that lurks beyond! By *Shatterzone* co-designer Ed Stark. 

The Torg Survey, Part II



ell, finally.

We promised you some months ago that we would provide you with information on the second part of our mammoth *Torg* survey. But time and *Torg* wait for no man, and much time has passed since we made that promise. Anyway, in the spirit of better late than never, here is how the other questions were answered:

1. What would you like to see if we did a tenth realm?

Those of you who read the first part of the survey will remember that sentiment was overwhelmingly against a tenth realm landing on Earth. Accordingly, we have no intention of doing one. However, pocket dimensions are another story altogether, so any or all of the suggestions we received might show up in a pocket dimensions book one of these days.

Answers to this one ran the gamut from the sublime to the subliminal. Among the ones suggested were: space opera (probably not, since we already had *Space Gods*, *Star Wars* and now *Shatterzone*); ancient Greece; Kadandra; superhero; Western; swash-buckler; Roman Empire; Persian Empire; "Road Warrior"; Nazi realm (doubtful, our German licensee would be less than pleased); Civil War; feudal China; colonial America; Atlantis (see *Infiniverse Update, Volume 2*); Faerie; Toon (see *Infiniverse Update, Volume 2*).

2. Which villains do you like or intrigue you most?

Mobius and his minions won in a walk-away, not surprising since the Nile Empire was voted the most popular realm. Others posting respectable totals were Thratchen, the Gaunt Man, the Orrorshan Horrors, techno-demons, Wu Han and Nippon corporate spies. (What, no votes for Baruk Kaah?

Boy, are you guys gonna be sorry!)

3. What locations do you want to know more about?

Surprisingly, the big winner here was — Core Earth. Who would've thought? Among the places most requested were Russia, London, the Middle East in general, etc.

Other areas garnering votes were Kadandra, the Star Sphere, Dreamtime, the Nile Empire and the Land Below.

4. Which realms do you want to see more fiction about?

About a fifth of our respondents weren't that interested in fiction or weren't familiar with *Torg* fiction, and so did not vote. Of those who did, the Cyberpapacy was by far the big vote-getter, followed by Aysle and Tharkold. The Nile managed a respectable finish, followed by Nippon Tech and Space Gods. Living Land, Core Earth and Kadandra were well behind the others.

Current fiction in the pipeline includes *Interview With Evil* in August and a novel set in the Tharkold/Nile Berlin mixed zone, due out next spring.

5. Which of the following Torg supplements are you interested in?

Listed below are the supplements, rated from most popular to least:

1. Supplement on pocket dimensions
1. (Tie) Nile weird science gizmos
2. Nile Egyptian magic and mathematics spells and devices
3. Tharkold supplement: locations on Tharkold homeworld, more techno-demons
4. Book of Akashan bio-tech and normal tech
5. A supplement on Dreamtime
6. World book on Gaea
7. World book on Magna Verita
8. Ayslish enchanted items and talismans

9. Book with more on the Land Below, such as Pyrian magic, and the Abominari Temple

10. "New mysticism" in Africa
11. World book on Aysle
12. World book on Takta Ker

We are currently discussing doing a pocket dimensions book, publishing (finally) the Nile gizmos book, doing a cleric's sourcebook, and possibly Berlin and Paris citybooks. Cosm world books will probably be farther down the line. Ayslish enchanted items will be featured prominently in the *High Lords' Guide*. We have yet to see a proposal on Dreamtime that we were happy with (authors need to be aware that the Dreamtime is an actual part of aborigine mythology, not something that was made up for *Torg*).

Coming Up Next

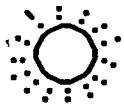
Previously in these pages, we have discussed props that can be used in your *Torg* campaign, and we are hoping to include a few in our upcoming *High Lords' Guide to the Possibility Wars*. The Nile props on the three pages following were submitted to us by Andrew Joelson of Hanover Park, IL. Nice work, Andy!

ComicFest '93

A little convention news. West End will definitely be putting in an appearance at ComicFest '93, to be held October 8-11 in the Philadelphia Civic Center in Philadelphia, PA. We will be running demos, etc. and will probably have copies of *High Lords' Guide to the Possibility Wars* with us.

The con, the brainchild of *Wizard Magazine*, is expecting 70,000 people. (And if we sell fifty cents worth of

— continued on page 10



The Imperial News



December 12th, 1992

Cairo Edition

Mystery Men Escape!

Daring daylight landing, Bast Aerodrome in shambles!

Five Mystery Men attempted to land at Bast Aerodrome late this morning, with catastrophic results. Preliminary reports indicate more than thirty brave troopers were injured. "Lead was flying in all directions," said Captain Pheren Rashid. "And then these vile criminals crashed their plane through the boundary fence and into the parking lot! A lot of innocent citizens were hurt. These Mystery Men must be brought to justice!"

Having learned that the five felons would attempt to smuggle themselves back into the Empire, Imperial Sheriff Otto von Marburg set a trap for them.

"Two companies of troops were concealed at the aerodrome, with support vehicles. It's unfortunate that more troops could not be used, but Bast Aerodrome's too small

to have concealed them. Even so, these fine men would have captured the public enemies, had they not stooped to endangering the common people. Such an atrocity was not to be anticipated."

When questioned as to the identity of the Mystery Men involved, the Imperial Sheriff was evasive. "We were expecting Shadestalker, Public Enemy #3. We were also expecting: Gwendolyn "Ace" Smith; Laura Ashley, of Aysle; Hildegard Marlen; Shifter; Metharten, the renegade Priest of Thoth; and several other wanted criminals. These villains fled the Empire en masse, after invading a top secret military base just outside Khartoum."



"A major Ethiopian counter-attack has finally been repulsed," announced OverGovernor Mayhew's Southern Military HQ. Heavy Ethiopian losses were reported. More on Page 3

Construction begins on the new Grand Temple of RA today. Muab, the Royal Builder, and Shonlartis, Heirarch of Thebes will preside. Praise Be! More on page 5.

The stock market surged yesterday based on rumors of an end to the eight day Ethiopian offensive. The Luxor Stock Exchange opened at 1352.3, up by 31.7 points. More on Page 52.

The High Priestess of Nephthys will announce the selection of her chosen successor this afternoon. Nephmina meets the press after her severe heart attack. More on Page 8.

The Mayor of Cairo announced yesterday the expansion of the municipal sewer system. Many critics of the mayor immediately called for an open bid contract for the construction effort. More on Page 3

Von Marburg predicted that the fugitives would soon be apprehended. "New scientific methods have been developed by OverGovernor Wu Han's staff for just this purpose."

Report on Aerodrome damage. Pg 9
Interview with Capt. Rashid. Pg 5
Otto von Marburg; a profile. Pg 5
Editorial: Mystery, Man or Menace?
Section II, Page 1

Khartoum Daily

Cairo Edition

February 26, 1993

Tanner Withdraws!

William "Wings" Tanner withdrew his entry from the upcoming Alexandria-Khartoum Aero Race yesterday. The famous barnstormer cited an unexpected failure in the design of his new engine as the reason. "I was testing it out this morning when suddenly a steady plume of smoke came trailing out of the right hand fahler port. And while I had no real difficulty maneuvering or landing my plane, I can't honestly say it's ready to go," said Tanner. "First my crew has to figure out where the smoke is coming from, then how the devil it got into the fahler port. After that, we'll either repair the engine, or redesign it, as needed. Either way, I should be ready to fly in the upcoming Thebes Aero Obstacle Rally."

This unfortunate development occurs just days before the Alexandria-Khartoum Aero Race. The 2-1 favorite in the Race, Tanner's withdrawal has flying enthusiasts in a tizzy. Odds fluctuated wildly for hours at the Alexandria Stakes, the central clearing house for Race related betting. The sun rose this morning with Hans Schenkler in the lead, at 3-2. "It's too bad about Wings," said Schenkler. "He was my main competitor."

Earthquake in Ethiopia

A powerful earth tremor was felt yesterday at 6:49 PM, in the jungles of Ethiopia. The earthquake measured 5.9 on the Richter scale, and was felt as far away as Ques'rana. International news reporting indicates that the tremor shook walls and rattle glasses in Addis Abbaba as well.

Neither Overgovenor Natatiri or Red hand could be reached for comment, but their offices produced almost identical statements, that the earthquake was a natural occurrence.

"This sort of thing happens occasionally in the southern reaches of the Nile, and the Ethiopian jungles. It was unusual only in it's strength," said Bes-Argari, Overgovenor Natatiri's Advisor for Science and Technology. The Red Hand's staff dismissed rumors of an experimental weapon exploding as absurd.

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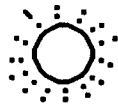
Hathor Dock Fire Investigation Closed

The Office of the Harbor Master announced the closing of it's investigation into a mysterious fire on Pier 9 of the Hathor Docks yesterday. The fire, which involved a Chalmers Phaeton was only put out by the expedient of lifting the burning vehicle with a crane, and dropping it into the Nile. Pier 14 was closed for three days while the investigation continued, including dredging a second Phaeton from the river. The official verdict was: "Arson, due to person or persons unknown." Rumors of illicit dealings at these wharfs, late at night, have begun circulating again; but, as always, there is no conclusive evidence.

+++++

Sewer Contracts signed by Mayor

The Mayor of Cairo yesterday signed contracts for a major expansion of the municipal sewer system. The work will be carried out by the firm of Lee and Pherentis. "Approval of this project has dragged on far too long," said the Mayor. "Cairo's sewers have been overloaded by the city's recent growth, and the people deserve better service."



The Imperial News



Cairo Edition

February 12, 1993

Cleopatra returns?

Colonel Reis ibn-Faud, Cairo's Chief of Municipal Guard, today ascribed a series of bank robberies to the notorious criminal Cleopatra.

"The methods used during these crimes match those used by previously by Cleopatra. Principally, the bank vaults have been opened by the having their doors ripped off of their hinges. Second, the burglar alarms were disabled prior to the robbery using a technique similar to those observed in the past," stated ibn-Faud.

This speculation follows a rash of bank robberies so alarming that it has triggered runs on three small banks. "The public is afraid to put their money in a bank, if it's not going to stay there. The Mayor must act quickly on this matter," states Robert Jameson, president of the Cairo Chamber of Commerce.

What seems to daunt the municipal guard is the scope of the crimes being committed. These are some of the largest banks ever to be successfully looted. The largest, the Apshai Trust Cairo Branch, is the 14th largest bank in the city. It was equipped with a Rohmer Type IX Carbon Steel vault, costing over ₤ 30,000 to install.

Libya Pacified

Overgovernor Sessetek yesterday announced the "Pacification of Libya". All organized resistance has been crushed. While several small bands of the former Libyan Army are still at large, the conquest is complete.

Frightened Libyan natives are slowly emerging from their homes and returning to work. Martial law will remain in effect for at least two more months; during which time Imperial officials will be exchanging Libyan identity papers for Nile Imperial documents.

"In the coming weeks, I anticipate that the Empire's new citizens will embrace their glorious destiny. We bring to Libya freedom from the despot Qhadifi's mis-rule; we bring Imperial Law and Justice; we bring a victorious army and a return to the True Gods." (Excerpt from Overgovernor Sessetek's recent triumphal speech).

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Imperial Hotel reopens in Thebes

The Imperial Hotels chain proudly announces the opening of the new Imperial Thebes Hotel. This building is the first new construction to be completed in the downtown district gutted by fire last July.

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Stocks flop!

The Luxor Exchange posted significant losses again yesterday, as investors cashed in after the boom. The Key Exchange figure ended the day at 3917.36, down 18.3 points. This figure is still more than 25 points higher than before Overgovernor Sessetek's conquest.

+++++

Festival of Bast

Asheen-Bast, High Priestess of Bast, has proclaimed a Grand Procession to take place March 14th. This triennial event will mark the Temple's 752nd year at the present sight. All non-emergency municipal services will be suspended in honor of this Holiday. The Mayor has called for a general festival, and closing of the business district, and the Chamber of Commerce concurs.



Dispatches and Rumors

Dispatches

1

The Storm Knights are approached by a low-level Akashan official in Peru. It seems that one of his servants recently disappeared while on a fact-finding trip into the Amazon rain forest. There is no real evidence of foul play — witnesses reported that he just wandered off and never rejoined the party. A search proved futile.

The servant was of no real worth to anyone with designs against the Akashans — he possessed no critical knowledge and wielded no influence. But he has been a trusted friend to the official, who worries for his welfare. What has him even more concerned is that all of those who have been sent into retrieve the missing man have not returned.

His theory is that his servant was infected by the Comaghaz virus. He wants him brought back, and is willing to pay in biotech equipment (despite the Rotan's disapproval of such methods).

If the Storm Knights accept the job, he will provide them with transport to the edge of the rain forest. From there, they're on their own.

Feel free to throw the kitchen sink at the Knights. Native wildlife, sudden storms, anything you can think of to make them wish they were back home, warm and dry, and this war was over.

After a few days of this, they come upon a clearing with a macabre sight. A group of Akashan Monitors standing frozen, like statues, staring off into space. A *Perception* or *evidence analysis* total of 10 will reveal that some sort of vine is wrapped around their legs. It has no roots and is not attached to the ground in any way — rather it seems

to be growing into the Monitors.

A *Mind* or *science (botany)* roll of 12 will reveal that this is not an Earth plant. The Monitors appear to be in a trance, but do not seem to be in any pain. The Knights can, if they wish, try to pull the plants free. It will require a Strength total of 15 to do so — should they succeed, the plants do a damage value of 20 (plus a bonus number) in damage to the Monitors as they tear free. Armor values do not apply in this situation. If any of the Monitors are still conscious, they will be unable to tell the Knights just what happened. Even attempts at *telepathy* won't be able to pierce the fog — they literally don't remember anything from the time they entered the clearing.

The Knights can move on from here. *Evidence analysis* totals of 9 will reveal signs that a party of some sort of other moved through here, heedless of how much destruction they were causing. Laser scars can be spotted in some of the trees, etc. Let the Knights travel on for a few more hours and then they arrive at another clearing.

A *Perception* or *find* total of 10 reveals that something is coming through the jungle. Give the Knights a round to prepare, and then three dinsendas come storming out at them.

Let the Knights have a few rounds of battling them, then call for *Perception* or *find* rolls. On a 9, they will hear something coming from all around them. A dozen Lorbaat choose that moment to pounce — it was an ambush, and the dinsenda were there to keep the Knights busy.

The Lorbaat are carrying what look to be strange new weapons (actually, they are broken Nile gizmos they found after slaughtering a group from that realm).

Here's where things get tricky. The clearing the Knights are in is ringed by the plant that produces the vines they saw on the Monitor. During the battle,

the plants will fire vines at the Knights (*missile weapons* skill value of 16). Any Knight hit will black out and appear to his fellows to be paralyzed.

Generate the totals for the plant behind your screen. Unless the Knights make an effort to notice where the vines are coming from, don't tell them. They will notice them once they are affixed to one of their comrades. (The Lorbaat should keep them too occupied to do much about the plants, but if they're plowing through them too easily, you can always add more Lorbaat.)

What's Going On Here: The vines produce a powerful toxin — so powerful, in fact, that the Knights do not get an automatic roll to resist its effects. It works on certain sections of the brain and essentially gives the host a lifelike vision of their "heart's desire." The host will remain in place, paralyzed, until death, all the while contentedly living out a fantasy, cut off from all other sensation. And the Knights are now in its grip.

Read aloud or paraphrase:

You wake up in a bright white room. You are lying on a comfortable bed, machinery humming by your side. It takes you only a few moments to realize you are in a hospital — Core Earth, by the look of it.

A nurse walks in and checks your pulse, and those of your friends. When she speaks, it is with a slight Texan accent:

"Enjoy your nap? It certainly was long enough."

If the Knights ask any questions, she will bring in a doctor who will explain to them that they are safe and well in Houston Memorial Hospital. They were injured in a battle in South America — fortunately, some Akashans spotted them a few days later and brought them back to Lima. Apparently, some new weapon or

something they encountered on their mission sent them into comas, from which they have only now recovered.

The date? Well, they've been sleeping for two years ...

Give the Knights some time to digest this. If they want to try to break free of this fantasy at any time (assuming they guess it is one) they will need a *Mind* or *willpower* total of 20. Cards can be spent on this total, but Possibilities may not (after all, who wants to abandon their heart's desire?) Although each Knight sees the others in their illusion, cards may not be traded, as they really aren't in contact with each other.

See "Breaking Free," below, for what happens if they succeed.

If they fail, let things progress at a leisurely pace. Give them info a little at a time. The war has been over for only a few months; the Gaunt Man, Kanawa and Baruk Kaah are known to be dead, the whereabouts of Jezrael, Mobius, the Warrior of the Dark and Malraux remain a mystery.

The world has changed. Global communications networks have been disrupted, perhaps permanently. Portions of the world are believed to still retain their old realities, while other areas are mixed. But no one knows for sure.

What is certain is that the Knights are heroes. The story of this party's revival has brought back to the fore the enthusiasm people felt right after the war ended. Once the Knights have recovered sufficiently, there will be a parade for them and a meeting with the President.

If the Knights have absolutely no clue that something is strange here, drop them a few subtle hints. Things that are not impossible, but maybe seem improbable, are going on — Nile scientists are working for the new Pentagon, cyberpriests are in the President's cabinet, etc. Periodically, there is news of entire towns being wiped out by sudden onslaughts of Orrorshan Horrors.

Breaking Free: If a Knight shakes off the effects of the vine, it will die and fall to the ground. He will find himself back in the clearing and can then attempt to free his comrades. The plants only have a *Toughness* of 8, but they must be removed completely from the

body for the effects to cease.

With a little more searching, they will find the missing Akashan in a nearby cave. He has been driven mad, but not by the plant. No, it was something else entirely ...

Dinsenda (2)

DEXTERITY 14

Unarmed combat 17

STRENGTH 18

TOUGHNESS 16

PERCEPTION 8

Find 10, tracking 16, trick 9

MIND 7

Survival 10, test 11, willpower 10

CHARISMA 7

Charm (20), persuasion 9, taunt 11

SPIRIT 7

Intimidation 18

Possibility Potential: none

Natural Tools: teeth, damage value STR+6/24; scales, armor value TOU+2/18

Description: Dinsendas are three-meter tall carnivorous lizards with almost human intelligence. They are covered with blue scales, have sharp teeth, and emit a high-pitched shriek when attacking as a means of intimidating prey.

Standard Lorbaat Warrior (12)

DEXTERITY 9

Dodge 10, energy weapons 10, fire combat 10, heavy weapons 10, long jumping 10, unarmed combat 12

STRENGTH 10

Climbing 11, lifting 11

TOUGHNESS 12/9

PERCEPTION 7

Find 8, language 8, trick 8

MIND 7

Test 8

CHARISMA 7

Taunt 10

SPIRIT 7

Faith 8, intimidation 10

Additional Skills: three at +1 adds

Possibility Potential: some (40)

Psionic Potential: none

Natural Tools: mandibles, damage value STR+4/21; claws, damage value STR+3/20; shell, armor value TOU+3/21; baatase, STR 16, TOU 13; trioacid, damage value 14

Equipment: Blaster, damage value 30, ammo 40, range 3-100/300/500

Critical Event: The Knights must break free of the plant's influence.

Doing so is a *Good* result (6 or better); not doing so is a *Bad* result (3 or less).

2

With the eruption of the Land Below in what used to be the Eastern Living Land (see *Infiniverse Update, Volume II*, now on sale), investigation of that pocket dimension has taken on new importance for the US government. Accordingly, Storm Knights are being recruited for an expedition into Lecuguilla, the massive cavern network discovered near Carlsbad National Park in New Mexico. It is believed that this may be an access point to the Land Below, and that research there might indicate why there is now a Land Above.

Lecuguilla is tremendous — discovered in 1986, 25 expeditions had plumbed its depths prior to the start of the war. The explored area is 1600 feet deep and 60 miles long, a twisting, turning labyrinth of stone and crystal formations. This is the ultimate "dungeon crawl" — and if a Storm Knight comes to harm, he's a long way from the surface.

Toss some of the lesser creatures from The Land Below supplement at the party (or make up some of your own — they need not be Living Land-related creatures). The big encounter is a Nightmare Worm (see below).

When the Knights have escaped from or defeated the various creatures, they will eventually arrive at a spot that seems to be cut off by a solid wall of darkness. Just prior to this barrier can be seen the bones of an edeinos warrior.

If the Knights use magic or some such thing to determine the nature of the barrier, success will reveal to them that it a dimensional doorway. They can pass through easily, although the icy cold of the barrier will cause all party members to suffer a *fatigue* result.

When they get beyond, read the following:

You find yourself in a sort of limbo, where you stand in empty space. You are surrounded by a kaleidoscope of color, but there is no sound. In the center of this madness, there floats what looks like a massive diamond.

Across its crystalline face plays image of Earth's realities, as well as those of some pocket dimensions with which you are not familiar.

The Knights may try to approach the diamond if they wish, but cannot interact with it. At some point, one of the facets displays a scene of Baruk Kaah confronting the gem and vowing its destruction.

This should be taken as a shadow of things to come. The Knights can do little more now than return through the barrier and either go back to Core Earth or proceed on to the Land Below.

Nightmare Worm

Reality: Orrorsh
DEXTERITY 9

Stealth 11, unarmed combat 11

STRENGTH 18

TOUGHNESS 12

PERCEPTION 8

Tracking 10

MIND 4

Test (14)

CHARISMA 2

SPIRIT 8

Intimidation (10)

Additional Skills: one at +2 adds

Possibility Potential: some (35)

Natural Tools: four tentacles (attack separately, damage value STR+1/19) venom, see description

Power Rating: 1 (may not choose attack form resistance: heat/fire)

Corruption Value: 14

Fear Rating: 1/2

Perseverance DN: 12

Weakness: Open flame

True Death: Cast into a volcanic pit after each tentacle has been severed by a blessed blade

Critical Event: The Knights must encounter the gem (actually, the nexus of Earth's cosm) and learn something of Kaah's intentions for it. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

3

A vampyre stalks Houston! (Or does it?)

A number of vampyric attacks on government officials have taken place in the past few weeks, believed to be connected to the strange and horrific

events occurring the New Orleans region.

But while police and intelligence agents investigate an Orrorshan link, Storm Knights who look into the matter will discover that it is the work of Baron Insidia, a Nile villain who has been given many of the powers of a vampyre through "weird science." At Mobius' command, he is acting to focus as much Knight attention on Orrorsh as possible (does Mobius know something we don't?)

Baron Insidia

Reality: Nile Empire

DEXTERITY 13

Acrobatics 18, dodge 19, long jumping 16, maneuver 17, melee weapons 16, stealth 20, unarmed combat 19

STRENGTH 12 (15)

Climbing 13 (16)

TOUGHNESS 13 (16)

PERCEPTION 11

Find 16, scholar (master criminal) 15, tracking 13, trick 18

MIND 11

Hypnotism 21, test 18

CHARISMA 13

Charm 20, persuasion 21, taunt 20

SPIRIT 9

Intimidation 19, reality (Nile Empire) 18

Possibilities: 35

Powers: two *super-attributes*, applied to STR and TOU, setback flaw when exposed to holy symbols, worth six Possibilities when invoked; *dispersal*, *stymie* flaw in the presence of sunlight, worth three Possibilities when invoked; *fear*, fatal flaw when touched with wood, worth nine Possibilities when invoked; *illusion*; adventure cost 21

Equipment: fangs, damage value STR+3/15 (18)

Critical Event: The Knights must stop Insidia's bloody rampage. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less)

4

Something strange is taking place in the Western Land. Edeinos troops are in full retreat, having apparently lost all direction and even a semblance of strategy. While this is good news for Core

Earth, some military men wonder what Baruk Kaah might be up to that is diverting his attention from the war.

Storm Knights will have to risk life and limb to penetrate behind the edeinos lines and eavesdrop on a meeting of gotaks. There they will hear confirmed that Baruk Kaah and Rec Pakken have both disappeared. While some believe this may mean Kaah has retreated to Takta Ker, others believe the Saar has gone mad and intends to destroy everything in a quest for ultimate vengeance.

Critical Event: The Knight must get in and get out with the information above. Gamemasters might want to tie this dispatch in with #3, above. Learning of Kaah's disappearance is a *Good* result (6 or more); failing to learn of it is a *Bad* result (3 or less).

Rumors

1

Tokyo has had yet another scare in the Possibility Wars. Recently, a woman was sighted in a crowded downtown area (near the Yurakucho-Ginza district) who was sweating profusely and displaying all the signs of early Comaghaz infection. Two groups attempted to intercept the woman — a Tokyo-based Storm Knight group known as the *Densha Asa* ("Morning Train") and a previously-encountered Comaghaz cell.

The two groups met and clashed, and, while the *Densha Asa* were sorely hurt (they lost two of their five members), the Comaghaz group was destroyed.

But the woman escaped.

Now rumors abound around the incident. One eyewitness stated that the woman was actually found first by the Comaghaz group and one of the hosts managed to seize her. But, when the perspiration of the woman seeped into the skin of the other host, the Comaghaz soldier fell to the ground, writhing as if in tremendous agony. Then the battle between the Knights and the Comaghaz began. Afterward, there was no trace of the woman or the soldier she had "attacked" anywhere.

Another eyewitness stated that the Comaghaz-infected man got up, shakily, sometime during the battle and looked around, as if confused or waking from a dream. Then he disappeared into the crowd. Is this a rumor, or has Nippon Tech's "Law of Intrigue" caught up with the Comaghaz? No other witnesses have confirmed this rumor, and the surviving members of Densha Asa were not available for comment.

—John Olson

2

Another baseball season is underway, with new additions being added to make up for the lost teams. This is truly the first season after baseball's "recovery" — it being the first national victim to the Possibility Wars.

When asked if baseball would stop play during the duration of the Wars — since last season saw a record low in both attendance and televised coverage — newly appointed baseball commissioner Richard Houser read Franklin D. Roosevelt's famous "baseball speech" to the press, concluding that "tales of glory on the green diamond will spill over into the still-free world, bringing hope and comfort to those who fight a grimmer battle outside the white lines and the ball parks."

Perhaps it is for this reason that rumors have leaked to the tabloid press that certain High Lords — specifically the newly-revealed Ryuchi Kanawa and Jezrael — have called for the disruption of America's national sport and the assassination of Houser. They feel the "tales of hope" that surround baseball will make the game a rallying point for those who still hold out against the invaders.

3

The new "Land Above" (located in the Eastern United States — see *Infiniverse Update, Volume II*) has caught the notice of either the Gaunt Man or one of his Hellion Court.

Apparently under orders from Orrorsh, a pack of werewolves (possibly led by a powerful vampyre who has returned from the Waiting Village recently) set out from New Orleans on

an expedition into the mountains surrounding the Land Above. Their goal: the underground homes of the Ustanah warriors.

Rumor has it that the Orrorshans are working on a new horror to add to the Gaunt Man's arsenal of evil. The horrible Cthons, made from the exoskeletons and other remains of dead insects, have been tremendously effective in provoking horror and fear in Indonesia and Malaysia — so, now, a new experiment in terror is underway.

The Ustanah are a species of sentient insects.

If the pack can gather enough dead Ustanah and bring them back to New Orleans — where an Orrorshan reality tree rests — or, better yet, send them to Orrorsh, then the Gaunt Man may be able to create a giant Ustanah-Cthon, definitely a larger, more powerful version of the original Cthon. Possibly with the warrior intelligence of the Ustanah trapped inside.

If this rumor is true, in a few months there may be a new horror of Orrorsh to be battled — unless Storm Knights can stop it.

4

The "Laugh Riot" comedy club in downtown London has held host to a new brand of humor. Since the Possibility Wars began, "High Lord bashing" has, of course, been all the rage.

But now, "rebel humor" is back in fashion. It started with jibes at governments and organizations — Parliament, the Royal Family, the Delphi Council and the Storm Guild — but, now, Storm Knights and resistance fighters are being made targets.


General reaction has been one of concern (from Storm Knights and their supporters), but acceptance from other people, especially those not currently fighting off the invaders. It seems that, though most Core Earthers do see Storm Knights as heroes, they have the "what have you done for me lately" attitude. They are treating the Knights — at least in the media — like other celebrities and media stars, not seeing that the Knights are truly helping the war effort one way or another.

Many Storm Knights, who believe they are doing their best to win the war for Core Earth, are upset. They protest that these "comedians" and their audiences don't know "what it's like to be on the front lines" and that they feel "outraged" at this "hero-bashing."

"Ords are Heroes Too," an organization led by a self-acclaimed non-Storm Knight (who chooses to remain nameless), responded: "Sure, you battle Nile villains over the streets of Cairo, then hop a prop plane to Australia and defeat a monster in Indonesia. Then, maybe, you foil a Nippon plot in Sacramento and still have time to catch an Astros game at the dome. So what? How many stelae have you ripped up? How many resistance communities have you inspired to glory? When was the last time *you* told a story to a group of children without homes or hope?"

5

Dr. Mobius is, apparently, at it again. After a long period of silence from the Imperial Palace (almost a month), new plans are raging through the military of the New Nile Empire. Discouraged by his defeat in Mecca, but encouraged by the invasion of Crete, Mobius has decided yet again to push west.


Troops are mobilizing on the western storm fronts and ships are putting out to sea. Spain, beleaguered now by both the Cyberpope and the Pharaoh, has put out a call for aid. Refugee camps are already setting up in Portugal, seeing that as a last stand before the end. 

The Torg Survey

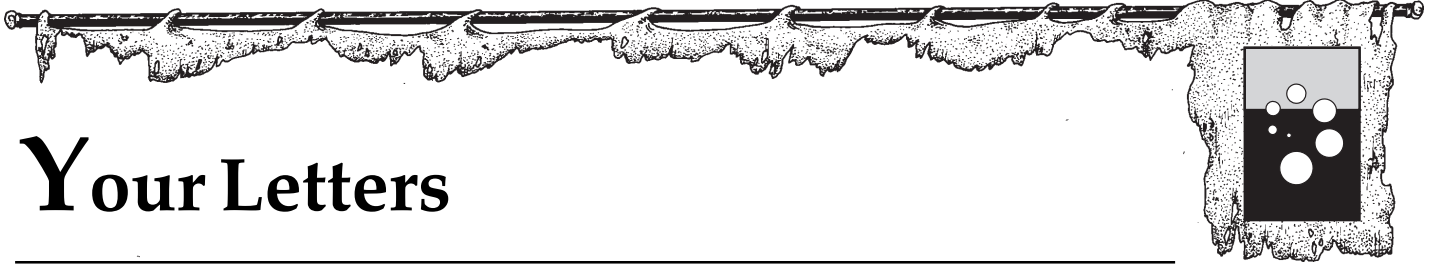
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merchandise to everyone who shows up ... hee-hee-hee.)

Next Issue

We've played coy long enough. Next issue, the long-awaited new realm update (why did it take so long? Because we're having the High Lords write them, that's why.) 

Your Letters



If an Orrorshan Horror loses a reality storm and is transformed, then is subsequently killed, does it still enjoy the benefit of a True Death? I assume it loses that when it transforms, but would the Horror still go to the Waiting Village?

—Dan Viger,
Bronx, NY

Good question, Dan. Keep in mind that you cannot invoke a reality storm until you have beaten the Power of Fear, so that is a difficult weapon to bring to bear on Orrorshan Horrors.

However, were a Horror to transform, it's our feeling that he would lose the benefits of True Death, etc. Therefore, were he to be killed, he would not go to a Waiting Village.

I am a fairly new *Torg* gamemaster, having started in December, but I have played *Torg* for about one and a half years. In my opinion, it is one of the best games on the market. My gaming group has chosen *Torg* as their most favored game, and we hope the excellence will continue in the future.

What happens to a spell which is cast in one realm, but whose effects (*vis à vis* range, area and so forth) reach into another, perhaps into an area of lower axioms?

—Jasyn Jones,
Ogden, UT

Welcome aboard, Jasyn, and thank you for the kind words. To answer your question, say you're standing near a border of Aysle and the Cyberpapacy (and you're Ayslish). You cast a spell whose area of effect encompasses a portion of the Cyberpapacy. That means you must consider the spell's use a contradiction, because its effects are being felt in another reality.

1. Where was Ardinay's soul when Uthorion possessed her, and where

is Thorfinn Bjanni's now? Is there a chance the latter could come back in another body?

2. Why hasn't Malraux finished off Switzerland yet? The sourcebook on the Cyberpapacy says that nation would last only a few more months, and it's been about two years now.

3. Since Kanawa sells so many weapons, won't Core Earth resistance in much of the world be crippled if he is publicly revealed as a High Lord and shunned?

—Greg Detwiler,
Williamsburg, PA

1. Ardinay's spirit was in a sort of otherdimensional limbo, where she was able to see all that went on, but was unable to affect anything in the material world or communicate. That's where Bjanni is now. It is possible that he could come back, providing he were able to meet the conditions of the spell. It is doubtful, however, that the Viking chieftain knows all that much magic.

2. Plans change, Greg, even for High Lords. Malraux has run into problems with the Nile Empire, Aysle, Nippon and, most recently, Tharkold. Expanding to the south to gain a beachhead in Africa became more important to him than Switzerland (and his efforts to expand into Germany met determined resistance several times). When the opportunity arose to take Quebec, he opted for that relatively "easy kill" instead.

3. Yes, it will. Remember, he who would sup with the Devil must have a long spoon (this month's obscure answer).

1. How about a poster of *The Storm Knights' Guide* cover?

2. When is 3327 going to run out of gspog seeds? He sure isn't getting any replacements from the Gaunt Man.

3. If a character is a *Spiritual* axiom

zone greater than 13 were to invoke *divine intervention* (see page 127 of the *Torg Rulebook*) and achieve a *Spectacular* result, could it count as True Death against an Orrorshan Horror?

4. If an Orrorshan Horror is transformed (by an invoked storm or crossing realm border storms) and doesn't physically transform, will it die (like elves die when transformed to a *Magic* axiom less than 10), due to its dependence on the Power of Corruption for its physical existence?

—Ralph Dula,
New Cumberland, PA

1. Unfortunately, *The Storm Knights' Guide's* cover was not original *Torg* art, but second rights, so we probably can't make a poster of it.

2. No, he probably isn't. But the Gaunt Man's only been back for a relatively short while. And maybe someone else is slipping him a few ...

3. Everybody's looking for ways around Orrorshan Horrors today ...

No, it's possible that the deity might strike down the Horror and send him on to a Waiting Village to remove the immediate threat, but it's asking a lot to have the Horror bathed in the blood of its victims, or whatever the True Death might be.

4. Nope, sorry. Horrors don't come with that kind of escape clause. Have to off 'em the old-fashioned way.

In my opinion, I think you guys have let the Cyberpapacy, Akasha and the Land Below slip away. Most dispatches and plot constructions deal with Tharkold, Nippon and the situations in Aysle, the Living Land and Orrorsh. Are you putting out any Akashan adventures in the near future? It's one of my favorite realms and almost nothing has been done with it since they landed over a year ago.

—Christopher Hudson,
Newark, DE

That's a fair comment, Chris, and one I'd like to address at some length. First off, *Space Gods* happens to be one of my favorite supplements, too. As one of its designers, I know how much work went into it. Unfortunately, sales and fan reaction simply weren't what they were for Tharkold, etc. Part of this may well be because there was no adventure for it (and believe me, we wanted to do one—unfortunately, our schedule simply wouldn't allow it).

I would agree with your wrap-up on what gets the most attention. Nile, Aysle, Tharkold and Orrorsh are among our more popular realms — Living Land has gotten a lot of print to set up the big changes there in *Infiniverse Update: Volume II* this month. I don't agree that Cyberpapacy has been slighted; it has received a fair amount of attention in *Infiniverse*, and *When Axioms Collide* was set there.

As for the Land Below, developments in *Infiniverse Update* should bring it to greater prominence ...

Basically, supporting *Torg* is like supporting eight difference game lines. Product decisions get made based on what's selling (supplements sell better than adventures), which realms are hot and, most importantly, what kind of room we have in the schedule.

Wherefore the Akashans? Well, we do have some pretty big plans for them, but it's not stuff we can discuss right now. One of the things we would like to do is do some mini-adventures in the four-page section in future, and *Space Gods* would definitely be high on the list of settings.

I appreciate your support of a project that I still feel strongly about, Chris. I'm sorry we haven't supported it more than we have — maybe, with more letters like yours, things can be made to happen.

—Greg F.

Now that you've started on the index, how about a timeline, like in the *Tharkold* sourcebook?

—M.W. Annis,
Methairie, LA

Your wish is our command, M.A. There will be a timeline included in the upcoming *High Lords' Guide to the Possibility Wars*.

"Bride of Darkness" looks good so far ...

—Will Ciaburri,
Bethpage, NY


We'll tell her you said so.

1. In a reality storm, can stolen Possibilities be immediately used?

2. Can a reality storm be invoked against an eternity shard?

—Chester Coffelt,
Glen Burnee, MD

1. If you are in a maelstrom and have the option of keeping the Possibilities for yourself, yes, you can use them immediately.

2. No, it cannot. 

Herald Messages

"How can it be? This great lizard, Storm Knight & all around good reptile is actually gone? How many times I've heard of his exploits, his experiences & his nicely pointed teeth.

"I would mourn him, but I have no time today. Skippy had time, but it changed on him. First, he was thrown into a world far ahead of what his kind are used to, then he set his own time of death. (I wonder if he is actually only knocked out. Many a man & creature have I knocked into the next day, sometimes permanently, but mostly just unconscious.) I guess stuff happens.

"I must be going, Mobius is holding a dinner that I have a personal invitation to.

"Keep your possibilities open. (Cape swishes, fade to black) I'm off!"

— Major Havoc's rather abrupt eulogy for fallen Storm Knight, Skippy the edeinos

"So what? He never REALLY had the crown of Pellinore anyway."

— Reaction from the man in the street to the tragic news

"Stop the presses! We'll do a polybagged, die-cut, hologram covered issue, maybe with a trading card inside! And then ... then we'll bring him back! Cloning, that's the ticket! We'll make three

... no, four Skippys! A romantic Skippy, a teenage Skippy, an alien Skippy, and a cyborg Skippy! It'll sell millions! (Do you think there are any other Storm Knights we can talk into getting killed?)"

— Mo Schleb, publisher, *Things* magazine, on the death of Skippy

"It's good to be a ravagon!"

— Uttered by Carnage after all his friends disconnected simultaneously in the Living Land

Jezrael has responded to 3327's smuggling of Akashan weaponry into Los Angeles by invading Peru! Prince Zhornu the Black leads the assault. Lord Hemyl (a demon mage of great stature) has dispatched to study the reality trees and devise a means of destroying them. Cyberpapal agents are slain on sight. South America has joined the Possibility Wars in earnest.

— Andrew Joelson,
Hanover Park, IL

Never leave the disposal of fresh corpses to ravagons, Gudasko, or techno-demons. Trust me.

— Greg Detwiler,
Williamsburg, PA

Somehow, Kadandrans have managed to stir up a revolt in China, Southern Africa, and the Northern Americas of Magna Verita. Several Storm Knights found this data deposited into their terminals yesterday morning. How this will affect the Cyberpapacy realm remains to be seen.

— Christopher Hudson,
Newark, DE

A new decker icon, a green falcon, has been encountered in both the GodNet and the Grid. What makes the encounter significant is that the "Jade Falcon," as the decker calls himself, has the attitudes and speech patterns of a Nile Empire resident. Apeiros only knows what a Nile Empire cyberdecker means.

— Randy Wilde,
Long Beach, CA

"I can't see what the fuss is about. 'Alone at Home 2' was fair escapism, though it was pushing it to suggest that ol' Baruk Kaah couldn't avoid the four bricks thrown at his head."

— Kevin Middleton, on "Alone at Home 2"

"Personally, I think we should kidnap the little brat and see if he can do it for real."

— Lucien Mavereau, likewise

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“GUESS THE GUILDMASTER” CONTEST

Yes, it's time for another competition. For months, the Guildmaster has operated her Storm Guild while keeping her true identity a secret. Now it's time for you, our readers, to guess just who this powerful figure really is!

You can enter as many times as you like, with the deadline October 31st. First prize is a free copy of the *Terra Sourcebook*, due out in January. So hurry and get your guesses in before it's too late.

WEG WELCOMES NEW STAFFERS

West End Games is proud to announce the addition of two new staffers:

Peter Schweighofer joins us as editor of the new *Star Wars Adventure Journal*. Formerly employed as a newspaper editor, Peter brings strong editorial skills, good knowledge of gaming and a really great hat.

Brian Schomburg's cartoon “Reality Check” has graced the cover of *Infiniverse* for some months, and now the man himself graces our art department. Brian is talented, imaginative and tall, and what more can you ask in a graphic artist?

THIS MONTH: Your long wait is over! John Terra's shocking new novel, *Interview With Evil*, hits the stores this month with the inside story of the Gaunt Man's origin and first conquest. It's a treat no true *Torg* fan can afford to miss. Look for it in book and hobby stores in the new trade paperback format!

OCTOBER: Greg Farshtey and Bill Olmesdahl present the *High Lords' Guide to the Possibility Wars*, featuring tips on gamemastering in *Torg*, simplified rules for Drama Deck use, the timeline to the first three years of the Possibility Wars, and a brand new Nile mini-adventure!



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #34

1. Cyberpapal cleric infected with Comaghaz uses alter disease to lock himself into second stage. Peace Through God used as a means to infect others, and starts out True (15).

2. Ace Decker saved by aboriginal shaman Djil, now inhabiting the body of an enormous Ayslish warrior. Begins at True (15).

3. Storm Knights planning to seize control of major Japanese networks and broadcast news of 3327's identity — actually, the whole thing is a deathtrap. Barely True (13).

Continuing Report: Issue #33

1. Cyberpapacy invests in American movie companies and is working to overhaul a popular science fiction series and turn it into propaganda for the CyberChurch. Just barely True (13).

2. Crown jewels of England found. Reaches True (17).

3. Hereteri, daughter of Sesetek, seduced to Good and organizing resistance forces in Libya. True (45).

4. Power-suited Nippon samurai seen in the Living Land. Moving along at True (20).

5. Posse finds religion with Sacellum cleric. True (17).

6. Nile unit vanishes in Libya and returns babbling of "doorway." Hits at True (75).

Penultima: Issue #32

1. Massive new weird science center producing mechanized vehicles with weird science powers invested in them. Strong jump to finish at True (21).

2. King Gustaf XVI of Sweden imprisoned in Riddarholmen by the Warrior of the Dark. His daughter, Victoria, is now leading commando raids on the invaders as "Lady Victory." Ends at True (20).

3. South American Development Trust attacking Akashans, capturing their weapons, and selling them to resistance groups battling Tharkoldu in Los Angeles. One last jump to make it to True (21).

The Wrap-Up: Issue #31

1. The Possibility Wars return to the theatre with the release of "Alone at Home 2: Lost in the Living Land." The battle between Cauly Malkin and Baruk Kaah (actually a guy in a rubber suit) is said to be a hoot. A phoned-in vote

five minutes before press time brought this up to a dead heat — so a Bill Olmesdahl-inspired poll of the office was taken. The result of this was that it is True (18). Please send your letters of outrage to "Bill Olmesdahl, West End Games, RR3, Box 2345, Honesdale, PA 18431, Attention: Alone at Home."

2. A large supply of Relictin-V has been stolen from Los Angeles. It is believed that it will be used in an attempt to revive Kranod, former High Lord of Tharkold. Huge jump to True (55).

3. Nile scientists exploring the Land Below have discovered Godon, the original reptilian monster, in the caves beneath Nippon. Oh, my — True (60).

4. Vicious gang war has broken out between the Black Diamonds and the Vampyres in the streets of Los Angeles. Closes at True (15).

Convention News

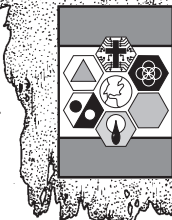
West End Games would like to thank everyone who offered their services to run for us at Origins and GenCon this year. Your help is invaluable to WEG and you have our thanks.

West End will also be represented at ComicFest in Philadelphia, October 6–10. Hosted by *Wizard Magazine*, ComicFest will feature the hottest comic and game companies and will be held at the Philadelphia Civic Center. Get your reservations now!

If you know of a convention in your area, send a letter to:

West End Games
Attention: Convention Organizer
RR 3, Box 2345
Honesdale, PA 18431

Realm Update



(After much delay, here is the latest news on the doings in the Possibility Wars. Fasten your seat belts, it's going to be a bumpy read:)

Aysle

Despite the terrible toll inflicted in recent months by the Army of the Dark, it is a time for hope in the realm of Aysle. Word has filtered down the maelstrom bridges and been whispered through the cities and villages:

The civil war is at an end, and Tolwyn is the victor!

After many great battles, Tolwyn of Tancred has led her army to victory against the usurper, Gareth, and the Dark has been dealt a crushing blow. Tolwyn is now turning her attention to the realm, hoping to secure her victory in the cosm quickly enough that she can return to Ardinay's side and rally the Army of the Light.

The Aylish push into Russia continues, with a new stela triangle being laid that brings the city of Smolensk under the Warrior of the Dark's sway. Aysle need lay only one more stela to seize Moscow.

Ardinay has reportedly noted with some concern the reports of the attempting kidnappings of Natatiri and Ellen Connors. It is said she is plagued by nightmares of the Gaunt Man and visions of Uthorion, in the body of a dragon, being torn to pieces by wolf-like creatures.

Ardinay is said to be laying plans to be implemented in the event of her death or disappearance. Her courtiers have reassured her that the Dark will never conquer Oxford, but that does not seem to be the source of her fears.

Meanwhile, the Warrior of the Dark has ordered armed fortresses built along the existing borders with the Light. These have served to prevent

emigration of refugees from the newly Dark areas to the Light regions and have served to intimidate the Light forces.

Naturally, the Warrior is not at all pleased at the possibility of Tolwyn returning to the realm. She would like nothing better than to present Tancred with a realm conquered and no place to offer her refuge. Rather than continue with consolidation of her gains, look for the Warrior to press her invasion.

Should Ardinay's grim prophecy prove to be true before Tolwyn has returned, Aysle may well be doomed to neverending Darkness.

Core Earth

The invasion of Texas has dealt a severe blow to the morale of Core Earth, as well as devastating the top echelons of the Delphi Council, the CIA, the FBI and other government agencies. With the denizens of the Living Land on the run and the significance of the Land Above's threat still largely unknown, this is the worst possible timing for America's military machine to face confusion at the top.

In Hawaii, the Guildmaster has stepped up her operations, expanding training centers and beginning more aggressive recruitment of Stormers and Storm Knights. She has been heard to speak about events "building toward a climax" and adding, "Our time is almost here." The look in her eyes has frightened off those who might have questioned her meaning.

Flooding in the Midwestern United States has been blamed on run-off from the new mountain

ranges that appeared with the Land Above.

The Cyberpapacy

The Cyberpapacy has not expanded in recent months, but Malraux has been an interested observer of the intricate maneuverings of the other High Lords. He is most concerned about the appearance of the Land Above (and dispatched scouts some time ago to scale the mountains and investigate that new arrival) and Mobius' arrival in the US.

Malraux is pouring a tremendous amount of resources into the battle with the Nile Empire in Eastern Europe. He can sense that Mobius is losing interest in that struggle and believes Eastern Europe will make an excellent buffer against Aysle in Russia.

Most worrisome of all, however, is the notion that some other High Lord (in some other, previously unknown cosm) is claiming dominion over the GodNet. Should this being decide to press his claim, it could lead to a battle between virtual Darkness Devices.

There seems to be a lull in the Angel-Demon war in the Net, with the Demons in a distinctly stronger position. Malraux has begun to suspect that the Demons may be in the service of this other High Lord.

The Land Above/ The Land Below

The eastern United States is slowly recovering from the natural cataclysm that accompanied the coming of the Land Above. Most residents are finding life a trifle easier now, despite the presence of Serpentors, Leopard Men,

and other strange species. With no High Lord, only individual warlords, there is no organized attempt to exterminate resistance community members as there was under the Living Land. After suffering through the Deep Mist and the predations of creatures from Takta Ker, the menaces of the Land Above seem less frightening in comparison.

The Manhattan Protectorate has entered into negotiations with the Leopard Men and other tribes that have wandered into the New York area. The Protectorate is seeking allies against the Darooni Wasp Riders as well as trading partners.

The Land Above remains a mystery to most other realms, although some, including the Cyberpapacy, have dispatched agents to investigate it. A small squad of Mar-Sec agents from Nippon were captured by Serpentors within the past few weeks and skinned alive.

As for the Land Below, it has seen an unusual amount of traffic from edeinos (see "The Living Land," below) and even Baruk Kaah himself. Even as Rec Pakken's interest in the pocket dimension has increased, the Kefertiri Idol's has waned, as its High Lord has been active and successful.

The Living Land

The most significant event to take place in the Living Land in some time can be found in Dispatch #2 of this issue. But to recap the background:

Baruk Kaah has been struggling with conquest practically since he arrived in this cosm, only to see his armies repulsed at Silicon Valley. Over the last few months, mutterings of rebellion have increased among the edeinos tribes, and worse, Rec Pakken ceased communicating with Kaah for an extended period of time. Kaah saw his supposed allies, the Tharkoldu, join forces with the Nipponese against him. Worst off all was the collapse of the Eastern Land in favor of the Land Above.

All of this conspired to drive Kaah over the edge into madness. He resolved that if he could not conquer Earth's cosm, no one would. He dispatched scouts to the Land Below, who discovered the gateway to a bizarre limbo between worlds. There they found the nexus of Earth's reality, a gleaming multi-faceted gem whose faces showed scenes from the different realities. Kaah's plan is to trick Rec Pakken into traveling with him to the nexus, at which point he will throw the Darkness Device into the nexus, hoping the cosm will be shattered by the resulting explosion.

(Is this going to work? Was there ever a hope of it working? Well, check out Dispatch #2 for the answers.)

In other developments, the Living Land enclave in South America — the result of Akashan reality trees — is progressing very well, despite efforts by the Cyberpapacy and Nippon to eradicate it.

The death of Skippy the edeinos sent shockwaves through those members of the species who have accepted Core Earth's reality and those who saw Skippy as a peacemaker between humans and edeinos. (There are unsubstantiated rumors that Nile weird scientists stole Skippy's corpse — what was left of it — from its resting place. There have been wild reports of sightings of four different Skippys in the vicinity of Cairo: a teenaged Skippy, a cyborg Skippy, an Ayslish edeinos in a suit of plate armor ("the Skippy of Steel") and a brutal Skippy who called himself "the last son of Lanala." The question is which — if any — is the real Skippy? These are, of course, only rumors and hopefully not true.)

The Nile Empire

Another triumph for Dr. Mobius!

In a bold and stunning move (the only kind the Nile High Lord makes), Mobius has dropped a maelstrom bridge into Houston, current seat of the US government. Using intelli-

gence gained by Wu Han during the period that he was working for the Delphi Council (and of Good inclination), he sent all of Super Battlegroup Mobius against Texas, conquering Houston, Waco and Austin in short order.

President Leland Nicklaus was airlifted out of the state shortly before Mobius' shocktroops seized the southern White House. But a number of Congressman and high-ranking Delphi Council members have been captured by the Nile High Lord, and the government is now in severe disarray.

Needless to say, the coming of Nile reality has had a dramatic impact in other ways as well. Suddenly, scores of politicians are taking on Good or Evil inclinations and feeling compelled to announce their plans to anyone who will listen. The sole surviving leader of the Delphi Council is Ellen Connors, who is still recovering in a Dallas hospital from her run-in with Ahjebax.

The High Lord himself traveled from Thebes to Houston to get his picture taken standing in front of Republic House, which had been Nicklaus' home. This image was then sent out across the country, with the accompanying message that Mobius had at last conquered the United States.

Reaction around the world was immediate. 3327 watched with dismay as the value of his California investments dropped and he began to suspect Mobius' true plan: to seize the major oil resources of the world. The Nile High Lord already has the Middle East and now part of Texas, and the Russian oil reserves are threatened by Aysle. 3327 began a march northward (see "Nippon Tech," below) in reaction.

The US government has, for now, relocated to Miami, although this is believed to be only a temporary move.

Mobius is less pleased with events in Bosnia, where his troops are beginning to bog down in their struggle with the Cyberpapists. With Italy now within striking distance, Mobius may be thinking about pulling out of Eastern Eu-

rope in the near future.

Back in Cairo, gang war has broken out between forces loyal to Wu Han and those still following current overgovernor, The Hood. Han seems to have the upper hand in this struggle.

The Nile Empire's foothold in Berlin remains firm, despite the best efforts of the Tharkoldu to drive them out. Jezrael's lieutenant seems to be willing to accept the fact of their presence, but have no interest in ceasing their bloody campaign against Nile adventurers there.

Nippon Tech

As noted above, 3327 feels certain that Mobius is seeking to take control of the world's major oil reserves. Therefore, he has instructed his agents to begin pushing Nippon reality north toward Alaska. Toward that end, Living Land stelae off the coasts of northern California and Oregon have been pulled and replaced with those of Nippon, creating additional Nippon/Living Land mixed zones. Nippon has also replaced a Living Land stela in Arizona with one of their own.

In addition, the fragile alliance with Jezrael has begun to bear some fruit, at least in terms of cooperation between Malgest and Daikoku. With the expansion of the original Tharkold stela area (see below), the Nippon stela triangle around San Francisco has linked up with the Tharkoldu triangle around Los Angeles. There are now a total of three adjoining Tharkold/Nippon mixed zones, one of which includes the city of Las Vegas.

There are whispers among some of 3327's top lieutenants that he has begun to make plans for the end of the Possibility Wars. Some smaller, less profitable operations have already been shut down, and people like 7710 are wondering just what state the High Lord will leave Japan in should he depart.

Most surprising of all, 3327 recently cancelled a planned assassination attempt on the Guildmaster. The executive who presumed to question this change of plans was summarily terminated.

News from Marketplace has been dramatic as well. 6365, one of the members of the ruling Triad and secretly a leader of Kashi, has been exposed as a traitor. She attempted escape, but was slain — interestingly enough, by an agent of Kashi who wished to prevent her capture and interrogation. Her spot on the Triad has been assumed by

8714, her successor at Misaki Computers.

Orrorsh

Any other High Lord would have been shaken by the loss of one maelstrom bridge (and possibly two — the



John Paul Lona

reports are still coming on in *No Quarter Given*). But the Gaunt Man is not any other High Lord, and though he must expend precious possibility energy on reconstructing any bridges that come down, it has not distracted him from his overall plan.

And what is his overall plan? He is keeping it secret even from Sabathina and other trusted Hellion Court members. But it seems to focus on four women: Natatiri, Ellen Connors, Sarila and Pella Ardinay. One of these four holds a secret he covets, a power he believes he can manipulate. At present, he is on a quest to learn which one is the woman he seeks.

The death of the Carredon has been more of an annoyance, as he had planned to dispatch the creature after one of his targets. Instead, he has been forced to tap another powerful Nightmare. All of this damages the ecology of fear, as Horrors left to work without the guidance of their Nightmares tend to run a bit wild.

The Gaunt Man was amused to see that Storm Knights achieved victory over General Wellington and prevented the destruction of Singapore. Though he cared little about the city one way or the other, Wellington's death served as a warning to other presumptuous Hellion Court members that their master's voice is to be obeyed in all things.

The Gaunt Man has also taken an interest in Jezrael's efforts to gather information on seismic disturbances. He has instructed his agents in Tharkold to wait until she has sufficient data for her purposes before stealing it.

The Orrorshan High Lord has withheld comment on Mobius' attack on the US. He trusts that Mobius will have sense enough not to interfere with Orrorshan operations in New Orleans. Should he be so foolish as to attempt to do so, the Gaunt Man will see to it that he is disciplined. But for now, Mobius' little conquests are keeping Storm Knights occupied.

Space Gods

A little knowledge can be a dangerous thing, or so the saying goes, and it

is one the Akashans are learning the truth about. Some of the more powerful psionics in the realm have begun receiving flashes of things to come, powerful foretellings whose horrific natures overwhelmed the psionics:

- A global holocaust that kills millions;
- A massive Gaunt Man standing astride the world, hands covered in blood;
- A demi-goddess of Destruction dying and being born again;
- A creature of all realities — and yet none — driving Storm Knights before him.

Most disturbing for Rotan Ulka has been the revelation (from a captured Horror) that Victor Manwaring was not sent to the Forever City to stop the Storm Knights from lighting the Signal Fire — but rather to make sure they did so. It seems that the Gaunt Man, alone of all the High Lords, was aware of the existence of the Akashans and their previous visit to Earth. Intrigued by beings who could cross cosms en masse without the aid of a Darkness Device — and frustrated by Heketon's inability to locate their home cosm — the Gaunt Man allowed the "invitation" to be sent to Akasha.

Orrorsh has, in fact, been occupying more and more of the Rotan's time (see Dispatch #1 in this issue for one of the reasons why).

Tharkold

This has been a busy period for Jezrael and the Tharkoldu. It began with a verbal agreement between her and 3327 to refrain from conflict in favor of carving up the Western Living Land. This was not a popular move among the techno-demons and it has taken all of Jezrael's iron will to keep them in line. She plans, of course, to betray 3327 at the first opportunity, but for now is allowing him free rein to eliminate the edeinos annoyance.


Berlin has proven to be something of a fiasco. Instead of being the cornerstone of a new Tharkoldu conquest, the actions of Nile agents have transformed the city into a mixed zone. Although it is now of little worth in terms of possibility energy, the Tharkoldu are deter-

mined to remain there and eventually drive Mobius' minions out of the city. The presence of Ayslish, Nipponese, Cyberpapists and others in the city have made it a hotbed of bloody intrigue. (Naturally, Jezrael is looking on Mobius' attack on the US as an excellent opportunity to revenge herself upon him.)

With the Apocularum repaired, the original Tharkold stela area around Los Angeles has expanded to its full size and now encompasses a significant portion of southern California — including San Diego — and Tijuana, Mexico. In addition, Malgest and Daikoku have agreed to work together to the extent that three Tharkold/Nippon mixed zones have been formed, including one that encompasses Las Vegas (the Law of Profit meets the Law of Pain).

One of the most interesting events in Tharkold has been the one most rarely talked about — the birth of Jezrael's child. Readers will remember that, shortly after she became High Lord, Jezrael used the power of the Darkness Device and a Cult of the Dominant miracle to impregnate Demon Prince Krezlakh. It has now been learned that Krezlakh gave birth slightly over a year ago, perishing in the effort. The child was immediately whisked away by servants and kept hidden from the techno-demons.

A few facts have come to light. The child is a boy and its given name is Sidon. The boy is said to be a Tharkoldu-Race mix, and his "nurses" have noted that he has grown to adulthood at an accelerated rate. He has also been heard to mutter treason, saying things that could only be interpreted as sympathetic to the plight of the Race. If this becomes public knowledge, there is no telling what the repercussions might be.

The Race trick of giving "time bands" to Storm Knights which actually transport them to the Tharkold cosm has proven frighteningly effective. Despite their experiences with the Nile "time booth" and the Living Land "time cliff," it seems that Knights are still suckers for time travel contraptions. 



Dispatches and Rumors

Dispatches

1

(Note: This is part three of a five-part *Torg* adventure, which will run in this space through issue 38. When it is all over, the Possibility Wars — and particularly five of its major characters — will be irrevocably changed. Just how much will be determined by your responses.)

The clue provided by Natatiri (see *Infiniverse* #34, Dispatch 1 and the relevant response) indicated that the next target of the Gaunt Man's search for the chosen of the Nameless One is Sarila, a member of the Akashan High Council.

The Storm Knights should travel to Machu Picchu, and can expect lots of trouble trying to get tight-lipped Monitors (or anyone else, for that matter) to divulge Sarila's whereabouts. Finally, one of her Larendi attendants will reveal that she has been sorely troubled by nightmares of late and left for a glade south of Lima to meditate.

On the way to this site, the Knights will hear news reports of attacks throughout South America by Comaghaz carriers, brutal, violent assaults seemingly without motive. (What's actually happening is that Sarila's sanity has been tested by her nightmares, and this has been passed on to the Comaghaz cells.)

As the Knights close in, let them come upon some obvious Comaghaz carriers who have been torn to pieces. Suddenly, a psychic scream resounds throughout their minds — Sarila is under attack!

Skutharka, the Nightmare assigned to her capture, has planned well. Having heard of the Comaghaz and its dangers, he has brought zombies from

Haiti with him. Being dead and mindless, they are immune to the Comaghaz contagion.

The zombies were assigned to overwhelm any defenders of Sarila while Skutharka himself goes after her.

Skutharka

DEXTERITY 15

Acrobatics 17, dodge 19, maneuver 18, running 17, stealth 20, unarmed combat 19

STRENGTH 21

Climbing 23, lifting 22

TOUGHNESS 18

PERCEPTION 16

Find 19, tracking 19, trick 20

MIND 14

Occult 19, survival 16, test 17

CHARISMA 14

Persuasion 17, taunt (15)

SPIRIT 12

Intimidation 15, reality (Orrorsh) 16

Possibilities: 30

Powers: Attack form resistance (magical physical damage), resistance to normal weapons, hypnosis, resistance to magical weapons

Corruption Value: 23

Fear Rating: 3

Perseverance DN: 23

Weakness: Roses

True Death: Skutharka must be decapitated and a mixture of bee's honey and rose petals poured down his throat.

Natural Tools: Claws, damage value STR+23; teeth, damage value STR+3/24

Zombie (30)

Reality: Orrorsh

DEXTERITY 7

Stealth 10, unarmed combat 9

STRENGTH 12

TOUGHNESS 14

PERCEPTION 1

Trick (10)

MIND 1

CHARISMA 3

SPIRIT 7

Faith (Orrorsh) 11, intimidation 8 (18)

Possibility Potential: None

Power Rating: 1

Corruption Value: 13

Fear Rating: 1/2

Weakness: None

True Death: Fire

Critical Event: The Knights must stop Sarila's kidnapping. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

2

Baruk Kaah, Saar of the edeinos, High Lord of the Living Land, has vowed that one of his plans will reach fruition at last. Unfortunately, if he makes good on this vow, Earth's cosm will be destroyed.

Kaah's scouts reported back to him about the cosm's nexus, contained in a strange limbo attached to the Land Below. A great, multi-faceted gem, it shows scenes of the various realities on Earth on its many faces. Kaah's plan is to destroy this nexus, Earth's cosm, and the other High Lords with it.

To that end, he has convinced Rec Pakken that he has decided to abdicate the leadership of the Living Land and turn over the High Lordship to a Land Below denizen. The realm and pocket dimension would merge, giving Rec Pakken dominion over the Lands Below and Above. But tradition requires that the object of power be handed over to the new leader.

With a great expenditure of power, Rec Pakken reverted to its earliest non-mobile shape, that of an obsidian stone small enough to be carried. Baruk Kaah then chose 25 of his most able warriors and departed for the Land Below and the nexus.

Kaah's plan is simplicity itself: by throwing the Darkness Device into the nexus, he believes an explosion will be detonated that will destroy the nexus and, by extension, the cosm.

The Storm Knights may well have heard that Kaah is missing from the Living Land. If they have any contacts in the Nile Empire or the Lands Below or Above, they may have heard Kaah has been spotted in the Land Below. They can track his party fairly easily through the jungles, although gamemasters should feel free to throw some Land Below obstacles in their way.

By the time the Knights catch up to Kaah, he and his party will be in the nexus. The edeinos warriors will turn to protect their Saar while Kaah approaches the nexus. The Darkness Device will not take part in any battle, unless one of the Knights dares to touch it, at which point it will send a damage value 60 surge of energy through the offender.

The Knights will probably make short work of the edeinos, even though they are all possibility-rated, and may even get to mix it up with Kaah. At some point, he will toss the Darkness Device at the nexus, though. Keep in mind that he will be willing to suffer damage from a Knight attack to do this.

When the Device hits the nexus, the gem will shatter, only to reform again. The Device will be nowhere to be seen — it will then emerge from one of the facets and vanish.

At that moment, a great wind will arise. The Knights will feel it, but will be unaffected by it. Kaah — conscious or not — will be drawn into the gem. Soon, all of its faces will show images of the Living Land High Lord being torn to pieces. Kaah will not re-emerge and the winds will cease when the nexus has finished exacting its revenge.

Baruk Kaah

DEXTERITY 16

Beast riding 19, dodge 18, long jumping 18, maneuver 20, melee weapons 21, missile weapons 20, running 17, stealth 20, swimming 17, unarmed combat 21

STRENGTH 19

Climbing 21, lifting 22

TOUGHNESS 18

PERCEPTION 13

Evidence analysis 14, find 19

MIND 15

Survival 18, test 19, willpower 18

CHARISMA 14

Persuasion 17, taunt 16

SPIRIT 20

Faith (Keta Kalles) 28, focus 25, intimidation 23, reality (Living Land) 35

Possibilities: 80

Natural Tools: Claws, damage value STR+3/22; teeth, damage value STR+2/21; tail, damage value STR+1/20

Equipment: Hrockt spear, damage value STR+3/22

Edeinos Warriors (25)

Reality: Living Land

DEXTERITY 11

Dodge 12, missile weapons 12, stealth 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 9

Language 10, tracking 10, trick 10

MIND 9

Survival 10, test 11, willpower 10

CHARISMA 8

Taunt 9

SPIRIT 10

Faith (Keta Kalles) 11, focus 11, intimidation 10

Possibility Potential: All

Natural Tools: Claws, damage value STR+3/12; teeth, damage value STR+2/11; tail, damage value STR+1/10

Equipment: Blossom spear, damage value STR+3/12

Rec Pakken

DEXTERITY 0

STRENGTH 0

TOUGHNESS 200

PERCEPTION 20

Evidence analysis 30, find 28, trick 38

MIND 35

Test 45, willpower 50

CHARISMA 40

Charm 47, persuasion 43, taunt 50

SPIRIT 55

Faith (The Nameless One) 65, focus 70, intimidation 60, reality 70

Possibilities: Untold thousands



Jaime Lombardo/Ron Hill

Powers: All powers listed on page 88 of the *Torg Rulebook*

Critical Event: Just surviving to tell others the story of Baruk Kaah's apparent death. Doing so is a *Good* result (6 or more) and failing to do so is, needless say, a *Bad* result.

3

In Tharkold, Storm Knights have made some progress in alerting the residents of Los Angeles to the techno-horror around them, but not enough. A new creature has surfaced, and it feeds off of the apathy and disbelief of the city's population. Not that anyone doubts the tales of demon and creatures roaming the streets at night — but are they really more dangerous than the gangs and murderers who walked the night before the war?

Yes, most definitely.

The "alley-stalker" is not the most dangerous creature to pop up in Tharkold, but it is one of the most insidious. Able to collapse its shape into what looks, in the dark, like heaps of rubbish, this creature is actually made from the garbage and refuse of the city. It breaths smog and eats trash.

But it is developing a taste for other things.

The Storm Knights must actually *capture* an alley-stalker to bring it to the attention of the people of Los Angeles. If they kill it, the creature will just fall into its component parts — trash mixed with digested meat and garbage.

Alley-Stalker

Reality: Tharkold

DEXTERITY 11

Maneuver 14, unarmed combat 16

STRENGTH 20

TOUGHNESS 15 (25)

PERCEPTION 8

Find 16, trick 10 (20)

MIND 5

Survival 9, test (25), willpower 15

CHARISMA 1

Taunt 10

SPIRIT 10

Intimidation 15, reality 16*

*The alley-stalker the Knights encounter will be possibility-rated

Possibility Potential: few (45)

Possibilities: 2 per Storm Knight
Natural Tools: Belly-claws (underneath its massive body), damage value STR+8/28; under-armor, armor value TOU+10/25; regeneration (even after it has been killed — unless it is scattered and burned — the alley-stalker will reform at a rate of one *wound* per day)

Description: A Race scientist created the alley-stalker back on Tharkold as a weapon against the techno-demons. Formed out of refuse and discards, the alley-stalker would seek out hiding places lone techno-demons might use when hunting humans, and they would rest there, looking for all the world like piles of trash. Then, when a techno-demon settled in to rest, they would attack. Even if the demon won the battle, the creature would reform in a matter of days.

But the "weapon" was two-edged. Eventually, techno-demons took to investigating their resting places and a few even captured some alley-stalkers. They put them near Race clusters and found the stalkers liked human flesh just as well.

Now, the creatures have found their way to Los Angeles. If the Knights can capture one, the Race can produce some of their "stalker repellent" that they used to repulse the stalkers on Tharkold. It will render them relatively harmless.

Alley-stalkers look like piles of especially disgusting trash. They lurk in alleyways, feeding off the polluted air and the discards of humanity (and others). However, late at night, they move around, and anyone in the alley or nearby is prey for a stalker. The creature will "rear up" and try to come down on its victim, crushing it beneath its weight and attacking with its claws. The stalker is actually more vulnerable from the top, so when it fights, it will continue to rear up, exposing its underside.

Critical Event: Subduing or killing an alley-stalker (but collecting it and keeping it confined) is a *Good* result (6+) — and extra awards should be given out to Knights who take the creature to a Race warrior who will recognize it (most have heard tales, but only a few know what it is and how it was formed). A *Bad* result is just

destroying the one creature or being eaten by it (3-).

4

The race is on!

A group of English swimmers, determined to promote a 1994 Olympics (rumors have it that the games will be cancelled this time around — the Possibility Wars are heating up, and last time around there were some serious disasters) have decided to hold a race along the Thames to prove that they do not fear the Warrior of the Dark's powers, or the fact that she holds London and Oxford under siege. The race will be a 20K relay, from floating dock to floating dock, ending at London Bridge.

In reality, the new High Lord of Aysle could care less about such a race and her feelings on the Olympics are ambivalent at best — she is much more concerned with the siege and the war in general than a bunch of idiots swimming in the river.

But others, apparently, are *very* interested. At least, that's what a Storm Knight contact says. It seems that a realm-runner overheard a conversation in a Cotswold tavern regarding the race, and how it would be "a blow against the imperialist regime" if something were to happen to the swimmers in the middle of England's most well-known river. The realm-runner heard nothing more, but is convinced *something* bad is going to happen.

The Storm Knights have to uncover the plot against the Olympic swimmers and protect them from whatever is going to cause them harm. What is the foul play afoot? Has some conjurer magicked sharks from the briny deep to the fresh waters of the Thames? Or is the Cyberpope involved — could he have somehow created a creature, like the Leviathan, is dangerous in either realm?

Or is this a plot against the civilian English government? Or the Olympic Games in general? The Storm Knights must investigate and find out.

Critical Event: Depending on what is actually going on, the

gamemaster can award a *Good* (6+) result to Knights who uncover the plot against the swimmers, Knights who foil any attacks on the Olympians, or even to Knights who stop the race (after proving that something horrible would happen). Knights who fail to save the swimmers (or the *real* targets of the operation — maybe the event is just a front for something even *more* devious) get a *Bad* (3-) result.

Rumors

1

Under cover of the excitement in Texas (see the “Realm Update” in this issue), Dr. Mobius has started another nefarious scheme on the road to fruition. Sending some of his most trusted agents north to Aysle, he has recruited some Dark dwarves and trolls to do his bidding.

This group then set out for Iceland, a beleaguered isle, caught between violent storms from the south and invaders from the east. Rumor has it that Mobius’ agents have finally managed to secure a reality tree from the Akashans, and they intend to use it to impose Nile reality on the small nation.

If all goes well, Mobius’ agents will begin constructing a secret weird science base underneath Iceland, drawing power from the natural volcanic activity that keeps the island relatively warm. When all is finished, this base will be switched on and, in a display of ultimate power, Mobius will create “Battlebase Iceland” — a floating base of operations from which Mobius can strike at any nation or reality.

2

The Gaeian equivalent to North America’s Native Americans have experienced new hope in the cosm of terror. When the Gaunt Man ruled directly, he subjugated and corrupted the tribes and the peoples

but, during his time in the maelstrom, some of his Fear was diffused. Some tribes have been able to break free of the constant horror of North America and they have begun to fight back.

One of their most impressive accomplishments was their reawakening of the Native American spirits, long repressed by the Gaunt Man’s evil. Their beginning of a ghostdancer movement could spell the end of the Gaunt Man’s total domination of Gaea.

Or it could increase his power. “Without Hope, there is no Fear. Without Hope, there is no Dispair.” Perhaps the Gaunt Man has allowed the ghostdancers to reawaken the hearts of the oppressed only so that he can use them to supplement his power as the time of crisis grows nigh.

3

While Jean Malraux I fears and hates the Tharkoldu (because of their better understanding of the technology they both use and their tie-ins with Kadandra), rumor has it that he has sent some high-ranking cyberpriests to negotiate a treaty with the technodemons.

Currently, negotiations are going on both in Los Angeles and in the GodNet (it has been established that the Grid and the Net can be linked up), but, apparently, Storm Knights and (possibly) Kadandran netrulers are trying to disrupt the negotiations.

4

The corpulent Captain Carnage (formerly the hero known as “Dr. Zap”) has been sighted near Thebes. The former bumbling pulp hero is now, apparently, set in his evil ways. Along with a small gang of gunmen, he has been terrorizing local merchants and even scoring some surprising victories against some underground pulp heroes.

But Dr. Zap’s former ally and “bestest buddy,” Colonel Cairo is

on the move! Having failed to rescue Dr. Zap from the Omegatron, the Colonel has now made it his life’s mission to rescue the brain-washed Zap from Mobius’ evil influence.

The confrontation between good and misguided evil came to a head last night, reportedly. Several witnesses state that Captain Carnage and several of his goons were chased into an abandoned warehouse with Colonel Cairo hot on their heels. It looked like the Colonel had broken up one of their infamous nighttime robberies.

Or had he?

As soon as the Colonel smashed through the door of the warehouse, explosions and gunshots shook the building. Cries of “It’s Colonel Cairo; gun ‘im!” rang out into the night. For several moments, the tumult was so intense that it awoke the entire neighborhood and sent bystanders scrambling for cover.

But then, at the peak of the battle, three muffled explosions occurred. Then, as one, the walls and ceiling of the warehouse collapsed into a pile of rubble and dust. When searchers probed the wreckage, they found the crushed remains of several known criminals, but no trace of Captain Carnage or Colonel Cairo ...

Except for a torn mask bearing the pyramid emblem of one of the Nile Empire’s greatest crimefighters.

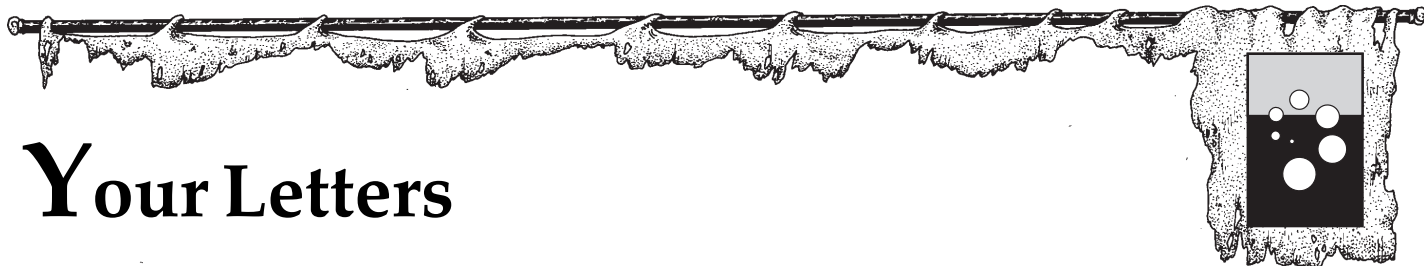


Your Letters

continued from page 12

But that doesn’t mean these Ords are useless to the High Lords. Ords store possibility energy in a way similar to the way people store static electricity. There is very little there most of the time, but when enough friction is produced (when the Ord has to go through challenges and make hard decisions), a little sticks to the Ord until it is expended (which is rather quickly). Sometimes, a residue stays around; other times, it just goes away. And, of course, it is always possible for an Ord to become a Storm Knight.





Your Letters

A friend of mine and I are currently working on creating the minicomm of Atlantis. After we finish it we will send a scaled-down version to the *Infiniverse* editor in hopes you will publish it in the *Update*. Just thought I would give you guys some warning as to what we're up to.

—Thomas K. Sharo, Jr.
Monticello, IN

As you probably know already, Thomas, your warning was a little too late. We published information about the pocket dimension of Atlantis in *Infiniverse Update #2* this April. However, if you would like to expand on things happening in that pocket dimension, you could send us "Dimensional Updates" that we could publish.

And that goes for any other pocket dimensions *Infiniverse* subscribers want to see in print. Eventually, West End Games intends to publish a "Pocket Dimension Catalog" with some alternate play-areas for *Torg*. If you have created, or are in the process of creating, a pocket dimension, please send it to the *Infiniverse* editor — with a letter stating that we can publish it in *Infiniverse* and use it as we see fit. Who knows? If we publish it and *Infiniverse* subscribers like it, we may publish an expanded version in the "Pocket Dimensions" book.

Oh, and one more thing — don't make the pocket dimension more than 2000 words long, and try to follow the general format used in *IU#2*. That way, we can translate it to *Infiniverse* fairly easily.

Okay, as I understand it, firing at point blank range gives the attacker a minimum bonus of +1. But if the characters are in melee combat (or at least one is), shouldn't the fire combat skill be reduced to simulate the

flurry of combat. I mean, when someone swings a knife at you, the first reaction people have is to duck and punch — shooting is, well, an unnatural thing due to the flurry. Trust me, I know!

—Thomas K. Sharo, Jr.
Monticello, IN

An all-Thomas issue, huh? Okay! Well, Thomas, I'm sorry that you've had that much experience in knife fights.

But as to your question — it seems perfectly plausible that a character being attacked with a knife would not be able to shoot as well at point blank range as the rules indicate. It is also quite likely that the character might try some other option, rather than shoot (you suggest ducking and punching — myself, I would prefer an arm grab followed by a foot-sweep, but that's not important). This is perfectly valid. The rules are in place as a guideline that you can adjust as you feel necessary.

However, we would like to point out, in talking to several policemen, we have heard an overwhelming majority state that, when confronted by a gun, most people, regardless of how they are armed, tend to *back away* instinctively from the gun-wielder.

Basically, what this means is, if you think it is important to your campaign that the modifiers for using guns, knives, and other weapons in combat need to be changed, you can do it — but we suggest you check with your entire group first. While the *Torg* combat system is fairly simple (to facilitate the quick pace and loose action of the game), you may find you are cluttering up the rules with unnecessary baggage — because once you start assigning conditional modifiers, you have to start taking *all* conditions into account. It's up to you.

1) More info on Berlin desperately required. Berlin Citybook?

2) Are you still going ahead with the Nile Gizmo book?

—Pete Venters,
Wales, UK

The *Berlin Citybook* and *Berlin Re-zoned*, a novel set in that mixed zone, are both on the schedule for October of 1994. The *Nile Gizmo Book* is currently scheduled for December of '94.

1) What's up with the elves of Aysle and the Space Gods? The *Aysle* sourcebook mentions somewhere that the elves are supposedly from beyond the Limit of the cosm. Are the elves perhaps related to the Mohani of the Star Sphere? (I need to know because in my campaign, Malekere has become High Lord — how would he treat the Akashans?)

2) Are we ever going to see the rest of the results of the *Torg* questionnaire?

—Patrick Flanagan,
Freehold, NJ

The full story of the elf-Space God enmity will be told in the upcoming *High Lords' Guide to the Possibility Wars*. However, I will say that you're on the right track, and it is likely that Malekere would be hostile to the Akashans. Crushing them wouldn't be the first thing on his list, but he won't be having them over for dinner anytime soon.

The second half of the survey results were published in issue 35.

If Camelot is doomed to fall, why would anyone bother adventuring in Avalon? (And I thought things in the Living Land looked depressing ...)

—Greg Detwiler,
Williamsburg, PA

Well, Greg, maybe the prophecy regarding Camelot was made without taking into account the possibility that Storm Knights from other cosms would come to the realm's aid. Maybe it's possible for your player characters to save Camelot. You never know ...

About how much possibility energy does an Ord have? We are trying to figure out how much a High Lord could get out of invading China or India. We are guessing the reasons why they haven't yet is because the backlash of so many people would be too much, too fast.

—Stephen Smoogen
Socorro, NM

That's pretty much it, Stephen. If a High Lord were able to conquer all of India or China, he or she would have enough possibility energy to win the war (most likely), but the very reason no one dropped a bridge into those areas is because of the ferocious resistance they would encounter. The more people in a stela area, the better (more possibility energy for the Darkness Device), but sometimes the High Lords can take too big a gulp.

Initially, the plan was that the Gaunt Man, 3327, and the original Tharkold High Lord (Kranod) would divide up China and India, thereby defeating one of the most populous sections of Earth by sheer force. That was one reason 3327 betrayed Kranod — he figured that he and the Gaunt Man could conquer China and India on their own, giving him more of a split (especially since he was closer initially).

But that backfired. When the Gaunt Man got trapped in the maelstrom, 3327 wasn't powerful enough to go into China (at least not very far), especially with his invasion of the North American West Coast. So the East Asian Campaign has been sputtering for quite a while.

Herald Messages

"I can't believe that Skippy has sunk so low as to be doing a children's show on Tokyo television!"

— Kansas Jim

"Believe it, Jim!"

— The Skippy of Steel (as he counts his money from the show and the merchandising, and considers painting himself purple)

Hey, Everyone! The Knights of the Storm have discovered a quick and effective cure for the Comaghaz — the rare Flanut Flower, processed in a Tech 26 lab! Only one problem ... it only grows in Ungrosh's cavern and only blooms during his mating cycle! And, since there are no females of his kind (that we know of), beware!!

— Thomas K. Sharo, Jr.
Monticello, IN

Kanawa Enterprises introduces its newest subfirm:

"Storm Shelter Insurance"

- Accidental Death
- Dismemberment
- Dental (if applicable)
- Optical (stalengers need not apply)
- And featuring "One Quest Life Insurance" — to give your loved ones that extra peace of mind.

— Thomas K. Sharo, Jr.
Monticello, IN

"What about Corruption insurance? If we don't experience our True Deaths, do we have to give the money back?"

— a "Storm Knight" of questionable allegiance

"First Thratchen, now the Gaunt Man — why are we working *with* these guys?!"

— several annoyed Storm Knights (reported by Jim Ogle)

"Go to Avalon and tell King Arthur that the One True Pope implores him to reclaim the throne of England. If that doesn't undermine the authority of Ardinay and Parliament, nothing will."

— Jean Malraux I, instructing an envoy (as overheard by Richard Byers)

"Aww, did de poor widdle techno-demon faw, disconnect and go BOOM!?"

— Ralph Dula
New Cumberland, PA

"Blast off three million years into the future on the Akashan lightship *Red Gospog*, with Dave, the last Core Earther, Arnie, a whiny Spirit Chip in a toaster, and Krynen, a Pain Sculpture turned cleaning-droid. Every Friday on Channel 27."

— promo for NTN's new summer lineup in the Houston Advocate

"Is that a Keefee in your pocket or are you just happy to see me?"

— Anaya the Amazon attempts humor (as reported by Bill Bracken of Jonesboro, AR)

Alistair's Last Advice to Storm Knights: "Beware Gypsy curses and stay away from 'time machines.'"

Also, Ensign Egypt has been recaptured, but is now in the body of Skragg. Next time he escapes, the Storm Knights won't be laughing at him.

Meanwhile, Colonel Cairo searches for a therapist for his former comrade.

— Dale Hitesman,
Oceanside, CA

"Don't tug on Mobius' cape; Don't spit into the Maelstrom; Don't pull the mask off Colonel Cairo; And don't mess around with 3327."

— a little-heard song of the Possibility Wars

In *No Quarter Given*, the object the Storm Knights have is to smash the Gaunt Man's two bridges, so that he has to expend his energy holding onto his connection with Gaea, rather than using all that possibility energy he drained from the Heart of Coyote to go into India. If they succeed, they may be able to keep the Gaunt Man from winning the war. If not ...

On your other question, "how much possibility energy does an Ord have?": well, it's small enough that it

is difficult to measure. In free Core Earth areas, an Ord might have as much as one one hundredth of a possibility — or as little as none (though very few people have no possibility energy at all). In conquered areas, non-transformed Ords have a fraction of their Core Earth counterparts' energy, and transformed Ords have none at all.

— continued on page 10

INFINIVERSE™

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Top Ten Things the Gaunt Man Fears

10. Mistaken for Conan O'Brien at NBC affiliates meeting.
 9. Discovery that Barney is the new High Lord of the Living Land.
 8. Mail-order gun repair courses ("Do you want to plant more stelae? Sure, we all do!")
 7. Being forced to collaborate on his invasion with William Shatner.
 6. Having his taxes done by 3327.
 5. Roy Scheider emoting to a dolphin.
 4. Getting all of John Terra's mail by mistake.
 3. Pesky bloodstains on his Pilgrim hat.
 2. Running out of gas in a lonely spot with Basjas.
- And the number one thing feared by the Gaunt Man:

1. Visits from his mother ("Haven't you been eating? Here, sit, I'll make some soup.")

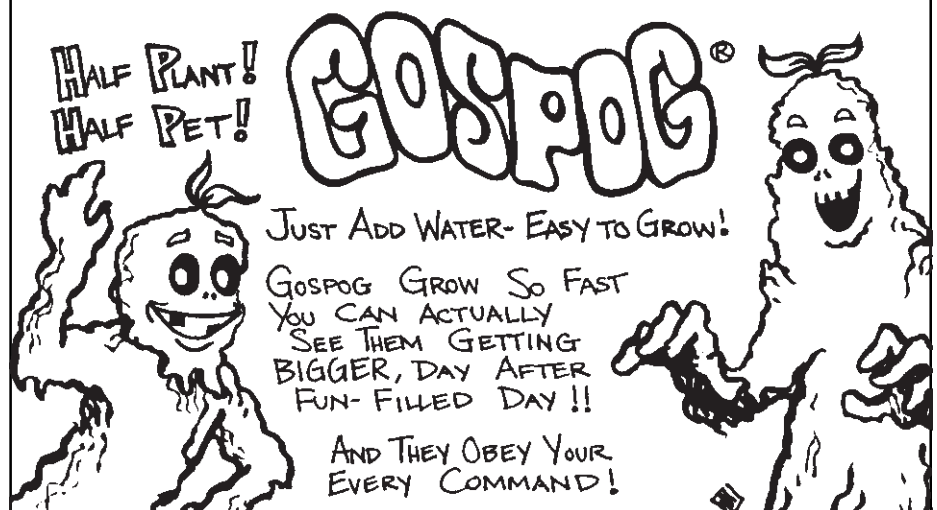
Top Ten Worst Ideas for a Pocket Dimension

10. Lint World.
 9. The Waffle Cosm.
 8. Wisconsin.
 7. Cabbage Patch Cosm.
 6. Undersea Nazi Cowboys Cosm.
 5. Patty Duke Pocket Dimension ("But they're High Lords/Identical High Lords, all the way")
 4. 'Toon Cosm (we still think it's a bad idea).
 3. Civil War Chess Set Cosm.
 2. CyberPooh.
- And the number one worst idea for a pocket dimension is:
1. Islets of Langerhans: Roleplaying the Pancreas Wars.

REALITY CHECK

by Brian Schomburg

3327's latest product would soon be hotter than even Cabbage Patch Kids...



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. Continuing Report updates the rumors as more responses come in. The Wrap Up gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #35

1. Woman believed to be infected with Comaghaz the subject of a battle in Tokyo. Law of Intrigue may be affecting Comaghaz cells in Nippon Tech. Starts at True (17).
2. Baseball seen as a symbol of national hope renewed in the wake of the Possibility Wars. Begins at True (18).
3. Orrorshan werewolves travel to the Land Above to try and gather

Ustanah for use in a new Horror. A fierce battle and True (11).

4. Backlash against Storm Knights beginning to be seen in some areas of Core Earth. "Ords Are Heroes, Too" chapter springs up. True (16).

5. Mobius believed to be targeting Spain for invasion. Starts at True (16).

Continuing Report: Issue #34

1. Cyberpapal cleric infected with Comaghaz uses *alter disease* to lock himself into second stage. Peace Through God used as a means to infect others. Holds at True (15).

2. Ace Decker saved by aboriginal shaman Djil, now inhabiting the body of an enormous Ayslish warrior. Also holding at True (15).

3. Storm Knights planning to seize control of major Japanese networks and broadcast news of 3327's identity — actually, the whole thing is a death-trap. Jumps to True (15) (do I detect a pattern here?)

The Wrap-Up: Issue #33

1. Cyberpapacy invests in American movie companies and is working to overhaul a popular science fiction series and turn it into propaganda for the CyberChurch. A last-minute surge to finish at False (13).

2. Crown jewels of England found. Finishes at True (17).

3. Hereteri, daughter of Sesetek, seduced to Good and organizing resistance forces in Libya. Finishes at True (55).

4. Power-suited Nippon samurai seen in the Living Land. Drops a little to end at True (19).

5. Posse finds religion with Sacellum cleric. Ends at True (19).

6. Nile unit vanishes in Libya and returns babbling of "doorway." Drops significantly to end at True (60).

We Have a Winner

West End has a winner in the "Guess the Guildmaster" Contest! It's none other than Jim Ogle of Socorro, New Mexico, who correctly guessed that Ayroa, former mate of Kurst, is the mysterious head of the Storm Guild. (Don't know who Ayroa is? Run out and pick up *Interview With Evil* before she finds out!)

Jim will be receiving a free copy of the *Terra Sourcebook*, releasing in January. Congratulations!

Upcoming For Torg

October: *High Lords' Guide to the Possibility Wars*, featuring hints on running all the realms, the official *Torg* timeline, a new mini-adventure, and much more!

January: The *Terra Sourcebook*, written by Brian Sean Perry, author of the *Tokyo Citybook*. Explore Mobius' home cosm, learn the secrets of Nile pulp magic, fight side by side with the greatest heroes and worst villains of the cosm.





Pocket Dimension: Olympus

(From the prolific pen of Greg Detwiler, author of *Central Valley Gate*, comes this new pocket dimension for *Torg* based on ancient Greek legend. Feel free to incorporate it into your campaign).

With Dr. Mobius' invasion of Greece, the imposition of Nile axioms on the land has led to the opening once more of a portal to the pocket dimension of Olympus, the cosm of classical mythology. The main point of access is Mount Olympus itself, but other points may be found on the islands of Hespera and Crete in the Nile Empire and (possibly) a whirlpool in Atlantis.

Axioms and World Laws

The Magic Axiom: 15

A look at the Greek legends will show that highly sophisticated magics, such as alteration spells to permanently turn living beings into another form, are possible here. However, only a relative handful of the cosm's inhabitants have the ability to work spells. Indeed, in the myths, the witches Circe and Medea are almost unique. Such spellcasters as there are will either be court sorcerers for a powerful ruler, or they will be recluses living in the wilderness somewhere, enjoying their privacy as they experiment with their powers.

Thus, magic will be almost as legendary to the majority of the realm's inhabitants as it is to the people of Core Earth. There is little or no cooperation among spellcasters, and certainly no compilation spells such as can be found in *Pixaud's Practical Grimoire* in Aysle.

The Social Axiom: 10

This axiom is high enough (barely) so that democracy is possible, and some city states, such as Athens, even practice it. The majority of the city states, however, are ruled by petty kings and tyrants, though few to the extremes of Sparta. There is a standard coinage to encourage trade between the cities, but "brushfire" wars can break out at any time to cut it off. No one even dreams of uniting the entire realm under one ruler.

The Spiritual Axiom: 14

Olympus' *Spiritual* axiom is identical to that of the Cyberpapacy, with religious miracles far more common in the realm than conventional magic. However, even miracles are rare and tend to take place only at shrines and other holy places. Virtually no priests or priestesses are feared because of their connection with the gods. (In one of the last tales to come from this dimension, the *Odyssey*, the hero slaughtered the suitors who courted his wife, finally coming upon a poet and a priest who served them. When they fell on their knees to beg for mercy, Odysseus said he was loathe to slay a man who was taught his craft by the gods. That said, he slew the priest and let the poet go.) Any Storm Knight who thinks cozying up to the priesthood will give him influence in Olympus is in for a rude awakening.

The Technological Axiom: 11

In Olympus, spears are the major weapon of war, with the primary battle

tactic the conventional phalanx. Cavalry and archers are auxiliary troops at best, while swords are mostly short and are used as back-up weapons. The catapult would be cutting-edge military technology here, but as yet, no one has gone to the trouble of inventing it. In a relationship similar to that of the automatic machine gun and Gaea's Victorians in Orrorsh, the realm's military men are so satisfied with what they have that they are not pushing the *Tech* axiom to the limit in their quest for new weaponry. Iron armor is worn by the heavy infantry, or hoplites. At sea, oared galleys fighting via ramming tactics or boarding are supreme. In civilian technical matters, all the city states are slowly developing decent road systems, while stone bridges and aqueducts have been introduced. Medical care is as good here as one can possibly get at this low a *Tech* axiom, with physicians having a wide array of herbal concoctions and other natural drugs available. Crude but effective surgery is also available.

The Law of Humanity

The Greeks were the first people to truly celebrate the human form, being unique for the time by making their gods completely in the image of humanity, instead of having beast gods or man/animal hybrids, as the Egyptians and others did. The realm's reality reflects this in the Law of Humanity. Essentially, it makes things easier on humans who try to accomplish tasks. Any action a human takes receives a -1 to the difficulty number. Thus, a human character attempting a *stealth* check while under closer scrutiny would have a difficulty modifier of 0, rather than +1. While this may not sit well with edeinovs, stalengers, Gudasko, elves, dwarves, et al, it is a fact of life in Olympus.

The Law of Beauty

The Grecian appreciation of humanity was shared by an intense appreciation of beauty, as demonstrated by their art. Their gods were not only of human form, but their bodies were those of the finest athletes. Even the witches Circe and Medea were young and beautiful, unlike the hideous old crones common elsewhere in the world. Thus, in a law that may be more use to those interested in interaction rather than combat, anyone with a *Charisma* of 11 or higher gains a +1 bonus to all *Charisma*-related skill checks. And yes, Olympus' two world laws are cumulative, so a human Storm Knight with a high enough *Charisma* will find that *Charisma*-based skills (and only them) will be significantly easier for him or her.

Example: A siren attempts to bewitch Hank Marlowe, a Nile detective who is searching for a missing man. Hank has a willpower of 12. She generates a total of only 11 — rolling very badly — but because she has a *Charisma* of 13, she gains a +1 bonus. In addition, her humanity knocks down the difficulty number of her skill attempt by -1, meaning the DN she now has to beat is only 11. With her Law of Beauty bonus, she has a total of 12 — a success!

The Cosm

Preliminary exploration seems to indicate that the area of the pocket dimension corresponds to the world known by the ancient Greeks: Greece, a portion of the Balkans north of Greece, Asia Minor, Scythia (the southern part of the former USSR), Italy, Egypt and the rest of North Africa, and the Middle East as far as Iran (not including the Arabian peninsula). The familiar city-states of Athens, Sparta, Thebes, Corinth, etc. are all there, and the setup is roughly that of the Trojan War circa 1176 BC. Troy, however, is no more, though "dungeon crawler" characters would have fun poking through its ruins.

All the monsters of Classical mythology are present: hydras, sirens,

satyrs, etc., including some species also found in Aysle. The nonmonstrous wildlife is dangerous, too, and those Storm Knights who are only familiar with present day Greece will be surprised to learn that in past centuries, the country hosted wolves, wild boars, bears, leopard, lions and the now-extinct auroch (a massive wild ox with a short, goat-like beard). Tigers are also found from Asia Minor eastward, while the Egyptian Nile has as many crocodiles as it does in Mobius' realm. Deer, elk, and other game are plentiful, so Storm Knights who are skilled hunters need not starve in the wilderness.

The realmwide love of beauty has its advantages for Storm Knight Jakatts from the Living Land. When the first party of Knights entered, a satyr bewitched a female Knight and was leading her away when an edeinon comrade hit him with *sensory explosion*. Once the satyr came to, he proved to be so grateful for the experience that he became a trustworthy guide for the party. Other Jakatt successes with that miracle, as well as lesser ones such as *heightened sight*, *heightened hearing*, etc. led analysts to conclude that many of the realm's denizens could be readily converted to the worship of Lanala, and that it is just as well that the Living Land is undergoing a period of decline.

As can be readily understood, the Nile Empire has more agents in Olympus than in any other pocket dimension, save perhaps the Land Above/Land Below. The Living Land has none, while Nippon agents are, or course, everywhere. Teams from Aysle and the Cyberpapacy have entered to investigate the new cosm, but the Tharkoldu in Berlin are apparently too absorbed in their struggle to conquer that city to pay much attention to a mere pocket dimension. A band of Horrors have captured an echidna (a monster that can change its shape from that of a beautiful woman to that of an emaciated centaur with sharp teeth and claws) and are taking it back to Orrorsh in an attempt to curry favor with the Gaunt Man. Core Earth efforts to investigate Olympus are sporadic at best, due to the recent intensification of the war.

The Gods

As far as can be determined, the ancient gods of Greek mythology do exist in Olympus, and are taking a hand in the war. However, their aid is uneven, being as capricious as these strange beings themselves. Moreover, some gods and goddesses who opposed Mobius' initial invasion may be ready to switch sides, or at least remain neutral.

The gods' lack of a united front goes back to the Trojan war, when the divine beings split down the middle over the Greek-Trojan conflict. Many still harbor resentments toward Zeus for not openly supporting the Greeks' cause sooner than he did.

Mobius' invasion threw all factions into confusion. Pluto openly supported the High Lord, seeing him as a being of ultimate destruction who should naturally be favored by a god who rules the dead. His most significant contribution to date has been modifying the flames fired by Mobius' RoboTroops to affect the target's very soul.

After numerous skirmishes, the other gods supported the Greek defenders in a big way, creating a massive storm front that deprived the Nile troops of their air support. The resulting darkness also aided the Greek resistance by limiting visibility, as the only Nile foes who could see in the dark were a handful of properly powered pulp villains or those with the appropriate weird science gizmos. Confusion reigned among the battlegrounds, and the Greeks, taking the initiative, began to force them back.

Alas, the Nile withdrawal never turned into a rout thanks to some last-ditch weird science weapons Mobius had rushed to the front. These strengthened the resolve of his troops and allowed them to retake what territory they had lost. Ares, Greek god of war, was so impressed with the Nile troops' performance that he has allied himself with Mobius and persuaded Aphrodite to do the same.

There are unconfirmed reports that Mobius sent appropriately powerful pulp villains to Olympus as informal ambassadors to meet privately with

— continued on page 8

Gamemaster's Corner

Following are some hints and tips for gamemastering *Torg*.

World Laws

If the axioms are the hard, cold facts of the realms of *Torg*, then the world laws are the flavor. They are the rules under which those who operate in the realm must work under, constructed by the Darkness Device to enforce its image of that reality.

Storm Knights who enter a realm carry their own world laws with them, and may make use of some of them (see "Active and Passive," below). They are also acted upon by the world laws of the realm they are in, unless they create a reality bubble. That means an Ayslish character going into the Nile Empire may feel a desire to keep things moving due to the Law of Drama.

Some world laws can be used like tools. A Nile character adventuring in Nippon can take advantage of the Law of Action and spend two Possibilities on actions. However, since only his reality supports this and not that of the land he is in, it is a one-case contradiction. (The exception to this rule is the Space Gods' realm — one of their world laws allows characters to use their world laws within Akasha without fear of contradiction.)

There is no such thing as a four-case contradiction when using world laws. An Ayslish character in the Nile could shoot a Cyberpapal weapon — but he could not call upon a Cyberpapal world law.


Active and Passive

World laws can be broken down into two broad categories: active and passive. Active world laws are those you act upon; passive world laws react to you. Active world laws are those that provide skill bonuses or other concrete results; passive world laws affect the environment more than the character himself.

A character can use the active world laws of his realm in other realms, risking disconnection. He cannot make use of the passive world laws of his realm. A Nile character cannot cause the action around him to move faster using the Law of Drama when in another realm. A Living Land character cannot cause the Deep Mist to materialize in Aysle by invoking this world law.

To sum up, a Storm Knight from the Cyberpapacy goes into Nippon Tech.

This means he is subject to the active and passive world laws of Nippon, unless he puts up a reality bubble. He can make use of the active Nippon laws the same way he could use any other Nippon tool, with a one-case contradiction. He can also make use of the active world laws of the Cyberpapacy, also with a one-case contradiction.

For a comprehensive list of world laws and their effects, see *Infiniverse Update, Volume II* or the individual sourcebooks. 

Active and Passive World Laws

Active

AKASHA

The Way of Zinatt

AYSLE

The Law of Honor
The Law of Corruption

CORE EARTH

The Law of Glory

CYBERPAPACY

The Law of Heretical Magic
The Law of Suspicion

LAND BELOW/LAND ABOVE

The Law of Savagery
The Law of Action

LIVING LAND

None

NILE EMPIRE

The Law of Action
The Law of Morality

NIPPON TECH

The Law of Intrigue

ORRORSH

The Power of Fear (Horrors only)

THARKOLD

The Law of Ferocity
The Law of Pain
The Law of Domination

TZ'RAVOK

The Law of Transcendence

Passive

AKASHA

The Law of Religious Compatibility
The Law of Acceptance

AYSLE

The Law of Observation
The Law of Magic

CORE EARTH

The Law of Prodigy
The Law of Hope

CYBERPAPACY

The Law of the One True God
The Law of Ordeal

LAND BELOW/LAND ABOVE

The Law of Wonders

THE LIVING LAND

The Deep Mist
Lanala's Love of Life
The Law of Lost Valuables

NILE EMPIRE

The Law of Drama

NIPPON TECH

The Law of Profit
The Law of Vengeance

ORRORSH

The Power of Corruption
The Law of Eternal Corruption

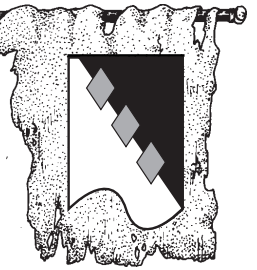
THARKOLD

None

TZ'RAVOK

The Law of the Most Real
The Law of Survival of the Fittest

Dispatches and Rumors



Dispatches

1

(**Note:** This is part four of a five-part *Torg* adventure, which will run in this space through issue 38. When it is all over, the Possibility Wars — and particularly five of its major characters — will be irrevocably changed. Just how much will be determined by your responses.)

The clues gathered in South America point to the Gaunt Man's final intended victim being Pella Ardinay. And if she is the easiest to locate, she may well be the hardest to reach.

The Knights will have to come up with a plan to get into Aysle, since it is now blockaded by sea with Viking longships and, in some places, by air with dragons. They may have to make contact with a blockade runner in the United States or elsewhere to smuggle them in, or else take a chance on sneaking in on their own.

The second problem is actually getting to Oxford to see Ardinay. Should the Knights somehow end up behind Dark lines, they will have to slip past the troops to get into the Light areas. What's left of the Army of the Light is tired and paranoid and may regard the Knights as spies. If they make a point of wanting to see Ardinay, they may be suspected of being potential assassins.

Try to convey to the players that time is running short, at the same time, throwing every conceivable hassle in their way to keep them from getting to Ardinay. Remember that Oxford is under siege and think about what effect that would have on the military and the populace. What might seem like excessive caution to the Knights

would seem perfectly logical to those assigned to guard their ruler.

Once the Knights make it to Ardinay's headquarters, they will find that the elite guard that normally surrounds her have been slaughtered, their blood drained. The Knights will now encounter the Core Clan members of Sabathina's cult, who will fight to keep the Knights from reaching the throne room.

They should delay the Knights, at least for a little while. When Sabathina defeats Ardinay (and she will), any surviving Clan members will begin to retreat in preparation for being summoned back to Orrorsh.

When the Knights make it to the throne room, Sabathina will have the semi-conscious Ardinay in her arms. A nimbus of occult energy will form around them and they will begin to fade away. Give the Knights time to take action, although the only effective thing they can really do in this situation is to grab hold of Sabathina and teleport with her.

Should the Knights defeat Sabathina before she and her prize fade, let them think they've saved Ardinay. Then have Pella start to fade as the Gaunt Man casts a rite to bring her to Orrorsh. Again, the Knights' best hope of rescuing her is to grab on for the ride.

If the Knights don't think to do this, and simply trace the spell back to Orrorsh, using conventional means to reach that realm — feel free to delay the Gaunt Man's ritual in Part 5 of this adventure until they get there.

Sabathina

DEXTERITY 15

Acrobatics 24, dodge 22, maneuver 17, running 18, stealth 18, unarmed combat 23

STRENGTH 22

Climbing 24

TOUGHNESS 21

PERCEPTION 14

Find 16, tracking 18, trick 19

MIND 17

Test 24, willpower 23

CHARISMA 16

Charm 28, persuasion 23

SPIRIT 13

Faith (Orrorsh Evil) 21, intimidation 23, reality (Orrorsh) 22

Possibilities: 5 per Storm Knight

Powers: Life drain (*Spirit*), shapechange (wolf), animal control, resistance to normal weapons, infection.

Corruption Value: 30

Fear Rating: 3

Perseverance DN: 24

Weakness: Vassen (a holy symbol from Sabathina's home world — a circle with a triangle within it). The weakness is severe.

True Death: A stake of ice must be driven through Sabathina's heart.

Natural Tools: Fangs, damage value STR+2/24

Core Clan Members (5)

DEXTERITY 13

Acrobatics 20, dodge 20, maneuver 18, running 19, stealth 22, unarmed combat 21

STRENGTH 17

Climbing 20

TOUGHNESS 19

PERCEPTION 12

Find 15, language 15, tracking 15, trick (15)

MIND 14

Test 16, willpower 21

CHARISMA 16

Charm 25, persuasion 22

SPIRIT 10

Intimidation 18, reality (Orrorsh) 8

Possibilities: Two per Storm Knight

Powers: Life drain (*Spirit*), resistance to normal weapons, infection

Corruption Value: 12

Fear Rating: 2

Weakness: Vassen (see above)

True Death: Sabathina must first be slain before these vampyres can truly die.

Critical Event: By hook or by crook, the Gaunt Man will have Ardinay. The best result the Knights can hope for is to discover where she has been spirited to (or go along themselves), winding up in — you guessed it — □Illmound Keep. This is (believe it or not) a *Good* result (6 or above). Standing around scratching your heads in bewilderment is a *Bad* result (3 or less).

2

The Storm Knights may have chanced upon a golden opportunity to deal the Cyberpapacy a crushing blow!

For much of the time Malraux's forces have been occupying Spain, they have encountered little resistance. The Inquisition has been far too effective at rooting out "heretics" there for any organized resistance movement to gather strength.

However, it now looks as if the Inquisition may have been a little *too* effective. Residents of the small city of Utiel, near the site of one of Malraux's stelae, have been pushed to the edge by the atrocities of the Cyberpope's minions and have formed a small resistance band. They are poorly armed, but courageous — and they have passed the word through the French Resistance that they would be willing to set up a diversion so that Storm Knights could pull up the stelae near them.

Tearing out this stelae, west of Valencia, would mean the collapse of three triangles and the Cyberpope's loss of Spain. Some story seeds have already been planted within these areas by other Knight groups, although more will be needed before the stelae can be safely uprooted. The stelae itself has a *reality* skill value of 41 (See page 80 of *The Storm Knights' Guide to the Possibility Wars* for more on uprooting stelae).

The stelae is protected by a major Church Police checkpoint. There are 20 Church Police stationed here, two CyberKnights and four booster dogs. The Utiel villagers are armed with

small arms — there are about 50 in the group, so it is possible they made need some help from a few of the Knights in attacking the checkpoint. They have attributes and skills of 8.

For the layout of a major checkpoint, see page 51 of the *Cyberpapacy* sourcebook.

Church Police (20)

Reality: Cyberpapacy
DEXTERITY 10*

Dodge 12, energy weapons 13, fire combat 12, melee weapons 12, unarmed combat 12

STRENGTH 9

TOUGHNESS 9* (17)

PERCEPTION 9

Flnd 10, first aid 10, tracking 10

MIND 9

Test 10, willpower 10

CHARISMA 8

Persuasion 9, taunt 9

SPIRIT 9

Faith 10, focus 10 (12 with crucifix), intimidation 11

Additional Skills: Three at +1 adds * +1 to either attribute from *blessing vov*

Possibility Potential: Some (65)

Equipment: Armor of God, TOU+8/17; GodMeeter, damage value 20, range 3-12/30/50; GWI GodLight, damage value 24, range 3-10/25/40; Cyberware: EpiphaNeur, BelleSee Telesight, CSI Eyekill Mk. IV, CyberHam Receiver, Homer, Throat Mike, MB Charger 1 (+1 to DEX for three minutes), MB Blocker. Cyber value: 18.

CyberKnight

Reality: Cyberpapacy
DEXTERITY 11

Dodge 12, energy weapons 12, fire combat 12, long jumping 13, melee weapons 12, running 12, stealth 12, unarmed combat 12

STRENGTH 9

TOUGHNESS 9 (13)

PERCEPTION 10

Cyberdeck ops 11, find 12, land vehicles 11, trick 11

MIND 8

Survival 10, test 11, willpower 11

CHARISMA 8

Taunt 9

SPIRIT 8

Faith 10, intimidation 10

Additional Skills: Three at +1 adds
Possibility Potential: Some (45)

Equipment: Plexiflex, TOU+4/13; Herod IV damage value 19, range 3-25/100/150. Cyberware: NeuraCal, EpiphaNeur, CSI EyeKill Mk. IV, Homer, Kreelar tendons, PlazHops legs (STR+3/running limit value 13, jumping limit value +6, +1 armor add; kicking damage value 12). Cyber value: 16

Booster Dogs

Reality: Cyberpapacy
DEXTERITY 12

Dodge 13, maneuver 13, running 14, swimming 13, unarmed combat 14

STRENGTH 8

TOUGHNESS 9 (14)

PERCEPTION 7

Find 10, track 13

MIND 3

Test (8), willpower 8

CHARISMA 3

Taunt (6)

SPIRIT 4

Intimidation 8

Possibility Potential: Some (80)

Natural Tools: Teeth, damage value STR+4/12

Equipment: HallowMesh, armor value TOU+5/14. CYberware: BelleScan, CSI Hotshot, BelleSee Telesight. Cyber value: 10

Critical Event: Uprooting the Cyberpapal stelae is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

3

The death of 6365 in Marketplace — assassinated after the revelation that she was a Kashi plant — has set off megacorporate warfare in that cosm. Corporate ninja and other assassins are everywhere, and although Ursa Industries is not in any real danger, 3327 has run into an unexpected difficulty.

While leaving a Triad meeting, his clone charged with running affairs on Marketplace was murdered by a special team of commandos. This would not be so bad, except that the event took place in front of witnesses and was carried on media outlets not un-

der the control of Ursan. Rather than admit he has clones — which would raise uncomfortable questions in the minds of other CEOs — 3327 transferred one of his other duplicates with specific instructions. He was to make it known that the man killed was a double hired to decoy potential assassins, and not the true 3327.

Kashi isn't buying this, and has hired the Storm Knights for an unusual and macabre job: stealing the body of the deceased clone from the Ursan Industries building and bringing it to a Kashi lab on Marketplace. There, its DNA can be examined and proven to be identical to that of 3327, thus exposing his experiments in cloning.

Critical Event: Making off with the dead 3327's body and getting it to Kashi is a *Good* success (6 or more). Failing to get the body is a *Bad* result (3 or less).

4

Dr. Mobius has announced a Nile Empire National Health Act. The plan, though complicated and wordy, essentially boils down to this: every citizen of the Nile Empire contributes 20 percent of their gross income to the government every month, and Mobius promises not to kill them. (Unless, of course, they disobey on some other matter ...)

Branded, "Crude, but effective," by the insidious Wu Han, the plan has gone into effect all over the Nile Empire. Collectors are going from village to village, gathering up the Royals and explaining — often with brass knuckles and clubs — that no, dental and optical are not covered.

This is a small-scale adventure for the Storm Knights. Their job is simply to harass, sabotage and generally make the tax collectors' lives so miserable that Mobius abandons the plan as being more trouble than its worth. Along the way, they might want to save some of the innocent maidens in diaphanous wisps of chiffon (which have the tensile strength of steel, thanks to weird science and US Postal laws) who Mobius intends to make an example out of to sell his plan.

Critical Event: What we said up there just about covers it, and amounts to a *Good* result (6 or above). Failing to stop the tax collectors is a *Bad* result (3 or less).

Rumors

1

A new villain has appeared in Berlin, one of the first products of the Nile/Tharkold mixed zone. Inspired by the film of the same name, he has taken to calling himself "Dr. Cyclops." A Nile weird scientist with extensive cyberware, he has discovered a way to adjust the cyberware to provide him with pulp powers, including teleportation and mind control. In addition, the fingers of his right cyberhand contain hypodermics that inject the unwary with a brew containing the properties of the shrinking power. Using this, he has shrunk a number of Storm Knights — and even some Tharkoldu — down to mere centimeters in height and imprisoned them in glass jars.

It is believed that he is seeking at least one Storm Knight specimen from every realm to complete his "collection."

2

A new and powerful figure has appeared in the Land Above. Calling himself Doomtak, this three-meter-tall Leopard Man has succeeded in uniting the various tribes of his species and training them in combat. He is already a legend among his people, for he wears the skin of the white leopard, a fierce beast that all Leopard Men revere. He is slowly forging the disparate tribesmen into an army, with the idea of leading them to the Land Below and attacking the villages of the Ohibi. It is possible that he may have designs on the massive eternity shard they guard.

3

Brazil was rocked by the crash of what appears to be an alien spacecraft in the Amazon jungle. The military has cordoned off the area, and the Brazilian government has requested Storm Knight aid in this matter.


The truth of the matter of this: the craft is alien, and is unoccupied. It did not crash, however — that was staged for the benefit of the Knights and other Earth residents. The craft belongs to an alien species from the Star Sphere, one previously undiscovered (or perhaps just ignored) by the Akashans. They have been observing the Akashans for centuries and have decided that they might want to try their hand at pultaaking, but as dictators, rather than "guides."

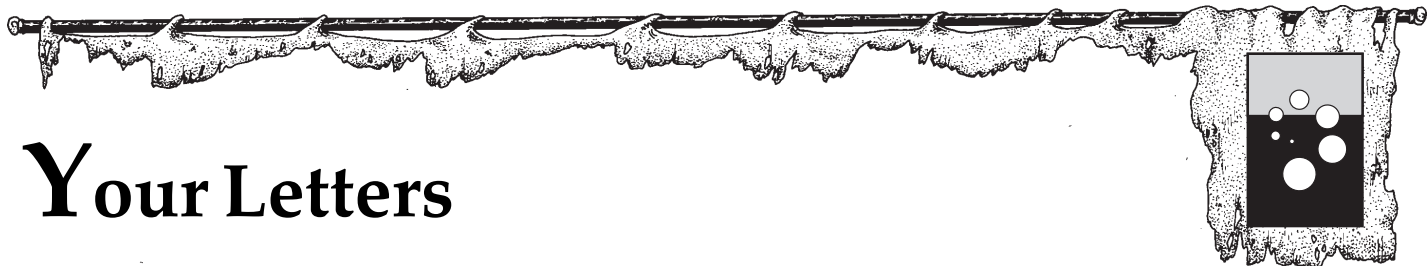
In their quest to learn more about the Akashans and their secrets, they learned about the trip to Earth via the stargates. They dispatched a robot craft to the same general area on the planet. It is programmed to seal itself and take off as soon as Humans are detected on board. If Storm Knights board the craft, they will be taken to the Star Sphere to be interrogated, examined and probed by these aliens.

This might not be all bad — the Knights might be able to forestall any hostile actions by these aliens against other worlds. They might find new allies against the High Lords. They might get their hands on interesting new equipment that could aid them in their fight.

Then again, they might just get dissected ... 

Pocket Dimension: Olympus
continued from page 4

Queen Hera. The royal household is not a happy one, as Zeus' numerous love affairs are literally the stuff of legend. Zeus himself is simultaneously receiving a "private audience" with the Scarlet Asp (on loan from her duties in Berlin). Mobius is obviously attempting to create more rifts in the ranks of the gods, and whether or not he succeeds may have dire consequences for the remainder of the Possibility Wars. 



Your Letters

Concerning Wu Han's return to Evil:

1. Are Heather and her mother dead? If not, is there a chance Wu Han can turn Good again?

2. Has the fan mail from those who approve of Wu Han's return outweighed the hate mail from the romantics whose heart you broke?

3. Is the Eagle dead from stun gun overdosing?

4. What story will Wu Han tell Mobius in order to stay out of the Omegatron? (It better be good!)

—Greg Detwiler

Williamsburg, PA

It's just a Greg Detwiler kind of month around here ...

1. Of course not! Heather is a slave in Wu Han's temporary palace in Thebes, and her mother lives on in the body of a white gorilla. (Wu Han never makes idle threats.)

2. Yup. By a lot.

3. As a mackerel.

4. Simple — Wu Han bought his way back into Mobius' favor with information on Texas, which the good Doctor used to plan his invasion.

I love the game and I think you're doing a great job.

I have a couple of questions. First, how do I handle attribute increases for shapeshifter characters? Skill add increases are straightforward, but I'm not clear on how attributes are increased. If total number of attribute points must be the same in both forms, do you increase one attribute in each form at the same time, or is there another method? I'd appreciate it if you could clear this up.

Second, how about more information on why Ayslish elves don't like the Akashans, and some more general information on the elves and their homeland and past?

—Christopher Hall

Litt Carr, KY

Shapeshifters must have the same number of total attribute points in both forms, and their *Spirit* attribute total must be the same at all times. If your shapeshifter wants to increase an attribute in one form, he must pay for two points and increase an attribute one point in the other form as well. He does not need to increase the same attribute in both — in wolf form, he might want increased *Strength*, but take increased *Perception* in human form. But the number of points must be equal in both.

The secret of the elves will be revealed in the upcoming *High Lords' Guide* in October. We have received proposals for an elves sourcebook, but there are no plans for one at this time.

My players would like more adventures with characters from the novel series.

One of my players thinks a Gaea sourcebook would be keen. Suggestion: have adventures in *Infiniverse* more closely linked to actual "war," like stopping stelae planting, etc.

Gaunt Man should be kicking everyone's butt, but he's not. He's looking for a wife??

—Brian Schomburg

Honesdale, PA

Something to think about ...

Plans right now are for dispatch #1 of issue #38 — the last part of "Bride of Darkness" — to be blown out to fill the four-page feature section, due to its importance.

The Gaunt Man works in mysterious ways ... □

I've just finished reading *Infiniverse Update, Volume II*, and it is one of the best products WEG has published — and considering the quality of some of your products, that's saying a lot.

Anyway the section on Avalon and Atlantis gave me an idea. Since the interaction of different realities is the backbone of *Torg*, and sourcebooks are the most popular products you produce (though we love adventures, too), why don't you make the next *Infiniverse* competition one to produce new realities/pocket dimensions (of about the same length as Atlantis and Avalon?) I believe this has several advantages besides the obvious popularity it will have with the *Torg* world at large. It will enable realities such as Kadandra, Kantovia, and the Dream Time (and perhaps ones mentioned such as Seido and Illithicar) to be detailed without risking full new supplements on them, and it will introduce new realities without the complications of having them invade Earth — or even interact with it at all.

—Nick Kabilafkas

Sydney, Australia

Great idea, Nick. We had originally been thinking about doing a *Pocket Dimensions* book for sometime in 1994, but then decided you'd all been waiting long enough for that *Nile Gizmos* book we keep promising, so we scheduled that instead. *Pocket Dimensions* will probably come out sometime in '95, and we may well have some or all of it done through *Infiniverse* subscriber submissions.


Looking for players, so would you please print my address?

—Ken Blackwood

Boone, NC

Okay, here goes. If you want to play in Ken's campaign, write to:

Ken Blackwood
PO Box 11985
Boone, NC 28608

More herald messages than letters this month, so we're going to give you a page of those. Onward: 

Herald Messages

"How do you spell 'Danger: Nuclear Minefield' in Magna Veritan?"

— ANATO soldier, after his boss found out how tough a Samson hovertank is.

Mobius' attempts to focus attention on Orrorsh have failed! Baron Insidia was revealed as a minion of the Nile and the US government has vowed vengeance! Already, Nile operations in Nevada and San Francisco have been destroyed by government-backed Knights. Their next stop is South America to investigate reports that the Living Land has renewed its war with Core Earth there, with the Akashans turning a blind eye to it.

— Ralph Dula
Cumberland PA

"This is going to hurt."

— Realm runner "Doc Glory" before opening a door in the temple of Rec Stalek.

"That looked like it hurt."

— Vampire hunter Luther after seeing a large green tentacle pull "Doc Glory" through the door he had just opened.

Say, does anyone know who that grinning, gap-toothed eedinos is who's running a primitive talk show in the ruins of 30 Rockefeller Plaza?

They say he's a transformed human, but nobody seems to know who.

Oh, shhh ... he's about to do one of his Top Ten lists ...

— John Olson
Baltimore, MD

Strange warriors who called themselves "Troubleshooters" from a place called "Alpha Complex" have appeared in Cairo and things will never be the same again.

— Mario Gintella
New Orleans, LA

A real bad month for the Storm Knights. Failing to heed the warnings of an Orrorshan witch, the group fell victim to her curse. It began to take shape in the Nile Empire, where Ensign Egypt was recovered, but not before being transferred into Skragg's body. The group went on to fail to save Natatiri and later, in L.A., fell for the time machine ploy (gotcha!) Group is stranded on Tharkold and is not expected to survive. Players are rolling up new characters.

— Dale Hitesman
Oceanside, CA

"I didn't know Skippy *could* tell the time!"

— Part of Ensign Egypt's defense

"Hello, Hachiman Arms? Sales division, please ... Yes ... You see the cover of your heavy weapons catalog? ... Three guys with really big guns, that's right ... Yes ... I want whatever is causing the mass destruction in the background ...

— Franz Munch of Nightmare Legion, hard at work

Tarot, Xardan and IVN-2800 (Ivan) infiltrated the city where Kranod's latest project was being completed. The trio watched as the High Lord used an ebony object to create an enormous bridge into the night sky. As Tharkoldu began streaming up it, the bridge shuddered and collapsed.

Ivan and the other Knights have since escaped to Earth, and Ivan has CyberCam tapes he plans to send to "The Invasion's Funniest Home Videos."

— Allan D. Sugarbaker
Berkeley, CA

"Death. Destruction. Sounds of pain and agony. These are a few of my favorite things ..."

— Gaunt Man caught singing in the shower (bootleg copies available from Ichi Entertainment

The Holy Grail is again in the safekeeping of the Poor-Fellow Soldiers of Christ and the Temple of Solomon. Louis-Etienne Istuan de Payns, Templar Master in his 706th year, aided by a band of Storm Knights, followed through the Middle East and on to southern France. Outwitting and outfighting Nile agents, cyberpriests and a cyberdecking warlock, they rescued the Grail from its 700 year old hiding place.

— Terence Wynne
Greenwich, CT

"I hate bugs! That's why I moved into the city! Now look at it!"

— Irate NYC resident

"Ace Decker just singlehandedly defeated a giant who was leading a contingent of Dark forces. I don't think being possessed by a demon of the Wild Hunt for three years has slowed him down."

— Jens, an accountant turned Viking Storm Knight

"You know, I don't think she's an Ord."

— Kiddy Phenil, after shooting a Spartan for 47 points of damage with a vital blow to the head which had no effect

Rec Pakken has replaced Baruk Kaah with a ravagon. The reality of the Living Land is at war with itself as Lanala wars with the Tz'Ravok.

— Stephen Smoogen
Socorro, NM

"The Eagle brought this on himself — how could be foolish enough to think that Wu Han would peacefully return to Cairo with him!"

— Wu Han, as reported by Jim Ogle
Socorro, NM

"I don't claim to be the one, true Skippy. I don't know that anyone can fill his ... well, he didn't wear shoes, did he? But he stood for something, something worth fighting for. And somebody had to carry on that fight."

— The Skippy of Steel

"I died because of my own weakness. I should have crushed Ensign Egypt when I had the chance. But rest assured he will not long escape my vengeance. The goddess has given me the power to avenge, and I will use it to cleanse this cosm of evil.

"Skippy is dead. Skippy is the past. I am the future."

— The Last Son of Lanala

"Wow! Cool! Neat!"

— The Skipster

Dr. Zap regained his senses after his battle with Colonel Cairo, only to discover that he has lost his memory and his powers! Be here for Part I of the 36-part "ZapFall" in which all of our hero's archvillains (yes, both of them!) are freed from prison and a powerless Zap must track them down.

Then hang on for Part I of the 72-part "ZapQuest" as Dr. Zap/Captain Carnage embarks on the search for his true identity!

Latest disruptions in Russia play right into the hands of the Warrior of the Dark, whose invasion of the former Soviet Union continues to go well. Many of the supporters of the Parliamentarians, longing to go back to a dictatorship, are starting to look to the Ayslish warrior woman as a symbol of power and strength.

INFINIVERSE™

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Malraux Wonderland

(To the tune of "Winter Wonderland.")

Church bells ring,
Are you listening?
In the lane,
Cyber's glistening,
A most holy sight,
We're jacked-in tonight,
Walking in a Malraux wonderland.

Gone away,
Is all our hope,
Here to stay,
Is the C-Pope,
Our faith is so strong,
As we go along,
Walking in a Malraux wonderland.

In the valley, we'll meet the Resistance,
And discuss plans to retake the town,

When they say, "You with us?"
"In this instance,
You can do the job, we won't be around."

Later on, we'll conspire,
With our feet to the fire,
Next we'll get flayed,
That's the price to be paid,
For walking in a Malraux wonderland.

The Nameless One is Coming To Town

You better not pull,
Stelae from the ground,
All you Knights better hide,
Where you can't be found,
The Nameless One is coming to town!

He's consuming your world,
And chewing it good,

— continued on page 6

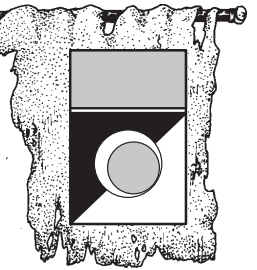
REALITY CHECK

by Brian Schomburg

Ayslish folk adventuring in a shopping mall...



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #36

1. Mobius plans to use reality tree to convert Iceland to Nile axioms and turn it into a floating battlebase. Starts out True (19). Anchors aweigh!
2. Ghostdancer movement springs up among Gaea's Native American population in response to the domination of the Gaunt Man. An impressive True (25) to start.
3. Negotiations going on between high-ranking cyberpriests and techno-demons. Or not — starts at False (18).
4. Colonel Cairo and Captain Carnage (the former Dr. Zap) clash in the

streets of Thebes. Both vanish under a pile of rubble. A tight race, and True (13) out of the blocks.

Continuing Report: Issue #35

1. Woman believed to be infected with Comaghaz the subject of a battle in Tokyo. Law of Intrigue may affect Comaghaz cells in Nippon Tech. Slight drop to True (15).
2. Baseball seen as a symbol of national hope renewed in the wake of the Possibility Wars. Especially if you're a Blue Jay fan — holding at True (18).
3. Orrorshan werewolves travel to the Land Above to try and gather Ustanah for use in a new Horror. Up to True (13).
4. Backlash against Storm Knights beginning to be seen in some areas of Core Earth. "Ords Are Heroes, Too" chapter springs up. Slight jump to True (17).
5. Mobius believed to be targeting Spain for invasion. Adios, amigos — it's at True (19).

The Wrap-Up: Issue #34

1. Cyberpapal cleric infected with Comaghaz uses *alter disease* to lock himself into second stage. Peace Through God used as a means to infect others. Finishes at True (15).
2. Ace Decker saved by aboriginal shaman Djil, now inhabiting the body of an enormous Ayslish warrior. Little jump at True (17).
3. Storm Knights planning to seize control of major Japanese networks and broadcast news of 3327's identity — actually, the whole thing is a death-trap. A drop, but not a precipitous one — ends at True (13).

Upcoming For Torg

January: The *Terra* sourcebook, written by Brian Sean Perry, author of the *Tokyo Citybook*. Explore Mobius' home cosm, learn the secrets of Terran pulp magic, fight side by side with the greatest heroes and worst villains of the cosm.

March: *The Clerics' Sourcebook* collects all the miracles of the *Torg* universe, along with an assortment of new ones, and details the miracle creation system. Can we hear an amen, brothers and sisters?

May: *Infiniverse Update, Volume Three*. And the first one not written by Greg Farshtey! John Terra leads you through the Possibility Wars 1994, featuring shocking surprises, sinister plots and the return of an old and adamant villain (no, it's not Ensign Egypt!)

September: *Berlin Rezoned* is the tentative title for John (*Interview With Evil*) Terra's second novel. This book follows Major Havoc and his band of Mystery Men into the heart of Berlin, where Nile heroes clash with Tharkoldu techno-demons in the deadliest mixed zone of them all.

Shatterzone Quarterly

If you enjoy *Torg* and the *Infiniverse*, give WEG's new game, *Shatterzone*, a try.

New Staffers

West End welcomes new graphic artists Nicole Black and Tom O'Neill to the fold and wishes them a long and happy association with the company.



Bride of Darkness, Part V

(This is part five of a five-part *Torg* adventure that has been running through the Dispatches section of this newsletter. For those who came in late, the Gaunt Man has been dispatching Nightmares to kidnap some of the major women of power in the world, including Ellen Connors, head of the Delphi Council; Natatiri, Nile Overgovernor; Sarila, Akashan biotechnician; and Pella Ardinay, Lady of the Houses of Aysle. His reason: he is convinced that one of these is the favored of the Nameless One, and he means to determine who, the better to manipulate her for his own ends.

Whether or not he has succeeded in the first three kidnappings depends on how your group has played the dispatches. He has succeeded in kidnapping Pella Ardinay, and the Storm Knights were either carried along or have tracked her down to Illmound Keep. As Part V opens, the Knights are in the fortress of the Gaunt Man, drawn by the faraway voices of the Orrorshan High Lord and his Ayslish captive ...

Note that, for purposes of the response form, this should be considered Dispatch 1. By the way, the Perseverance DN is the Gaunt Man's own...)

SCENE ONE: Ravagon with the Wind

The Situation

Standard. The Storm Knights fight their way through the twisting corridors of Illmound Keep to rescue Pella Ardinay.

Read aloud or paraphrase:

Illmound Keep is dark and cold this night, with the chill of death

hanging over all. The house feels as evil as its master, as if it were sick in its heart and soul. Somewhere, someone is screaming, and you briefly wonder if it might be you.

The Action

Even if the Storm Knights teleported with Ardinay at the end of Part IV, the spell weeded them out and placed them in another part of the castle. Let them wander around for a while — the layout has shifted slightly since *The Gaunt Man Returns*, but with a few modifications, the maps from that supplement can be used.

Toss a few minor terrors their way, just to keep them honest. Periodically, they hear voices and maniacal laughter. One voice is surely Pella Ardinay's, raised in anger; the other, softer one, the one that makes their flesh crawl, must be the Gaunt Man's.

Let the Knights draw closer and closer to the Gaunt Man's laboratory. The voices are becoming clearer — the Gaunt Man seems to be reciting some sort of ritual. A woman is crying, though it does not seem to be Pella.

Suddenly, a passage in the wall opens near the Knights to reveal Parok, the Gaunt Man's ravagon servant. He has been dispatched by his master to delay the Knights until the ritual is completed.

Parok

Reality: Orrorsh

DEXTERITY 15

Dodge 18, flight 17, maneuver 18, melee weapons 22, stealth 21, unarmed combat 24

STRENGTH 17

TOUGHNESS 19 (25)

PERCEPTION 13

Find 19, language 16, tracking 19, trick 18

MIND 12

Survival 17, test 22, willpower 19

CHARISMA 10

Charm 15, persuasion 18, taunt 13

SPIRIT 10

Faith (Irishantism) 20, intimidation 19, reality 19

Possibilities: 6 per Storm Knight

Powers: *Resistance to normal weapons*

Corruption Value: 22

Fear Rating: 2

Perseverance DN: 25

Weakness: Enchanted or blessed weapons made of elemental earth (severe weakness)

True Death: Occult ritual to sever the wings from his body

Natural Tools: Occult-treated armored skin, armor value TOU+6/25; talons, damage value STR+3/20; wings, speed value 13

Equipment: Metal sword, damage value STR+4/21; rank harness; occult-treated crimson gem

Let the Knights go a few rounds with Parok, who is fighting to the death. As far as he knows, the Gaunt Man has what he wants and doesn't desire an audience. The Knights do have one advantage: in the cramped quarters of the corridor, Parok cannot fly.

If the Knights are winning, by all means let them win and then cut to "Gust in the Wind." If the Knights are losing, cut to "Gust" before Parok slices them into minute steaks.

Gust in the Wind

Read aloud or paraphrase:

From nowhere and everywhere at once, a great wind rises. It howls like a banshee down the hallways of Illmound Keep, carrying a strange laughter that sounds like tree branches scraping against a window.



Jaime Lombardo / Ron Hill

A gust catches Parok and carries him away, and now you feel the wind tearing at you as well.

The winds have a *Strength* of 19 and they are blowing the Knights further in toward the heart of the Keep. Let them make an effort to resist it—grabbing hold of things, etc. Any furniture in the hallway will become a deadly missile. As they are drawn into a large chamber and brought face to face with Nature gone mad, cut to Scene Two.

SCENE TWO: They Call the Wind Hatha

The Situation

Dramatic. The Storm Knights confront Hatha, newest member of the Hellion Court. Unlike Parok, she has

not been ordered to attack the Knights. But she has had little exposure to them since assuming her new rank, and wishes to toy with them a bit, given the circumstances.

Read aloud or paraphrase:

The woman who stands before you is horrifyingly beautiful. Her green eyes shine and her brown hair falls past her shoulders, yet she is like no woman you have ever seen before. Her skin is leaves and bark sewn together, her nails rose thorns, her muscles like nothing so much as the roots of trees. She smiles at you and you feel a chill not from the wind.

"Welcome, little ones," she says in a voice that is the thunder that precedes a storm, the roar of the hurricane, and the song of night birds. "Welcome to the abode of Hatha. You are to be my guests for a while. If you are very, very good, perhaps I will give you a gift before you go. If you are bad ..."

A wall of flame suddenly spring up in front of Hatha, working its way rapidly toward you.

If the Knights turn around, they'll find a similar blaze behind them. Before the flames can reach them, they are extinguished.

The Action

This is not so much a combat scene as it is a "malevolent goddess at play" scene. Because of the events in *No Quarter Given* and other irons the Gaunt Man has in the fire, he really has not let Hatha off her leash since she joined the Hellion Court. Not having received any instructions from the High Lord about these Storm Knights, she assumes they're free to anyone who wants to torment them. She relishes the chance to see what her master's foes are made of.

Keep in mind when running this scene that Hatha is capable of violent mood swings and is mentally unstable at best. She may well choose a "favorite" from among the male Knights and set him aside while she tortures his fellows. By the same token, she may

choose a “favorite” and skin him alive first, as an example to his friends. This is an entity of great power who’s a few trees shy of a forest, and if that doesn’t scare the Knights, nothing will.

Hatha

Reality: Orrorsh

DEXTERITY 12

Beast riding 14, dodge 14, melee weapons 15, running 15, stealth 16, swimming 15, unarmed combat 14

STRENGTH 15

Climbing 18

TOUGHNESS 17

PERCEPTION 15

Find 18, language 19, scholar (Kantovian lore) 23, tracking 22, trick 19

MIND 18

Occult 22, test 23

CHARISMA 19

Charm 25, persuasion 23, taunt 22

SPIRIT 17

Faith (Kantovian nature spirits) 20, focus 22, intimidation 23, reality 24

Possibilities: 10 per Storm Knight

Natural Tools: fingernails, damage value STR+4/19

Powers: *Hypnosis, life drain (Toughness), magical resistance, animal control, plant control, shape change, blur form, silence*

Miracles: All Core Earth miracles. *Animal speech, fertility, inferno, plague, plant protection and storm* from Aysle.

Corruption Value: 25

Fear Rating: 2

Perseverance DN: 25

Weakness: Acid (severe weakness)

True Death: Steel spike blessed by a Kantovian shaman and driven through her head

Power Notes: Hatha does *life drain* by attacking a victim with her fingernails. She can control any animal with *animal control*. *Plant control* is similar to *animal control*. Hatha can *shape change* into any known animal or bird.

The Knights can handle this however they choose. They may decide to humor her until they can escape; they may run for their lives while she pursues; they may attack.

Give them a chance to roleplay with Hatha a bit — this is a foe they’re probably not familiar with. If you really want to have fun, have her throw in the fact that she senses the presence

of another Kantovian on Earth, though she knows not where.

At some point, Hatha will pause as if listening to a voice none but she can hear. If the Storm Knights are still standing at this point, she will brush aside a tapestry to reveal another secret passage.

Read aloud or paraphrase:

“Run along, little ones,” Hatha tells you. “The master is calling.”

The Knights, of course, will probably be very reluctant to go down that passage. Understandable and perfectly okay. If they choose to, they can leave by the front door, completely unmolested. The passage would have simply gotten them to the Gaunt Man’s lab a little faster, but they can choose their own route.

Once the Knights make it to the Gaunt Man’s laboratory, cut to Scene Three.

**SCENE THREE:
The Bride of
Darkness**

The Situation

Dramatic. The Storm Knights get a little more than they bargained for when they discover that Pella Ardinay doesn’t really need rescuing. Note that, if your group managed to rescue all of the other personages the Gaunt Man tried to kidnap, the other women in the lab besides Pella can be Victorians stolen from the surrounding towns.

Read aloud or paraphrase:

In your time as a Storm Knight, you have witnessed scenes of horror before. But never anything to quite match this. The Gaunt Man stands in the center of the cavernous room, watching occult energies play across the chained, writhing form of Pella Ardinay. Beside her, also shackled to the wall, are other women, watching the Gaunt Man in terror. Several six-armed giants stand guard over them, seemingly oblivious to Ardinay’s pain.

Before you can react, the Gaunt Man turns and smiles. “Welcome, my unexpected guests. You are just in time to witness the culmination of my greatest experiment. My researches have proven beyond doubt that this woman —” he says, gesturing toward the pain-wracked Ardinay — “is more than she appears. We will soon see just how much more.”

The Knights have a couple of options here. They can attack the Gaunt Man; they can attack Pella (which will involve fighting the Gaunt Man); they can try to rescue Pella (the Gaunt Man will no doubt watch in amusement); or they can try to rescue the other captive women before they are destroyed by the energies unleashed here.

By now, you’re probably wondering just what the hell is going on. Well, it’s like this: some time ago, the Gaunt Man learned that one of the women intimately connected with the Possibility Wars was the focus of a portion of the Nameless One’s power. Up to now, only the Gaunt Man has tasted of this energy — but if another were to be “blessed” by the Nameless One, and could be brought under the sway of the Gaunt Man, nothing could stand in his way.

He therefore initiated his kidnapping scheme, with mixed success. The ritual he is performing will (he believes) simply speed up the transformation into a chosen of the Nameless One. (This is not the whole story, but not even the Gaunt Man knows that yet ...)

The Gaunt Man

DEXTERITY 17

Dodge 22, maneuver 18, melee weapons 20, prestidigitation 20, unarmed combat 18

STRENGTH 21

TOUGHNESS 28

PERCEPTION 29

Evidence analysis 31, find 30, language 32, scholar (eternity shards) 32, scholar (Orrorsh realm lore) 35, scholar (the Nameless One) 33, trick 31

MIND 28

Test 32, occult 34, willpower 34

CHARISMA 22

Charm 26, persuasion 27, taunt 23

SPIRIT 28

Faith (Orrorshan evil) 37, intimidation 38, reality (Orrorsh) 35

Possibilities: 300

Equipment: Occult amulet protecting him from eternity shards; cane with small living head, causes fear in a 30-meter radius around the Gaunt Man (spell functions in a similar manner to the *fear* spell detailed on page 86 of the *Orrorsh* sourcebook).

Powers: *attack form resistance (physical, mental, and spiritual damage from magical attacks), regeneration, resistance to normal weapons, silence*

Corruption Value: 61

Fear Rating: 5

Perseverance DN: 27

Weakness: Eternity shards, though this is nullified while the Gaunt Man remains inside Illmound and wears his amulet.

True Death: None known.

As soon as the Gaunt Man finishes his little speech, the hexaphim will abandon their posts and attack the Knights. Meanwhile, the occult energies continue to bathe the struggling Ardinay.

Hexaphim (One per Storm Knight)

DEXTERITY 10

Maneuver 11, melee weapons 15, running 11, stealth 15, unarmed combat 15

STRENGTH 18

Climbing 20

TOUGHNESS 20

PERCEPTION 8

Find 10, trick (18)

MIND 15

Test 20, willpower 18

CHARISMA 8

Taunt (15)

SPIRIT 8

Faith (Orrorshan evil) 12, intimidation 20

Additional Skills: One at +1 adds

Possibility Potential: some (18)

Natural Tools: Thick skin, armor value TOU+5/25, flesh only, statue form, armor value TOU+10/30; claws, damage value STR+3/21; fangs, damage value STR+1/19. Ignores multi-action penalty to attack twice, but three or more attacks invokes penalty.

Powers: *elemental alteration (stone) or elemental alteration (metal), +2*

Corruption Value: 21

Fear Rating: 1

Perseverance DN: 14

Weakness: Hindu holy objects

True Death: Cast pieces into a fire blessed by a Hindu priest.

Description: Hexaphim are three meter tall, six-armed humanoids. They can be male or female, with their skin a deep red or blue. Their eyes are aflame, burning with unholy delight.

The hexaphim are able to change themselves into statues of either stone or metal.

During the battle, read the following:

Suddenly, an inhuman scream comes from Ardinay's lips. Now what looks to be a negative image of her strains against the chains that bind her. The occult energy of the Gaunt Man's ritual is no longer simply bathing her, but is now radiating from her. Then she is the Ardinay you have known again; then the negative; then the two switch back and forth, as if battling for control of her form ... or perhaps merging.

What is most surprising is the Gaunt Man's reaction. No cry of triumph comes from his lips, no shrill laughter reeks through the lab. Instead, he watches with something akin to awe, saying, "By the Nameless One, what is happening here? My ritual should not produce this effect. It cannot!"

Now the Keep begins to quake. The hexaphim, if they are still standing, begin to fall back. The chained women scream as masonry crumbles around them. The Gaunt Man is occupied with watching Ardinay, giving the Knights the opportunity to rescue the captives if they choose to (the quakes have weakened the walls, so pulling the chains free requires only a *Strength* total of 9).

Read aloud or paraphrase:

The Gaunt Man wheels on you, rage burning in his eyes. "You! You have done this, somehow! How did you interfere with my ritual? Tell me or I promise you a hell worse than has ever filled your nightmares!"

His answer comes from an unexpected source. Ardinay, occult power blazing in her eyes, exudes only a fraction of her newfound energy and

explodes her chains. Then she rises into the air, shouting, "Fool! Have you so soon forgotten that there is one whose power is greater than your own?"

The Gaunt Man raises a hand and fires a bolt of energy at the hovering form. Ardinay deflects it with a gesture. It strikes a table full of chemicals, which explode in flames.

"You have been manipulated from the start, High Lord!" Ardinay continues. "The Nameless One required you to pour some of your occult power into this vessel to prime it for transcendence. Once that had been done, his own energies completed the transformation. I am everything you were and far, far more!"

"This cannot be!" the Gaunt Man rages. "I am the chosen of the Nameless One!"

"You? You are limited, Gaunt Man! You know only evil, only one side of the battle. The Nameless One requires a servant who has walked the paths of both the Light and the Dark." A wicked smile comes to her lips. "And this vessel will serve admirably."

She turns her almost inhuman gaze upon you then. "Hear me, Storm Knights. No longer am I the woman you knew! I have ascended — I have completed the journey begun when Uthorion possessed this shell centuries ago. I am a goddess of destruction! Challenge me at your peril!"

"And you, Gaunt Man. Know that the eyes of the Nameless One and his servant are now upon you. Crush this pitiful cosm quickly — the master hungers for its energies. And if you harbor any foolish thoughts of treachery —"

Ardinay lifts her slim, white arms to the heavens and bolts of lightning fly from her fingers, blasting a hole in the ceiling of Illmound Keep. Then she rises through the gap and vanishes into the night sky.

For the Storm Knights, leaving would be a real good idea right now, since the Gaunt Man has just been told he's been used and probably isn't taking it well. With portions of the Keep coming down (though we're not talking mass destruction by any means),

there's enough confusion to allow the Knights to make a quick exit.

Listed below are the new stats for Pella Ardinay as the "bride of Darkness." These supersede statistics given for Pella in earlier *Torg* products.

Pella Ardinay
(Avatar of the Nameless One)

Reality: Aysle

DEXTERITY 16

Beast riding 21, dodge 22, flight 19, maneuver 21, melee weapons 20, missile weapons 21, prestidigitation 28, unarmed combat 20

STRENGTH 15

Climbing 18, lifting 18

TOUGHNESS 15

PERCEPTION 33

Alteration magic 48, divination magic 40, evidence analysis 43, find 44, first aid 47, language 45, scholar (Ayslish lore) 42, scholar (the Nameless One) 36, trick 42

MIND 39

Appotation magic 55, artist (painter) 44, conjuration magic 53, medicine 41, survival 43, test 52, willpower 52

CHARISMA 32

Charm 45, persuasion 43, taunt 36

SPIRIT 50

Faith (the Nameless One) 51, corruption 60, intimidation 51, reality 65

Possibilities: 500

Arcane Knowledges: Pella Ardinay has all arcane knowledges at 10 adds, and knowledge of all Ayslish spells.

Equipment: elfmail, armor value TOU+6/21; elf longsword, damage value STR+8/23

Critical Event

Surviving and rescuing the other captives is a *Good* result (6 or above). Not rescuing any of the other captives is a *Bad* result (3 or less).

What Just Happened

Okay, now that you've seen her new measurements, put your eyes back in your head, gamemasters. It's time

to discuss what just happened and what it might mean to your campaign.

Perhaps the most startling aspect of this whole storyline is the revelation that the Gaunt Man has been manipulated from the very beginning. Those of you who read *Interview With Evil* by John Terra may have wondered just why the Gaunt Man made a High Lord out of Uthorion, who comes across as such a complete idiot. Well, now you know — the Gaunt Man was subtly manipulated by the Nameless One into giving Uthorion this power. That deity knew that one day Uthorion would encounter a being of pure Light — Ardinay — and possess her. (Admit it, you've wondered why Uthorion bothered possessing her body for five centuries instead of just killing her and proclaiming himself victor in the war. Well, suffice it to say Uthorion is much easier to use than the Gaunt Man, and the Nameless One realized that.)

The Nameless One's goal was a simple one: he required a servant who understood both the Dark and the Light, something the Gaunt Man, for all his power, could not do. By tainting Ardinay's body with Uthorion's evil, the Nameless One banked on the possibility that eventually her spirit would return to its shell (after all, Uthorion couldn't pull off the deception forever) and she would find herself divided between good and evil. A perfect tool ...

Once this happened, it remained only for the Gaunt Man to be prodded into believing that the "bride of Darkness" would be at roughly his power level or slightly below and a potential ally in his quest to become Torg. By seeking her out and unleashing her latent evil through an occult ritual — one of sufficient power that the Nameless One would be able to seize control of it — the Gaunt Man allowed Ardinay to ascend to her new role as demigoddess of Darkness.


What does this mean to our major characters? Well, the Gaunt Man has seen, for the first time, the hand of the Nameless One intervening in the Possibility Wars ... and he's not happy. Like a hungry shark, that deity is hovering on the fringes of the cosmverse, waiting for the moment to consume all. And so intent is he on victory that

he has used his champion — the Gaunt Man — like he was a mere pawn.

Although Ardinay now has roughly the same power levels as a Darkness Device, do not expect to see the Gaunt Man bow and scrape to her. Rather, he has already begun planning how to use her and her newfound abilities to further his master plans to become Torg.

As for Ardinay, she is now something beyond human. Her mortal soul now shares her body with a portion of the Nameless One's essence. The woman who led the Houses of Aysle is no more — in her place is an entity of pure destruction, one that much more deadly because she truly understands how followers of the Light think and act. Her transformation will hit Aysle hard, and it will be up to Tolwyn of Tancred to rally the Light once more.


What does this mean to your campaign? Essentially, Ardinay can be used to a) keep your player characters from having too easy a time of it in adventures and b) keep them from wandering off the map. After Ardinay has appeared out of nowhere a few times and kicked the crap out of them, they'll learn to head in the other direction. As an avatar of the Nameless One, she will appear where her deity's interests are most threatened. Things could get ugly ...

Only time — and your responses — will tell what other effects these events will have on the Possibility Wars. 

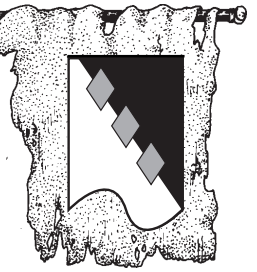
continued from page 1

He's Destruction incarnate,
And that's understood,
The Nameless One is coming to town!

He sees you when you're sleeping,
He knows when you're awake,
He drains your possibilities,
Till there's no more to take.

So you better not storm,
Cause the realms will not budge,
He hasn't got a form,
But he's sure got a grudge,
The Nameless One is coming to town! 

Dispatches and Rumors



Dispatches

1

Note: Looking for Dispatch #1, featuring Part V of the "Bride of Darkness" storyline? Turn back to page 3, it's this month's feature.

2

A cheery carnival has begun rolling through some of Australia's smaller towns along the eastern coast, bringing happiness, joy, laughter ... and stelae.

The carnival — known as "Mr. V's Circus of Wonders" — has been drawing huge crowds and playing to packed houses for the duration of its run. Unknown to all (but a few unfortunate Storm Knights, sadly no longer with us), it is a tool of Orrorsh, planting stelae as it travels. In addition, they try to spread a little fear wherever they go, like good Orrorshan Horrors should.

"Mr. V," owner and ringmaster, is in fact vampire Victor Manwaring (the Gaunt Man does not fully trust Manwaring to get the job done, but with the betrayal of Wellington, the failure of Cheltenham, and the other Nightmares committed to the "Bride of Darkness" kidnappings, he's short-handed.) He's backed by clowns (killjoys), a freak show (featuring the knot man), and other entertainment for all ages (like the puppeteer).

Victor Manwaring

DEXTERITY 12

Acrobatics 20, dodge 19, maneuver 17, running 17, stealth 20, unarmed combat 20

STRENGTH 17

Climbing 19

TOUGHNESS 18

PERCEPTION 11

Alteration magic 16, divination magic 14, find 14, language 15, scholar (Victorian culture) 16, trick 16

MIND 14

Test 23, occult 16, willpower 23

CHARISMA 14

Charm 26, persuasion 21, taunt 16

SPIRIT 9

Intimidation 18, reality (Orrorsh) 21

Possibilities: Four per Storm Knight

Powers: *life drain (Strength), infection, regenerate, shapeshift (bat), up condition (night)*

Corruption Value: 21

Fear Rating: 2

Perseverance DN: 21

Weakness: Cross, holy water, stake through heart, *stymie* condition (day)

True Death: Decapitation

Natural Tools: Fangs, damage value STR+1/18

Puppeteer

Reality: Orrorsh

DEXTERITY 13

Dodge 16, maneuver 15, stealth 14, unarmed combat 16

STRENGTH 16

Climbing 17

TOUGHNESS 15

PERCEPTION 12

Tracking 14, trick 13

MIND 10

Test 12

CHARISMA 8

SPIRIT 8

Faith (Orrorsh) 9, intimidation 12

Additional Skills: One at +2 adds

Possibility Potential: some (35)

Natural Tools: Fingernails, damage value STR+2/16

Equipment: Oak puppet frame

Power Rating: 1

Corruption Value: 21

Fear Rating: 2

Perseverance DN: 18

Weakness: None

True Death: Suspended like a puppet from an oak tree at sunset

Description: The puppeteer appears as a four-meter-tall thin man, with long, pointed fingers. He wears a striped blazer and straw boater, and a perpetually wide grin.

The puppeteer is capable of controlling a victim once he has something of theirs (a lock of hair, an item of clothing, etc.) and will then use his puppet frame to force them to perform a wild dance. Every hour in which the victim dances, they suffer damage value 12 plus a bonus number. It is possible to drop dead from exhaustion as a result of the puppeteer's attack.

Killjoys

Reality: Orrorsh

DEXTERITY 9

Dodge 11, melee weapons 11, prestidigitation 16, stealth 12, unarmed combat 12

STRENGTH 13

Climbing 15, lifting 15

TOUGHNESS 12

PERCEPTION 13

Find 15, trick 15

MIND 10

Test 12, willpower 12

CHARISMA 10

Taunt 12, hypnosis 25, persuasion 12, taunt 12

SPIRIT 7

Faith (Orrorsh) 12, intimidation 12

Additional Skills: One at +2 adds

Possibility Potential: some (35)

Natural Tools: Teeth, damage value STR+3/16

Powers: Hypnosis +3

Corruption Value: 25

Fear Rating: 2

Perseverance DN: 15

Weakness: Anyone who manages to withstand a killjoy's *hypnosis* and who generates a *prestidigitation* total of



Valerie Valusek

14 or higher invokes a *stymie* weakness — the killjoy will be totally engrossed for one round, plus for every subsequent round as long as a successful *trick* is made against it (character gets +5 modifier to *trick*).

True Death: Using a prop to kill the killjoy, for example: beating it to death with its mallet; drowning it with a seltzer bottle; “finding” a knife behind its ear and stabbing it to death

Description: Killjoys appear as human-sized clowns and dress in gaily, bright multi-colored outfits. Their faces look to be covered in red and white makeup (in truth, this is their natural skin color).

Killjoys use their *hypnosis* power to root their victims to the spot. Once this is done, they perform gruesome tricks on their victims (i.e., a pie filled with blood in the face, a large rat “found” behind the ear). They may kill them with their sharp teeth.

Killjoys have never been known to speak.

Knot Man

Reality: Orrorsh

DEXTERITY 9

Dodge 10, stealth 10, unarmed combat 13

STRENGTH 13
TOUGHNESS 16
PERCEPTION 9

Find 11, tracking 12, trick 12

MIND 7

Test 14, willpower 19

CHARISMA 2

SPIRIT 10

Intimidation 18, reality 14

Possibilities: 14

Power Rating: 6

Corruption Value: 26

Fear Rating: 4

Perseverance DN: 24

Weakness: Holy water

True Death: Occult ritual (game-master’s discretion)

Description: The Knot Man resembles a human twisted inside out. His exterior is swollen pink tissue, throbbing with veins. The body is shaped into stunted contortions, with the limbs twisted into knots. He bleeds from every orifice. His eyes can’t be seen due to the streams of blood pouring from his eyelids.

Critical Event: Nice and simple: “Mr. V’s Circus of Wonders” must be destroyed. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

3

A Tharkoldu demon based in the Tharkold/Nile mixed zone in Berlin has begun studying 1920s German horror films in search of a better understanding of his enemies. He is particularly fascinated by “The Cabinet of Dr. Caligari,” in which a mad doctor unleashes a somnambulist on a city to commit murders. Although the sleepwalker is at heart a normal man, he becomes a murderous fiend when under the doctor’s hypnotic influence.

Inspired, the Tharkoldu has managed to capture a Storm Knight from a group that passed through Berlin and bent his will using occulttech machinery. By night, he rises and obeys post-hypnotic commands to kill high-ranking officials in the city government. In the morning, he is completely unaware of what he has done and is, in fact, investigating the killings.

Critical Event: The Storm Knights must uncover this unwitting viper in their midst and stop him before he kills again. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

4

The Nile Empire has hijacked a shipment of reality tree seeds and intends to plant them on the islands of the Caribbean in hopes of bringing back the Coast Brotherhood (in other words, the pirates). Mobius sees these as a potential extension of his army and a highly mobile force to boot. In the meantime, Mobius would take a percentage of their loot.

The first seed is in the hands of a dozen gangsters, who are on board a clipper heading for the island of Tortuga. One of the gangsters will take his place inside the tree for the nine-month period it needs to grow to full height.

(Inspired by a herald message from Thomas Devine of Shallotte, NC.)

Critical Event: The Knights must intercept the clipper and prevent the gangsters from planting the reality tree seed on Tortuga. That is a *Good* result. Anything else is a *Bad* (3) result.

Rumors

(Note: Rumors #1–4 were provided by the prolific pen of Greg Detwiler.)

1

A series of bloody massacres have taken place in New Orleans, the work of a self-proclaimed “voodoo cult.” Over a hundred people were slain before Storm Knights caught up to the cultists. Several fought a rear-guard action while the rest fled, but those killed by the Knights were found to have large amounts of cyberware installed in their bodies. The popular belief is that these cultists are pawns of the Tharkoldu — but popular belief is wrong.

The cultists are religious fanatics, but their religion is that of the Cyberpapacy. They were deliberately planted in New Orleans to commit mass murders in the manner of the Tharkoldu. Since such events are potentially detrimental to the Ecology of Fear, the Gaunt Man is expected to disapprove and retaliate against the Tharkoldu. (Jean Malraux has been

increasingly apprehensive about the Gaunt Man’s intentions toward him, and has thus taken steps to divert the Orrorshan High Lord’s attention.) If Storm Knights do not expose this deception, New Orleans could become a battlefield between Orrorshan Horrors and Tharkoldu.

2

As if the people in Aysle didn’t have enough to worry about, now they have to worry about the sanity of their own people. The constant onslaughts of the Army of the Dark have driven many people over the edge, including the members of a newly-formed band of Storm Knights. All of them have lost one or more people they cared for, and now they care only about destroying the realm of Aysle.

The group recently left Oxford, heading for northern England. Their plan is frighteningly simple: since there is no longer anyone they love in the realm, they see nothing to prevent them from uprooting stelaes, tales of glory or no tales of glory. They have an eternity shard with the group power stelaesense and plan to use it to help them find stelaes to pull. Unless this group is either persuaded or forced to stop, thousands of people may be burned to death as the reality of Core Earth is prematurely brought back to Aysle.

3

With the imposition of Nile axioms on Texas, it seems that the Wild West has come back to life. Those people who can get their hands on horses are riding them, as nearly every car in the state functions at a higher Tech level than the Nile supports. Inevitably, some of the riders have proven to be outlaw gangs along the lines of the Dalton gang or Quantrill’s Raiders. Thrilling bank robberies and shoot-em-ups straight out of Western pulp magazines (of course) are now taking place all over the conquered area.

4

Rumors are flying about the transfer of personnel and equipment from

Kanawa holdings in Japan to Seoul, South Korea. The rate of transfer is said to be amazing, and the question on everyone’s lips is: what does 3327 know that we don’t? And what’s going to happen to Japan in the near future?


5

Dr. Mobius had been watching with interest, prior to his invasion of North America, the debate over violence in the media. Is it possible that violence on television could transform an entire nation into fighting-mad killers? And if so, how best to use that to his benefit?

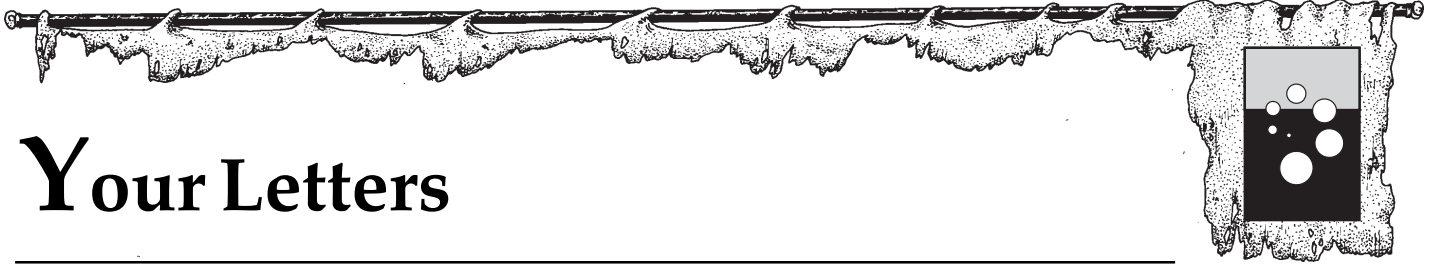
Accordingly, Mobius has unveiled one of his most fiendish plots: with the aid of kidnapped Nippon scientists, he has constructed a “weird science” space capsule. A trio of captured Storm Knights will be placed on board and shot into space, supplied only with dehydrated food and lots and lots of Grade-B movies. Mobius intends to call the capsule back in a year and see if the Knights have transformed into madmen and if it makes them better conversationalists.

6

Rec Pakken has begun his search for a new High Lord for the Living Land, now that Baruk Kaah is no more. It is believed that it is eschewing Land Below/Land Above natives in favor of a Living Land Storm Knight it can corrupt to its cause. Rec Pakken feels that only one who has fought on the front lines of the Possibility Wars has any hope of resurrecting the Living Land.

Meanwhile, Jezrael’s fragile alliance with 3327 has been shattered by their spies’ reports that Kaah never returned to the realm. With no High Lord opposing their assaults on the Living Land, and the edeinos warriors largely in disarray, there is no longer any need for a Tharkold-Nippon non-aggression pact. The sole exception to the resumption of hostilities is the Nippon-Tharkold mixed zone in Las Vegas, where it’s felt that violence in the streets would be bad for business, so a truce is maintained. 

Your Letters



1. About the Nile pit that ends in the Land Below (Merretika) — is that entrance known publicly?

2. Do Victorians know about the Gaunt Man's stronghold?

3. What happens when a Storm Knight or possibility-rated game-master character rolls a one on the die while trying to reconnect to his own reality?

4. What happens to armor when a Storm Knight disconnects?

5. Can a Storm Knight create a reality storm while he is in a reality bubble?

6. What happens when you roll a one in a reality storm?

7. Please, if you can, describe Mobius physically.

8. I knew Kaah would end up as the first "on-the-run" High Lord — you North Americans are so patriotic. I wonder if Rec Pakken will find a replacement in Merretika or give Kaah a second chance.

9. Do you have to see the target of the Nile pulp power *mind control*? Does it affect animals? What is the minimum *Mind* a target must have to be controlled?

10. Do you add to the unarmed STR+2 damage of *martial arts* attacks when you receive the bonuses of special maneuvers?

11. When you use a power in a gizmo, do you have to pay the adventure cost every time you use the power?

—Some of the questions asked by
Alexis Díaz-Pérez

Take a deep breath and plunge in ...

1. The entrance to the Land Below (located in Ethiopia) is not known publicly, or even by most Storm Knights. It should only be revealed if they discover it.

2. The Victorians think the Gaunt Man is Lord Bryon Salisbury, a lord of a rather impressive manor house and

estates. Very few Gaean Storm Knights will even *believe* that he is a High Lord, even when shown some evidence. Only if he reveals his true self willingly will most people of the realm ever believe he is the Gaunt Man.

3. The *reality* skill is not a contradiction anywhere. Most likely, the Storm Knight just failed to reconnect ... miserably.

4. When "normal" (non-powered/non-magical) armor is worn by a character who disconnects under an axiom too low to support its use, it is considered to be of the highest value actually supported by the axiom. As a gamemaster, I would roll a die every time the character wearing the armor ends a scene disconnected — if a one comes up, the armor actually physically transformed. Powered armor, or armor with magical or other special abilities, loses all its extra advantages when the character disconnects as well.

5. A character can invoke a reality storm in a reality bubble, unless prohibited by other rules.

6. You probably fail miserably to attack or defend yourself. Other than that, see answer number three.

7. Let's let the famous Dr. Zap (before he became Captain Carnage) do that:

"Well, he's pretty big and muscular for an Egyptian. His skin is dusky, and he always stands in some sort of pose. I don't know what his face looks like, 'cause he always wears this weird towel on his head. Beats me how he can see through it.

"Oh, and he wears a skirt."

Sigh. Well, there you have it.

8. Take a look at *Infiniverse Update Volume III* for more information on Baruk Kaah and Rec Pakken (and the Land Above, for that matter). Sorry to make you wait so long, but we have to have our secrets!

9. The character using *mind control* must be within five meters of the target, and he must be able to see the target when the control link is established. After that, the controlled character may be instructed to leave the character's field of vision — but the character does have to give instructions as to what the mind controlled character is supposed to do.

10. All damage values for maneuvers include the STR+2 bonus already, so don't add it on again.

11. As with pulp powers possessed by people, gadget powers only have to be paid for once during an adventure — when they are used.

1. I hate to spoil the fun of those who won in *No Quarter Given*, but how long will it before the Gaunt Man can summon the Carredon from the Waiting Village again?

2. If the Berlin mixed zone provides little possibility energy, then why did Mobius bother in the first place and antagonize the Tharkoldu?

3. When will you take submissions for the next creatures book and what realm will it cover?

—Greg Detwiler,
Williamsburg, PA

1. The Gaunt Man is going to be a little busy repairing his bridges, fixing Illmound Keep (see "Bride of Darkness," Part V, earlier in this issue) and becoming Torg. Besides, the Carredon has failed him twice ... he might not be in any hurry to resurrect him.

2. Mobius is a great chess player, Greg, and saw an opportunity to check Tharkold. Why let them have a pure zone and a bridge so close to the already weakened Cyberpapacy, especially when Mobius already has Greece and is eyeing southern Europe?

3. At present, there are no plans for further creature books in the near future.



Valerie Valusek

Herald Messages

Q: What's red and green and still expanding?

A: Baruk Kaah in a reality nexus.
— The Green Mountain Boys
(as reported by John Olson
of Baltimore, MD)

"If I want any of your lip, monkey-welp, I'll rip it from your face and eat it."
— the Techno-demon's retort
(Supplied by Garrett Taylor)

Storm Knights in Southern England have foiled an attempt by agents of the Warrior of the Dark to revive a gospog field that had lain dormant since Ardinay's return. However, the cleanup operation will draw badly needed troops from the front lines ...

— Jim Ogle
Socorro, NM

"I'M Dr. Zap!"

"No, I'M Dr. Zap!!"

— a heated debate ensues between two men claiming to be "the official artist's reference" to the famous Dr. Zap (when they met in, of all places, Philadelphia)

(An argument between Kratak, an edeinos, and Daman, a cyborg:)

Kratak: "I'm not *stupid*, human!"

Daman: "I'm not *human*, stupid!"

— Pete Venters
S. Glamorgan, UK

"You took it out to get it *washed*?!"

— Dr. Mobius, after the RoboSphinx Mark II wandered away from the Houston White House
Grant R. Davis
Little Rock, AR

"Targets terminated. Files destroyed. Comments: working with frigid cyberjocks and paranoid Sacellum priests, and Nameless One priests to uproot Nile villains and topple forty-story fire-breathing lizards makes me reconsider the virtues of Akkite philosophy. Macabre, Ensign Egypt, Godon, and Godandra were better companions than my 'allies.'"

— Monitor Report
(as told by Daniel Pogoda,
Waltham, MA)

"Unless I miss my guess, that pyramid should be *unskilled* right now."

— Lee Minh Chen, after *maneuvering* against a flying pyramid in the Nile Empire (as told by Jim Ogle of Socoro, NM)

Wildfires in California believed to be the result of a Nile experiment to create sentient fire creatures, much like the Living Land flame warriors. If the scientist responsible for this disaster did not perish in the blaze, he must be apprehended immediately.

"Back to the hell that spawned you, you abomination of nature!"

— a Storm Knight's *taunt*

Efforts by the Manhattan Protectorate to reestablish some normalcy in New York in the wake of the Eastern Land's collapse and the Land Above's ascension have failed. Mayoral election had to be cancelled after both candidates were kidnapped by Darooni Wasp Riders and thrown from the World Trade Center. No one in the city seemed particularly disheartened by this occurrence.

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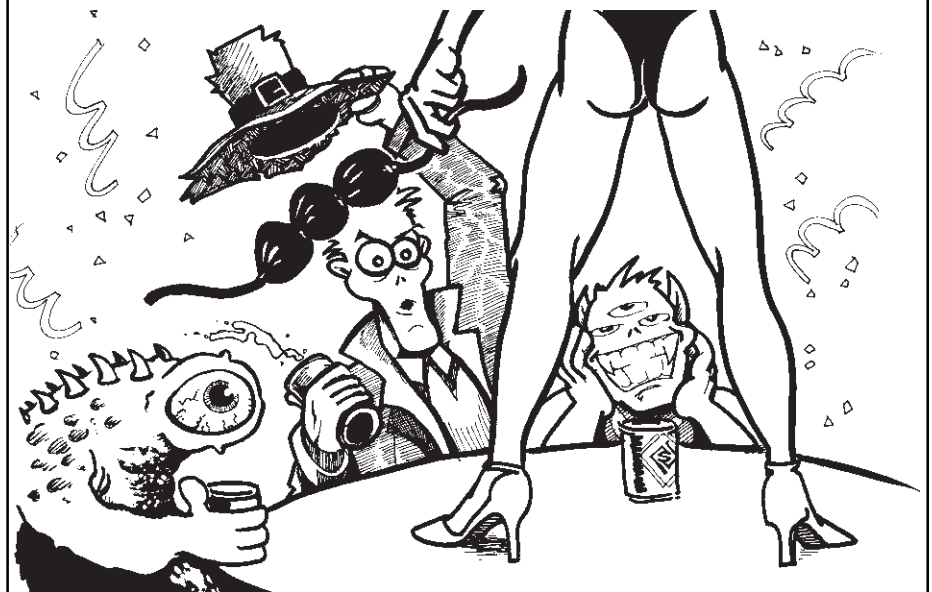
Coming August '94.

The World of Bloodshadows.
A MasterBook game.

REALITY CHECK

by Brian Schomburg

Who could forget the Bachelor party before the *Bride of Darkness* adventure?



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the game-master decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #37

1. New villain, Dr. Cyclops, appears in Berlin with the power to shrink his enemies. Believed to be collecting Storm Knights. Grows to True (20).

2. New and charismatic leader, Doomtak, appears in the Land Below, forging an army of conquest. Dead even — False (11).

3. Aliens from Star Sphere send robot craft to Earth as part of a trap for unwary Humans. Rockets to True (15).

Continuing Report: Issue #36

1. Mobius plans to use reality tree to convert Iceland to Nile axioms and

turn it into a floating battlebase. Holds at True (19).

2. Ghostdancer movement springs up among Gaea's Native American population in response to the domination of the Gaunt Man. Big leap to True (35).

3. Negotiations going on between high-ranking cyberpriests and techno-demons. Still down there at False (18).

4. Colonel Cairo and Captain Carnage (the former Dr. Zap) clash in the streets of Thebes. Both vanish under a pile of rubble. Slight jump to True (15).

The Wrap-Up: Issue #35

1. Woman believed to be infected with Comaghaz the subject of a battle in Tokyo. Law of Intrigue may be affecting Comaghaz cells in Nippon Tech. Holds to finish at True (15).

2. Baseball seen as a symbol of national hope renewed in the wake of the Possibility Wars. Another precinct heard from, and it finishes at True (19).

3. Orrorshan werewolves travel to the Land Above to try and gather Ustanah for use in a new Horror. A drop, and it finishes at False (11).

4. Backlash against Storm Knights beginning to be seen in some areas of Core Earth. "Ords Are Heroes, Too" chapter springs up. Ends at True (17).

5. Mobius believed to be targeting Spain for invasion. Finishes at True (19).

Convention News

West End Games is looking for gamers planning to attend Origins '94 in San Jose, CA in July 7-10. We need people both to run games for us and to help us work our booth. As usual,

anyone who helps out will receive credit toward WEG merchandise.

We are also looking for game-masters to run *Torg*, *Shatterzone*, and *Star Wars* at GenCon '94 in August.


If you are interested in helping us out, contact West End Games, RR3 Box 2345, Honesdale, PA 18431.

For those of you who were disappointed at not being able to get into your favorite WEG event last year, take heart — WEG is getting extra booth space this year so that we can run pick-up games during the show.

Upcoming For Torg

March: *The Clerics' Sourcebook* collects all the miracles of the *Torg* universe, along with an assortment of new ones, and details the miracle creation system. Can we hear an amen, brothers and sisters?

May: *Infiniverse Update, Volume III: And the first one not written by me!* John Terra leads you through the Possibility Wars 1994, featuring shocking surprises, sinister plots and the return of an old and adamant villain (no, it's not Ensign Egypt!)

September: *City of Pain* is the new title for John (*Interview With Evil*) Terra's second novel. This book follows Major Havoc and his band of Mystery Men into the heart of Berlin, where Nile heroes clash with Tharkoldu techno-demons in the deadliest mixed zone of them all. 



Advanced Stelae Removal 401

By Michael W. Annis

"All that we are accomplishing here is putting out the fires on the border of a great conflagration. If we would truly save this forest that is Core Earth, we must take the battle to the realms and, ultimately, the High Lords."

— Reverend Prentiss Trimble,
Victorian Expeditionary Force

Mobius has expanded into Greece and Crete. The Warrior of the Dark has acquired Drakacanus, gained dominant zones in Russia and flipped all but a few of the Aysle zones to the Dark. Malraux is in the Mediterranean and nibbling on the North American coast. 3327 has only managed one new zone lately, but it includes the city of San Francisco. The Gaunt Man's nappy-time is over and he's hungry. Hopefully, it'll take him a few weeks to digest the 18 new dominant zones he's planted since getting loose.

If you can do basic arithmetic, you know that even after almost four years of fighting, struggles and death, we of Core Earth are losing the Possibility Wars. The majority of Storm Knight groups spend most of their time foiling the plots of the High Lords, thus simply trying to contain things, actions my players refer to as "putting out brush fires" or "fire-stomping." If we seriously intend to win this war, then we had better begin to take the offensive right now!

Okay, easier said than done, you tell me. Well, my players and I have developed strategies and tactics for the express purpose of hastening the end of the High Lords on our globe, and here and now I will share them with you. This article may seem to read like a treatise on how to become a *Torg* rules-lawyer, but that is not the aim. Use these tricks, but don't lose sight of the fact that this is a roleplaying game. Neither should you fail to take advantage of them. Don't be overly scrupulous. Remember, this is

WAR!

How Do We Win?

We win by getting rid of all of the stelae-bounded on the planet. That's not about to happen overnight, but let's see what we can do to speed up the process. Safely pulling up stelae consists of the following actions:

- 1) Going to the target area;
- 2) Performing some Glory deeds;
- 3) Planting the seeds;
- 4) Waiting;
- 5) Returning and finding the stelae;
- 6) Ripping the sucker up.

Boy, I sure make it sound easy, don't I? Well, maybe it's not as tough as it looks, if you've got the right tricks up your sleeve.

Getting There

This one entails some discussion between players and gamemaster. The players try to decide upon a good target and what to attack. Picking on fringe zones is a good idea. You want to find a stela that only bounds one zone, or else you'll have to worry about preparing more than one zone at the same time, a much more complex and dangerous undertaking. Get a couple

here, but being too cautious is almost as bad. Remember, *Torg* is an adventure game. The gamemaster then has to determine whether or not he can handle the request. Sometimes my players want to try things and frankly, I don't feel up to designing and running, and I've been an active roleplaying gamemaster since 1978. That "don't bite off too much" rule works for the gamemaster as well as for the Storm Knights. Players and gamemaster have to find a mission that all can agree on.

Covering Yourself in Glory

Okay, so now we're on-site and trying to give some High Lord a bloody nose. We need a couple of good Glory rolls for some story seeds. But what happens if no one in your group draws a *Glory* card? Well, then you darn well better get one quick! Refilling your hand is what *Rally* and *Leadership* cards are for. You get to refill your hand at the end of every scene, too, so if you need to, your whole team better go through cards as fast as you can until you find the needle in the haystack.

So now you're ready. You've traded cards with your teammates to get the most usable hand you can for the great moment. You look for an appropriate action in a good, juicy Dramatic scene

You don't have an eternity shard? Uh-oh, is your insurance paid up?

of singles under your belt before you go for the big scores. (Operation Central Fire was a good example of this sort of action, overly optimistic and too risky to the natives.)

Now, pick a target within the zone you want to hit. Not biting off more than you can chew is very important

(waiting for an *up* condition is a good idea, too!), slam your whole hand down by "playing for the critical moment," whip out your eternity shard, milk it for three of four Possibilities, spend one of your own, add a *Hero* card or two to boot, and roll the dice. You can hardly avoid rolling a 60+!

Instant Glory event! (What's that you say? You don't have an eternity shard? Uh-oh, is your insurance paid up? No, really, if you don't have one, then we need to back up and tell you how to get one, 'cause it's really, really tough to pull this stunt off without one.)

If you take a good look at the sections of the basic rules that deal with the High Lords, the Everlaws, eternity shards, group powers, etc., it quickly becomes clear that it was the intent of the designers that a group be able to get ahold of a shard that could be of reasonably direct usefulness to a party. In my campaign, four separate groups of Storm Knights have only managed to turn up five shards in the two years I've been running. And two of those have the "cannot use its Possibilities to harm the other beings" restrictions. You don't need a bazooka, just a way to violate that "I can only spend one Possibility on a given action" rule, with more reliability and force than a couple of *Hero* cards can give you.

Now I'm sure that there are gamemasters who are reading this and screaming that I'm awful free with giving out goodies to their players. Not so. I'm not suggesting you just give anything away. I am saying it's an integral part of *Torg* to need a shard, so write them a good adventure and get a shard! Make 'em sweat for anything they get. I ran one group through three whole adventures solely to get their hands on one shard: one to find out that it existed and roughly where it was, one crash landing/diversion on the way to get it, and the last to actually find and recover the thing. I gave them blood, toil, sweat and tears, and by the time they finally got the Sword of the Shogun, they richly deserved it!

Planting the Seeds

This one is reasonably straightforward, so it doesn't require a lot of blather from me. The only recommendation I will make is don't forget to take advantage of the Core Earth Law of Glory. If the one who plants the seed (spends the Possibility and makes the *persuasion* roll) is a Core Earther, he gets a +2 modifier to the *persuasion*

attempt. (If the person gripes that he's the one who always has to spend all the Possibilities, remind him whose damn planet it is, anyway! Then give him a few extra points here and there, because doing the right thing is good roleplaying.) Of course, if your only Core Earther has a *persuasion* of 8 and your gypsy soothsayer has a 17, feel free to ignore my advice entirely.

Waiting

Waiting the right length of the time for your seeds to mature is very important. Too little a wait and you can't get the roll you need for the stories to take. Too long and maybe you never get to go back there because you're dead. Also, maybe the High Lord has expanded his realm. The area you seeded, which used to be a border zone that could be safely dealt with individually, is now an interior area that cannot be removed without breaking four to six other zones (which are not prepared, and thus you'll kill more people than you help).

The best thing the boys at WEG ever gave us for this problem is sitting on the very last page of *The Cassandra Files*. It's a new Group Power called comfort and no serious stelae-busters should be without it. Using this power can turn a month's wait into a year's effect! Find it! Get it! Even if you can't find the only eternity shard that has it, find another group of Storm Knights (other players or gamemaster characters) that has the power and spend the Possibilities to spark some new power-bearers in your group.

(This strategy actually should be used at every opportunity, for every power you can afford. You don't have to have a shard to have its Group Power. You can get "sparked" off others who have been "sparked" and pretty soon, every Storm Knight could be running around with five or six Group Powers, subject only to his ability to buy into them.)

Accelerating the effectiveness of story-telling is the only use that *comfort* has, so your gamemaster should be willing to let you have it, sooner or later (better sooner), on the basis that it doesn't mess up game balance.

Finding the Stelae


Finding a stela's exact location without the Group Power *stelae sense* is near impossible, harder than the needle in the proverbial haystack. I strongly recommend *stelae sense*. The problem with this is that only one eternity shard of all those published has the *stelae sense* power, and it's described in the *Storm Knights' Guide* (not in an adventure where your hungry Knights can get their grubby little paws on it).

To solve this small dilemma, you gamemasters will have to find your own way of introducing this shard into your campaign. (I did, you can too!) Either that or you can alter an existing one to have a different group power than as published (I gave *stelae sense* to Excalibur in my campaign) or you could just make up a new shard entirely.

Rip It Up, Tear It Up, Waaaay Up

Finally. It's Act IV, last scene (Dramatic, of course). You've found the damn thing, it's right there, so DO something about it. The easy way is with yet again, another new group power, straight from *No Quarter Given* called *block*. (You know, if I didn't know better, I'd think that the WEG guys were trying to *help* us win ... Naaaaah!)

With *block* activated, a reality-impenetrable force-field globe is created around the stela. It's then cut off from the Darkness Device and the other stelae it might be hooked to. One use of *block* and you don't need to fool with all those link-breaking *reality* rolls.

Now just apply a generous measure of good old-fashioned brute force and destroy the thing. For a Cyberpapal altar, use a good-sized satchel charge and run like hell. Nippon Tech ATM machine, back off a ways and use a LAW or Stinger. Ayslish trades will melt from fireballs, Living Land body sacks will also burn. Dynamite works in the Nile or Orrorsh, and if that's in short supply, Nile obelisks and Orrorshan statuary are still susceptible to being worked over with a twenty-pound sledghammer. Where there's a will, there's a way! 



Pocket Dimension: Lereholm

By Greg Detwiler

As Orrorsh fans know, the vampyress Sabathina is one of the Gaunt Man's most trusted servants. As a reward for services rendered, the High Lord has allowed her to reshape a pocket dimension into a virtual duplicate of Lereholm, as a "home away from home" between campaigns. Although this Lereholm is but a pale shadow of its predecessor's glory, it is still a fair representation of what that world was like.

Axioms and World Laws

The *Magic* Axiom: 11

Lereholm's *Magic* axiom is high enough to permit the existence of undead and other beings that require magic to survive. Enchanted weapons and other tools are possible, but the spells cast on them will wear off over time. Still, the existence of the above-named creatures ensures that tribal spellcasters spend most of their time creating magical weaponry and protective charms. Of the four types of magic, only conjuration is rarely attempted. Alteration magic is extremely popular, particularly spells that involve transforming enemies into creatures.

The *Social* Axiom: 6

Lereholm's social structure is tribal in nature. Due to the harsh living conditions on this world, discipline is harsher than is usual at this low a *Social* axiom. Each tribe is ruled by a matriarch. Every member of every tribe knows his or her place; they also know that they *have* a place, even if it is only

as a transformed guard beast. Due to the tribes' all-meat diet, tightly-organized hunting bands are the closest thing they have to military discipline.

The *Spiritual* Axiom: 12

Lereholm's *Spiritual* axiom is slightly higher than its *Magic* axiom, so holy weapons are slightly more common than their magical counterparts. The latter, incidentally, are invariably in the form of a bone version of the tribal holy symbol, the Vassen (a circle with a triangle inside it). Fairly potent miracles are common, due to the fact that each matriarch is also priestess for her tribe. (Sabathina relinquished this power in exchange for the Gaunt Man's "gifts.") Lereholm's religion is of a shamanistic nature.

The *Technological* Axiom: 4

Lereholm's *Tech* axiom is the lowest recorded thus far, even lower than that of the Living Land. The tribes are still in the Stone Age, as well as the Ice Age, on this frozen world. Stone-tipped spears, stone knives and daggers, and stone-headed maces and axes share prominence with clubs as the cosm's predominant weaponry. Armor consists of hides and furs, and is worn as much for protection from the weather as from enemies.

Several factors conspire to keep the axiom low. First, agriculture is all but impossible on Lereholm: there are no plants extant which are edible for humans. Some of the smaller game animals have been herded into caverns and sealed in until needed, but true domestication is unknown. Any guard

beast encountered will be a transformed human, not a true animal. Finally, the fierce winds that constantly blow discourage research into missile weapons such as bows and slings; spears in Lereholm are only for thrusting.

Although trees are present on Lereholm, harvesting them is so time-consuming and difficult that woodworking is almost unknown, with bone and stone taking its place.

The Law of Community

Due to the fact that tribes must work together to accomplish anything, the Law of Community has evolved so that every action has a better chance of succeeding if other members of one's tribe are present. When a character is part of a group of 10 or more, any action he takes will receive an automatic +1 to succeed. This effect is unconscious; the other members of the group improve the odds by their very presence. Due to the small size of most Storm Knight bands, this is an excellent reason for adventurers to make an effort to recruit locals (and for the players to engage in roleplaying).

The Law of Matriarchy

As Lereholm's power is concentrated in female hands, the Law of Matriarchy provides an automatic +1 to any action by a female of an intelligent species. If the woman is part of a group of 10 or more, she may boost the modifier to +2 by taking advantage of the Law of Community. (She gains no additional bonus by being in a group of 10 or more women.)

Example: *Rhailina is a female warrior who has been separated from her band by a stampeding herd of branch-tusked mammoths, and she is now being stalked by a hungry hill bear. The bear catches up to her, forcing her to lash out with her spear in self-defense. She needs a 15 to hit the bear, but generates a 13. Her +1 modifier brings it up to a 14 — she fails! Fortunately, the bear misses its first attack as well.*

Suddenly, she hears the shouts of her tribesmen as the reformed hunting band finds her. Soon she is surrounded by a knot of over a dozen hunters. She lashes out again, generating a 13 — her +1 modifier makes it a 14, and the Law of Community adds another +1. She hits! The bear is wounded and the other hunters move in for the kill.

The Cosm

Lereholm is a land of icy wastes, vast tundras, snow-covered mountains and dark forests of twisted trees. This world is very much in the grip of an Ice Age, one that has existed for tens of millions of years.

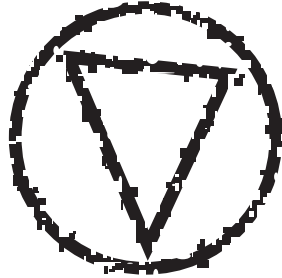
The wind always blows here in powerful gusts, so much so that missile weapons are unreliable. Unless one is firing with the wind directly at one's back, all missile weapons checks will have +4 added to their difficulty. Rounds from chemically-propelled suffer a +7 to their difficulty of hitting. These restrictions do not apply when firing at point-blank range.

Save for inside the caverns, ranged weapon attacks can only be reliably made with enervgy weapons, magic and miracles.

Many of the mountains are made of limestone and tend to be full of caverns. The folk of Lereholm have expanded and connected all of these caverns and laboriously dug out new ones as shelter from both weather and beasts. Unfortunately, they must often leave their fortresslike homes in order to go hunting, so the monsters of Lereholm have a good chance of getting them almost every day.

Due to the gradual pace at which the Ice Age approached, most of the

cosm's animal life was able to evolve and adapt with it. All reptiles have had their scales modified into a form of feathers, providing both insulation and armor. Thus, Storm Knights crossing a river are vulnerable to crocodile attack everywhere; the thing just has a layer of feathers like those of a penguin, with a roll of blubber underneath.



There have been no complete extinctions of animal life in the history of this pocket dimension, though many species have had their former range reduced to a single continent. Mammal-like reptiles, dinosaurs, giant flightless birds (flight is difficult, if not impossible, in Lereholm's winds — +5 to *flight* difficulties), and huge mammals all share the cosm. Dinosaurs and mammal-like reptiles now sport feathers or fur (note that this evolution does not affect the creature's *Toughness* and armor adds. This stat is the same as before. Thus, gamemasters can hit players with beasts the look different, but are really as dangerous as in the past.) Interestingly, all of Lereholm's creatures are extremely large — this is an evolutionary adaptation due to the fact that large animals lose body heat much more slowly than smaller ones.

Most of Lereholm's humans live on the continent of Volklandia, the only one of the six continents to have been named by the people.

Many carnivores on Lereholm have subspecies with sabreteeth. Other unusual inhabitants include hill bears (the name refers to the animal's size, not its habitat) and the branch-tusked mammoth. The latter's tusks have short, curved branches protruding at intervals from either side, making them cruel but effective slashing weapons. There is also the ditracha, a flightless bird the height of a four-story building, with an ostrichlike build, power-

ful clawed legs that can deliver a deadly kick, and a yard-long hooked beak.

In addition, there are tiger-sized weasels, wolves the size of Kodiak bears, ox-sized wolverines, and host of other reasons why human hunting parties on Lereholm never go out with fewer than 10 members, and often a good deal more. Fortunately for hunters, prey animals are even more numerous, and often one kill can feed the entire tribe.

The cosm's high *Magic* axiom allows for the existence of various Horrors, who were an invaluable aid to the Gaunt Man when he invaded the original. Lereholm's undead are almost always of human form, though occasionally an animal also joins the ranks of the reanimated. Air elementals are the most common type of true elementals encountered here. In addition, hybrid elementals of snow and ice have also been encountered here.

Pocket Dimension Contest

So far, *Infiniverse* has featured two pocket dimensions from the prolific pen of Greg Detwiler. Now it's your turn — do you have an idea for a pocket dimension that's new and different? Or maybe one that's been mentioned in the *Torg* canon, but never explored or explained?

Then this is your chance to see it in print! Simply write up a 2000 word description of the pocket dimension (see details below), and we'll publish the four best in *Infiniverse*! The top two prize winners will receive free copies of the *Berlin Citybook*. Third and fourth place winners will receive free copies of John Terra's upcoming *Torg* novel, *City of Pain*.

Your write-up should include a brief introduction to the pocket dimension, the axioms and world laws (with explanations and any special rules), and a description of the dimension and its inhabitants. If need be, you should also provide information on how the Storm Knights might get there (is there more than one gate? Where are they?)

Deadline for submissions is June 1, 1994.



Dispatches and Rumors

Dispatches

1

A recent sub-zero cold snap in the Land Above has resulted in the deaths of hundreds of Leopard Men, Keefee Haroo and other former denizens of the Land Below. Meteorologists have been at a loss to explain the brutal weather, said to be the coldest to hit that geographic area in a century, and some have wondered if it might have some connection to the Possibility Wars.

In fact, it does. The Warrior of the Dark, High Lord of Aysle, obtained the legendary Cask of Ancient Winters through her Norse troops, intending to use it as a weapon in her siege of Oxford. But before she could employ it, it was stolen by a Viking chieftain with ties to the Light. This brave soul ran the blockade around England and made it to North America and the Land Above.

It was there that he was struck down by a Darooni Wasp Rider and the Cask split open. It remains where it fell, in the northern reaches of the Land Above. Frost Giants in the employ of the Warrior and Nile ice-squads are combing the area, searching for the cask.

Critical Event: The Storm Knights must recover the Cask of Ancient Winters before the Ayslish or Nile agents do. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

Standard Frost Giant

DEXTERITY 11
Dodge 12, melee weapons 13, unarmed combat 12
STRENGTH 15 (10)
TOUGHNESS 16 (10)
PERCEPTION 7

Find 8, tracking 8, trick 8
MIND 9
Apportation magic 18, survival (arctic) 12, test 10
CHARISMA 7
Taunt 8
SPIRIT 7
Intimidation 9
Additional Skills: two at +1 adds
Possibility Potential: some (20)
Arcane Knowledges: water 15
Spells:
Equipment: Ice club, damage value STR+3/18

Description: Frost Giants look as if they are constructed of ice and snow, and perhaps they are. Roughly four meters in height, the Frost Giants are capable of surviving in bitterly cold

SPIRIT 7
Additional Skills: two at +1 adds
Possibility Potential: Some (30)
Powers: Fire blast/fire wall, value STR+10, range 3-10/25/40; Adventure cost: 5
Equipment: Thermo-suit (+2 to survival (arctic) checks); KK81, damage value 19, ammo 24, range 3-40/400/1k; Kocha machinegun, damage value 22, ammo 5, range 3-100/600/1k

2

Orrorshan sorcery has recreated the legendary Broth of Oblivion, and already it has begun to appear in Tokyo and other havens of the Gaunt Man's

The character loses all knowledge of his identity and role in life.

temperatures. They are believed to be mute.

The campaign in the Land Above has seen the debut of Mobius' newest battle unit, the Ice-Squads. These are shocktrooper companies trained in fighting in winter weather for the High Lords' planned eventual conquest of northern Europe.

Nile Ice-Squads

Reality: Nile Empire
DEXTERITY 9
Dodge 10, fire combat 11, heavy weapons 10, unarmed combat 10
STRENGTH 9
Climbing 10
TOUGHNESS 9
PERCEPTION 9
Find 10, tracking 10, trick 10
MIND 8
Survival (arctic) 11
CHARISMA 7

enemies.

According to the ancient tales, when a damned soul returns to Earth in a new form, he must first drink of the Broth of Oblivion. This causes him to forget his previous existence and all knowledge of language.

The broth created by the Orrorshans has these effects. After consuming it, a character will lose all knowledge of his identity and role in life, although he will still retain knowledge of his skills. He will also lose knowledge of language for speaking purposes, although he will be able to understand things spoken to him. In addition, he will be extremely open to suggestion (attempts at *persuasion* directed at this character are at +10).

The effects of the broth last for one week. In its natural state, it is a sulphurous brew, so sorcerers use other ingredients to mask the smell and taste.

Critical Event: The characters must travel to Nippon or Orrorsh to obtain a sample of the broth, either for their own use or to synthesize an antidote. Getting some is a *Good* result (6 or better); failing to get any is a *Bad* result (3 or less).

3

Dr. Mobius has triumphed again!

The evil genius has succeeded in synthesizing *sa*, the magical fluid which serves as the blood of the Egyptian gods. With this at his command, he is able to create super-agents beyond anything known before.

At his weird science lab in Thebes, Mobius injects selected shocktroopers with the concoction, and then bestows pulp powers upon them. (The result is agents who have pulp powers at twice their normal value, but the same adventure cost.)

Of course, there is a downside to this formula, one Mobius scrupulously avoids mentioning. After a week, the character so "blessed" must generate a *Toughness* total against a value of 15. Failure means the character goes up in flames, for human shells were never meant to house the blood of gods.

If the character succeeds, he gets another day. But he must generate a total of every day, and the difficulty number goes up by +2 daily.

Critical Event: The Storm Knights get a chance to encounter one or more of Mobius' super-agents and learn something of the nature of *sa*. If they defeat the agents, it's a *Good* result (6 or better); if they learn about *sa* by getting their heads handed to them, it's a *Bad* result (3 or less).

4

In the wake of the Los Angeles earthquake (and just what were those Orrorshan agents doing in the area just before that happened), the residents are facing a new terror. A dozen of the creatures known only as preservers have escaped from Tharkoldu Alpha Ver'Churuda's laboratory and are now loose in the back alleys of the shattered city.

Preservers resemble distorted, ten-drilled, two-meter long, open-ended cylinders, with six spindly legs. The creature attacks by firing a spore cloud into the face of its target, rendering him unconscious, then swallowing him whole. The unfortunate then passes through the creature's body and emerges in a fluid-filled transparent sac (TOU 10), which the preserver drags back to its lair.

Removal from a sac is almost invariably deadly. The fluid left in the victim's lungs turns poisonous on contact with air (damage value 23 per round). Only the Tharkoldu know how to neutralize this poison.

Critical Event: The Knights must track down and stop the preservers. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

Preserver

DEXTERITY 10

Dodge 13, longjumping 14, maneuver 11, running 14, stealth 16

STRENGTH 9

Climbing 12

TOUGHNESS 14

PERCEPTION 13

Find 15, psionic manipulation 16

MIND 8

Mindsense 10, psionic resistance 13

CHARISMA 5

Charm (13), persuasion (13), taunt (8)

SPIRIT 10

Faith (Cult of the Dominant) 11, intimidation (12), reality (Tharkold) 13

Possibility Potential: All

Natural Tools: paralyzing spore, stun damage value 18, range 1-3/6/-; paralyzing sac fluid, *willpower* roll of 20 to break free; sac, *Strength* total of 11 to escape; running, speed value 11

Psionic Powers: Psychic Senses (*awareness, lifesense*); Telepathy (*perception distraction, send thoughts, thought scan*).

Rumors

1

Storm Knights traveling through the region of the Greek peninsula have

learned of some strange occurrences there. Villagers are telling strange stories of what appear to be Roman gladiators and strange creatures engaging in combat. A noted historian, Dr. Constantine Demopulos, has expressed the belief that the creatures that have been mentioned bear some resemblance to the hydra, the gorgon and other creatures of Greek mythology. Officials are certain that these sightings are connected to Mobius' invasion of Greece.

But others believe there is more here than meets the eye. After Roman gladiators aren't part of Greek history. The battles sound more like those fought in the Roman Coliseum! Demopulos organized an expedition to investigate the sightings. They were last known to be headed for the island of Aeaea, home of the sorceress Circe in Greek myth. The party has not been heard from since.

— John Kahane,
Ottawa, Ontario

2

Whispers on the GodNet:
Blood, Hellfire and Damnation.

Something has changed, something very terrible. The Inquisition has recently begun a campaign of fear that makes the bloody days of the French Revolution look like a tea party. Whole towns in southern France are but smoldering ruins now, burnt to the ground to cleanse the heretics from Cyber-France. Jean Malraux, after his success in Marseilles, is reminding France once again who is in control.

Yet there is another reason for this new aggressive stance. While on an expedition into Berlin a few weeks ago, a high-ranking Inquisitor was stormed to Tharkold reality. However, his faith was of such strength that he maintained it through the storms. Returning to France with a higher *Spiritual* axiom of his own and a much crueler mindset, the Inquisitor, Louis-Nichols de Saigne, set about improving the Inquisition as he saw fit. He has also brought at least one Tharkold miracle with him into France, that of *cyberharmony*. De Saigne is gaining power fast, and any day now may be appointed Grand Inquisi-

tor. He has been told by Malraux that as long as he produces results, the Cyberpope will not interfere.

—Ian J. Stewart,
Winnipeg, Manitoba

3

Dr. Mobius is furious. It seems that his latest creation designed for use against the Cyberpapacy has been lost. Mystery Men launched an attack against the weird science lab where it was being assembled, and during the confusion it apparently got up and walked out.

The scientists in question refuse to talk, although one was tricked by Storm Knights into revealing that the project was not a robot. Word on the street has it that what walked out of the lab was Mobius' first attempt at weird science cyberware!

Weird Sciborg

Reality: Nile Empire

DEXTERITY 11

Dodge 13, fire combat 14, unarmed combat 13

STRENGTH 11 (14)

Lifting 12

TOUGHNESS 13 (16)

PERCEPTION 9

Find 11, first aid 10, tracking 11

MIND 8

Medicine 10, science 11, test 12, weird science 15

CHARISMA 7

SPIRIT 9

Intimidation 11, reality 12

Possibilities: 25

Powers: *Super-attribute* (x2), STR+3/14 — TOU+3/16; *super-skill* (*weird science*); Adventure cost: 9

Equipment: Servo-arm, STR 18; hypereye (*absolute vision* value 18); spinal booster (*adrenaline* power device wired directly to spine, value 18); knuckle-knives (*claws*, damage value 17); leg-lifters (*jump*, value 14); motion-motors (*running* 11); eternity heart, possibilities: many hundreds (may only be accessed to run gizmos); Kocha machinegun, damage value 22, ammo 5, range 3-100/600/1k; bullet-proof vest, armor value TOU+6/22; first aid kit; various weird science components

Description: The Weird Sciborg was apparently a minor Mystery Men captured by Mobius' troops. He was then put through agonizing experiments and brainwashed by the High Lord himself, along with his crack staff of sadis — er, weird scientists. After hooking a number of nasty gizmos to his body, the subject was then wired with a piece of eternity to power him.

Inclination: Evil

—Bill Brackeen,
Jonesboro, AR

4

Flocks of ravagons have been sighted in Los Angeles, apparently led by Parok himself. Strangely enough, the Tharkoldu appear to be letting them pass freely through the area (providing they do nothing to provoke the techno-demons' notoriously short tempers).

Sarrol, the priestess of the ravagons, has returned to Tz'Ravok and taken the newcomer's side.

In fact, this is the going price for peace between Tharkold and Orrorsh. The Gaunt Man wants Thratchen returned, and with Jezrael refusing to openly betray one of her servants (albeit an untrustworthy one), arrangements were made for Parok and his flock to hunt him down.

Or is there more to it than that? Is it possible that Thratchen has been working in secret for the Gaunt Man these past few months, and taking him back by force is a way to fool Jezrael into thinking the High Lord and the techno-demon are naught but blood enemies?

—Greg Detwiler,
Williamsburg, PA

5

Word has passed to Orrorsh from the far cosm of Tz'Ravok that rebellion has flared anew among the ravagons. No doubt spurred by the collapse of the Gaunt Man's bridges, the Denyers are recruiting many of the tribes to their standards. Worst of all, leading them is


a massive ravagon who claims to be the true Sixth Prophet, Sallsboratza. The previous ravagon claimants of this title, Gondaratza the Mad One, has dropped out of sight, and it is said the Sixth Irishantza slew her for her impudence. Even more disturbing are reports that Sarrol, the priestess of the ravagons, has returned to Tz'Ravok and taken the newcomer's side.

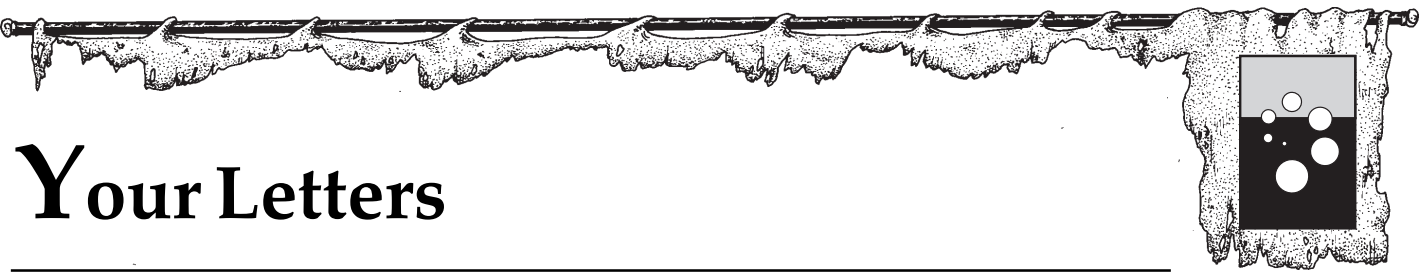
Is this newcomer the Sixth Prophet, or is he an agent from some other High Lord, sent to disrupt the Gaunt Man's power base? Some say he is a renegade ravagon backed by one of the other High Lords, perhaps 3327. Non-ravagon theories state that he is one of the following: 1) an intelligent pterosaur from the Living Land; 2) a fantasy creature from Aysle; 3) a demon from the Cyberpapacy; 4) the result of some Nile weird science experiment; or 5) a genetically engineered creature from Akasha or Tharkold.

Whatever the "Sallaboratza" truly is, he has the potential to turn the Gaunt Man's strongest and most loyal servants against him.

6

Further detailed examination of the 3327 clone has revealed that, though his DNA does match "Ryuchi Kanawa," his body is not human! Instead, he is an artificial being constructed of pseudo-organic materials. At first glance, it appeared that his cells were human, but under electron microscope, it became obvious the artificial elements — such as plastics — were present.

The implications of this are potentially staggering. Was this 3327 an exception, or are all the clones actually artificial men? If so, why and when were they substituted for the clones? For that matter, is it possible that this has somehow been done without 3327's knowledge? And does the real 3327 still exist — or has he, too, been replaced? 



Your Letters

I am writing to you to see if you could answer some questions we have about *Torg*. We have been roleplaying *Torg* for over two years and enjoy the system very much. But there are some rules we are not 100 percent sure on and need answers to stop confusion, specifically the rules regarding atheism.

1. What is meant by "presence" on page 125 of the *Torg Rulebook*, when it refers to a miracle being invoked in the presence of an atheist? How far does presence extend in distance and diameter?

2. Is the atheist not considered to be present if he is fighting, talking or just not paying any attention to the invoking cleric? Suppose he is blinded somehow?

3. Does an atheist automatically know when a miracle is being performed in his presence?

4. Does an atheist's attempt to stop a miracle count as a simple action?

5. If the answer to 4 is no, would it be a multi-action to stop multiple miracles being cast in a round?

6. Does acting to stop a miracle count as an active defense?

7. And some general questions: can you invoke a reality storm on someone who has the reality skill but no Possibilities?

8. Can you invoke a reality storm on an Ord?

9. Do giants automatically disconnect if they enter a magic-poor area?
— Kelvin Powell,
Napier, New Zealand

1. "Presence" means the atheist must be able to see and hear what goes on. If there is no verbal component to the miracle (the cleric does not need to speak the prayer aloud), then he need only see the cleric invoking the miracle. That puts the distance at sight and (if applicable) range of the cleric's voice.

2. It is fair to make the atheist generate a *Perception* total to see whether he notices a miracle being invoked. If he is blinded, and there is no verbal component to the miracle being cast, he would probably be unaware of it.

3. No.

4. No. You have to generate a *faith* total.

5. Yes, it would.

6. Technically, an argument could be made for this, since it works much the same way (the atheist's roll essentially has to be simultaneous with the cleric's invocation). However, an atheist can attempt to cancel *any* miracle, not just those directed at himself or those that would be harmful to his party. So I would say it cannot be considered an active defense.

7. Yes.

8. No.

9. Giants would have problems in pure zones, since their enhancements are contradictions. Otherwise, they would never automatically disconnect just by walking in somewhere.

Which maelstrom bridges could Storm Knights somehow find their way up? In other words, could you publish a quick breakdown of the chances of average Storm Knights traveling to other cosms using the current bridges?

— Ian Stewart,
Winnipeg, MB

A general rule of thumb is that the more bridges a realm has, the more likely you'll be able to slip up unnoticed. The two most likely realms are the Nile Empire, particularly the Houston bridge, and Aysle, and for essentially the same reasons: both are in the middle of "hot" wars and there's a lot of chaos and confusion. A few well-disguised faces won't be noticed in a crowd.

The most difficult bridges to climb are Tharkold (very heavy security, due

to Race infiltration of the realm), Orrorsh (when they're rebuilt), and Nippon Tech. The Cyberpapacy falls somewhere in the middle. Keep in mind that the Living Land and Akasha have no bridges.

1. Do the Akashans still have the ability to produce invisibility powder and other trinkets, as found in *The Forever City*? And speaking of the Forever City, have the Space Gods or their client races (or anyone else) reclaimed it?

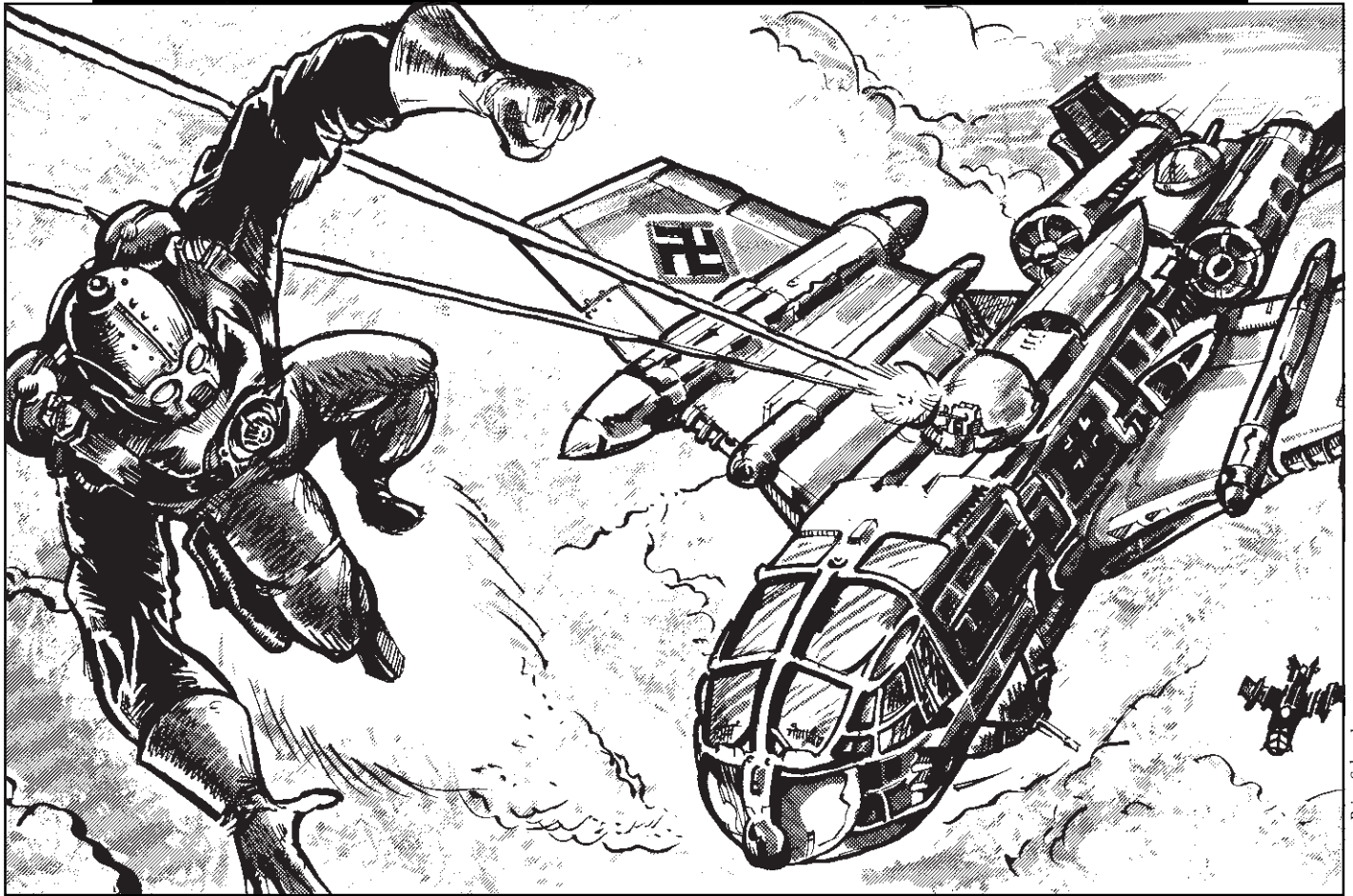
2. Now that rumor #5 of issue #33 is true and the Posse has found the Sacellum, I've got some questions. Since LA is now in a Tharkold pure zone and faiths other than the Cult of the Dominant and the Way of the Race must cause a contradiction to invoke miracles, won't Ord Posse be shortchanged?

— Ralph Dula,
New Cumberland, PA

1. Yes, it can be assumed that the Akashans can still produce the kind of artifacts found around the Forever City. Whether they are or not is another story — basically, if you would like to introduce that sort of stuff into your campaign, feel free. As far as we know, no one has claimed the Forever City as yet.

2. Ord Posse members are hosed, Ralph. That's certainly the way it looks to us. As far as the minority members of the Posse go, that's a very interesting question.

By the way, our thanks for your letter regarding *High Lords' Guide* and we're glad you liked it so much. To answer your questions regarding the artwork, it came from the Japanese-language version of *Torg* they're publishing over there. They translate our works but do all their own art. You can see more of their version of the Possibility Wars in the upcoming *Infiniverse Update, Vol. III*, on sale in May.



Brian Schomburg

Herald Messages

"May each drop of my blood be as a black arrow, straight to the heart of Jean Malraux! Father in Heaven, to thee I commend my soul — Father Gregory Hildebrand, cyberpriest, before giving his life to destroy a stelae, thus freeing millions from the dominion of Cyberpopo."

— Bill Brackeen,
Jonesboro, AR

Core Earth psychics have once again proven their value. Not only did they uncover the True Death of Sabathina (which they put to use), but foretold that Ardinay's capture was inevitable. Knowing this, they led several devastating strikes against the Warrior of the Dark's forces, ensuring she will be unable to capture Oxford in Ardinay's residence.

— Ralph Dula,
New Cumberland, PA

The reign of the Torg has begun! Someone has become the Torg and Ayroa is determined to find out who. But if the rumors of Baruk Kaah's return are true, what is their relation to the Torg?

— Mike Lenzo,
Hudson, OH

Cyberpapal plans for New England have been dealt a severe blow. Storm Knights destroyed a coven of gospog in Salem and prevented a stelae from being planted in southeastern New York. The Storm Knights survived multiple Nippon assassination attempts — Kanawa front companies, with aid from the Boston nuncio, have purchased high-tech companies around Boston to prepare for manufacture of Tech 26 equipment, especially robotics.

Through the valiant efforts of occultist Lord Arthur Baine and with the assistance of

Akashan technology, the Orrorshan reality tree in New Orleans has been destroyed.

— Jim Ogle,
Socorro, NM

A ledger uncovered in Alexandria claims that a reality shard was stolen from its owner in Uruguay by Nile mobsters and is for some reason being delivered to Tokyo. The shard is supposedly a pair of red baby shoes belonging to the famous Andes survivors. Anybody out there close enough to Japan to check it out?

— Ben Ehrets,
Allentown, PA

"Surf's up!"

— Richard Lafferty, reluctant vampire, after seeing the Leviathan blown into a thousand bloody, frothing bits in the Channel

INFINIVERSE™

C A M P A I G N G A M E

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West End News and Notes

GAMA Show: WEG editor Ed Stark and Sales Manager Bill Olmesdahl just returned from the Game Manufacturers' Association Trade Show in New Orleans, LA. There they met with representatives of other game companies, major distributors and retailers, and discussed all the exciting plans we have for the next year.

By the end of the convention, the buzz was all about *Indiana Jones* and *Bloodshadows*. Everyone seems to be enthused about the new projects, and some of the best gaming authors in the business are lining up to work on them!

In addition, *Star Wars* continues to be one of the hottest games in the industry, and plans are moving ahead for *Torg* 2nd Edition. Stick around, the best is yet to come ...

New Staff

West End Games welcomes new

graphic artist Tim Bobko to the fold. Tim, also known as "The Fashion King," brings skill, talent and height to the art department. (The art bullpen is starting to look like an NCAA locker room ...)

Hell's Feast

Jack Deacon was just another average gumshoe on an average case. Until his client flashed a set of fangs, the sentinels came calling, and an out-of-town caster tossed a spell with his name on it. Now he has to find a bizarre killer or take the ultimate fall!

WEG is proud to announce the release of *Hell's Feast*, the first of three novels introducing the all-new *Bloodshadows* universe! Written by Greg Farshtey, author of *The River of God*, *Hell's Feast* is fast-paced action and chilling horror at its best.

Available in book and hobby stores in April!

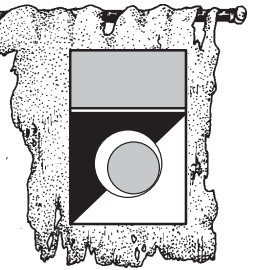
REALITY CHECK

by Brian Schomburg

An Akashan kiddie show we could live without...



Rumor Report and News



First Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the *Infiniverse* for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the *Infiniverse*. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

First Indication: Issue #38

1. Cyberpapists posing as Tharkoldu "voodoo cult" wreak havoc in New Orleans. Starts at True (19).

2. Berserk team of Storm Knights rampaging through Aysle, tearing up stelae without regard to safety of Ords. True (17).

3. Wild West returns in the wake of Nile axiom wash in Texas. Git along, little Storm Knight — it's True (25).

4. Kanawa transferring goods and personnel to South Korea. True (18).

5. Mobius invents "weird science" space capsule; captures Storm Knights;

shoots them into space; and sends them cheesy movies (the worst he can find). Dead even — False (11).

6. Rec Pakken searching for new High Lord; Tharkold/Nippon alliance shattered. True (19).

Continuing Report: Issue #37

1. New villain, Dr. Cyclops, appears in Berlin with the power to shrink his enemies. Believed to be collecting Storm Knights. Holds at True (20).

2. New and charismatic leader, Doomtak, appears in the Land Below, forging an army of conquest. Growth spurt and True (16).

3. Aliens from Star Sphere send robot craft to Earth as part of a trap for unwary Humans. Slight jump to True (17).

The Wrap-Up: Issue #36

1. Mobius plans to use reality tree to convert Iceland to Nile axioms and turn it into a floating battlebase. Big jump to finish at True (25).

2. Ghostdancer movement springs up among Gaea's Native American population in response to the domination of the Gaunt Man. Another good-sized jump to end at True (40).

3. Negotiations going on between high-ranking cyberpriests and technodemons. No peace in our time — False (20).

4. Colonel Cairo and Captain Carnage (the former Dr. Zap) clash in the streets of Thebes. Both vanish under a pile of rubble. Neck and neck to the end — True (11).

Convention News

West End Games is looking for gamers planning to attend *Origins '94* in San Jose, CA in July 7-10. We need people both to run games for us and to help us work our booth. As usual, anyone who helps out will receive credit toward WEG merchandise.


We are also looking for gamemasters to run *Torg*, *Shatterzone*, and *Star Wars* at GenCon '94 in August.

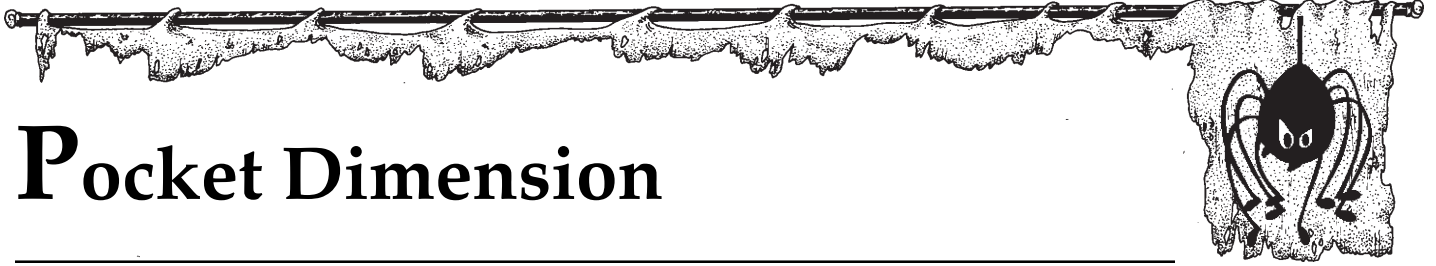
If you are interested in helping us out, contact West End Games, RR3 Box 2345, Honesdale, PA 18431.

For those of you who were disappointed at not being able to get into your favorite WEG event last year, take heart — WEG is getting extra booth space this year so that we can run pick-up games during the show.

We will also be running *MasterBook* games featuring *Bloodshadows* and *The World of Indiana Jones* at the booth. Stop by for the free prizes and see the new stuff for WEG '94.

Upcoming For *Torg*

May: *Infiniverse Update, Volume Three*: And the first one not written by Greg! John Terra leads you through the Possibility Wars 1994, featuring shocking surprises, sinister plots and the return of an old and adamant villain (no, it's not Ensign Egypt!) 



Pocket Dimension

Arachnidia

The domed world of Arachnidia is connected to Core Earth by a series of tunnels, most of which come up in the Living Land or Land Above. The best-known entrance is a side tunnel in a former Living Land chasm in Upper Michigan, from which the ustanah first reemerged into history. For this reason alone, the domed world is of importance in the Possibility Wars.

Axioms and World Laws

Arachnidia has the same axioms as the Land Below in general, including Merretika (*Magic 12, Social 8, Spiritual 17, Technological 10*). However, the ustanah have no mages to take advantage of the first axiom, while their Stone Age society lags behind the realm's *Tech* potential. Spiritual power is their primary strength; the realm has a higher *Spiritual* axiom than any other realm except the Living Land. This turned the original edeinosaurs/ustanah war into a bitter religious crusade that made the fighting even more vicious. Now this domed world is the last stronghold of the ustanah and their religion. To illustrate this, any non-ustanah miracles performed in Arachnidia will be a one-case contradiction.

Ustanah society is a cross between an anthill and a city state of Classical times on Core Earth. As with spiritual power, the Social axiom has been pressed to the limit here. The queen of the hive directs all activities, which mostly consist of gathering food. Each ustanah adult gathers his or her own food; any surplus gleaned during the day is placed into a communal storage building. Among other things, this

food supports the troops of the ustanah standing army, which defend the hunters and gatherers from the domed world's more dangerous wildlife, as well as drilling for a final showdown with their edeinosaurs enemy.

The Law of Cooperation

From the unanimity of onslaught similar to that of an outraged hive of bees, the ustanah have evolved battle tactics that take full advantage of the principles of cooperation. The Law of Cooperation demonstrates this quite well. Whenever two or more characters are working together toward a common goal, such as fighting the same individual enemy or using their combined *Strength* totals to lift a heavy object, they receive a +1 to their efforts.

There is, however, only a single modifiers for characters making a single combined effort, as in the lifting example given above or the heavy weapons skill roll for the operators of a single crew-served weapon.

The Law of the Hive

If Arachnidia is the last refuge of the ustanah race in the cosmverse, then the hive city is their last refuge in the realm. Consequently, any characters foolhardy enough to attack the hive will discover the hard way that hives are fiercely defended. Characters defending a hive receive a +2 bonus to actions taken to protect it. This includes uses of the *dodge, maneuver, melee weapons, missile weapons, unarmed combat, test, willpower* and — for those who have it — *reality*. The rare ustanah shamans may also use it for their *faith* and *focus* rolls when casting combat

miracles. As the ustanah are potential allies against the Living Land, this law punishes those trigger-happy characters who simply want to attack everything in sight.

The Realm

Arachnidia is a domed world similar in appearance to Merretika and many others, with terrain features ranging from snow-capped mountains to deserts and tropical jungles. The major difference is this: the animal life of the realm, including the only native intelligent race, consists entirely of invertebrates, chiefly arthropods. Due to the high *Magic* axiom, greatly enlarged versions of both normal Core Earth invertebrates are both possible and common, providing Storm Knight explorers with a series of deadly threats.

Aside from native wildlife, Arachnidia is also home to many huge invertebrates from other realms. Mostly these are creatures from the Living Land, such as the bonthkra, karkata, langatok, meksobat, noskret, quartek, restr, ropraj, shestike, torada and voskat. However, other immigrants include giant desert beetles from the Nile Empire, the kraken of Aysle, and the weligar from the tunnels of the Land Below. Also present are "wild" versions of the wasps ridden by the Darooni of Merretika. Still, there are plenty of giant insects, spiders, scorpions, crustaceans, worms, etc. to give Arachnidia its own distinctive flavor as regards fauna.

Besides the kraken, a Core Earth sea monster that inhabits Arachnidia is the tullimonstreum, an enormous marine worm that is the source of many "sea serpent" reports. This prehistoric creature dates back to Paleozoic times, but only its young has been fossilized,

causing severe underestimation of the true size of the “tully monster.” Oddly shaped for a worm, it has a thick body with a noticeable head and neck, paddlelike flippers up front, and a large triangular tail to the rear. It has a mouth full of sharp teeth.

Overall, it looks like a Mesozoic plesiosaur, due to its similar lifestyle and convergent evolution. It is 30 meters in length.

Tullimonstreum

DEXTERITY 10

Swimming 10, unarmed combat 11

STRENGTH 20

TOUGHNESS 18

PERCEPTION 7

Find 6

MIND 6

Survival 9

CHARISMA 3

Charm (25), persuasion (25), taunt (25)

SPIRIT 7

Intimidation (11)

Possibility Potential: None

Natural Tools: Hide, armor value TOU+4/22; teeth, damage value STR+5/25; flippers, speed value 13

Ustanah Civilization

As noted above, the ustanah have refined hive life to the point where it is roughly equivalent to that of a human city state. These insects are well-disciplined, all working together for the good of the community. As such, they have no need for laws — the army is there to defend against outside threats alone.

Ustanah military organization is based on multiples of four, with the smallest unit the “appendage” of four warriors, corresponding to the four limbs of an ustanah or human. One of the four is in charge of all the others. These units may work in pairs for hunting or gathering missions. In war, though, the “quartet” or 16 warriors is almost invariably the smallest unit to operate independently.

In pitched battle, quartets advance in four rows, each row taking turns using its club/atlatl to hurl a volley of sharpened crystal disks at the enemy. These disks may also be hurled by hand at close quarters if there is no

time for precise firing ranks to operate. Ustanah believe in firing off all their ammo at once, then marching in close quarters, wielding their atlatl devices as clubs and fighting with mandibles and pincers as the situation dictates.

A favorite tactic is to have one or two appendages engage an equal number of enemies in combat, while the remaining appendages in the quartet swing around to the flanks for a double envelopment. Single flanking attacks are also possible if the enemy is numerous enough, and if the odds are equal, or against the ustanah, there is nothing the warriors can do but stand where they are and fight.

In battle, ustanah units communicate with each other by means of various pheromones released by their scent glands. This works in Arachnidia, where the only winds are gentle breezes, but has led to disaster elsewhere. A strong wind, whether natural or created by magic, will reduce their army to a collection of separate quartets operating out of step with each other. When weather permits their system to work, they operate like military automatons, reminding at least one scholar who saw them in battle of the Roman legions and their similar small-unit tactics.

Current estimates are that there are at least 10,000 ustanah in Arachnidia, with 4000 of them in the standing army. In times of emergency, virtually all citizens are required to serve; they already know what units they serve in and with what comrades. Thus, “reserve” units are just as skilled in battle as the “professionals,” though whether this is due to instinct or practice is, as yet, unknown. Both male and female ustanah serve in the military.

Of the entire ustanah race, only the queen herself and perhaps a dozen scholars are exempt from serving in the ranks. The queen does organize the warriors, as her pheromones have a range of half a kilometer — the pheromones of all other ustanah barely make it 100 meters — making her the equivalent of a general.

The scholars are also the priests of the Colleh religion. In battle, they use combat miracles much as their edeinos enemies do, the most common being *web*.

Web

Spiritual Rating: 15

Community Rating: 11

Difficulty: 12

Range: 5 (10 meters)

Duration: 10 (100 seconds)

Effect: Entangles a group of foes

When web is cast, a large net of spiderwebbing covers an area three meters wide by three meters high. Anyone and everyone in this area will be entangled until the miracle’s duration expires. Anyone trying to break free must make a successful *Strength* check of 13 to do so. The strands are wet with glue and cannot be burned.

The Other Realms

Aside from a handful of expeditions sponsored by the US government, the Living Land is the only realm to discover Arachnidia. In one of his last actions as Saar, Baruk Kaah sent a large war party to this domed world on a punitive expedition. The edeinos were beaten off with great loss of life.

The ustanah may well march on the surface in force at some point in the future, as some already have. These roving bands are the ones being targeted by the Gaunt Man’s Horrors in an attempt to gather raw material for a super-chthon. Mercifully, the High Lord of Orrorsh does not yet know of Arachnidia’s existence. It is certain that many of its hideous invertebrate monsters would make excellent Horrors.

Land Below Update: Tharkold and Akasha

Since the publication of *The Land Below*, there have been two new realms added to the *Torg* universe, Tharkold and Akasha. As noted in *The Land Below*, the tunnel systems immediately below each realm have taken on the flavor of the invaders’ reality. Therefore, the following details the Land Below areas between the two newest realities, with a description of them and a few samples of typical wildlife:

Tharkold

The tunnels beneath the Tharkold realm are a curious combination of natural and artificial conditions. While the cavern format itself is natural, with dank, damp rooms of irregular shape, all caves and tunnels are lit with dim fluorescent and neon lights. The light they give is sufficient for explorers to pick their way about with their naked eyes, but it leaves plenty of areas in shadow, particularly in the corners, where anything can lurk.

In addition, some areas are sealed off by solid steel doors which, when blasted or battered through, seem to conceal nothing worth the effort of putting them there. Since the doors, like everything else, appeared with the Tharkold axiom wash, their true purpose — if any — may never be known.

Entrances to Tharkold's Land Below may be anywhere, from the basement of a private home to an underground parking garage, from a natural cavern to a subway system. Several sealed entrances have been uncovered by construction crews digging the foundation for new buildings. Whether in Los Angeles, San Diego, Tijuana, or Berlin, the Tharkoldu Land Below may be stumbled upon at any time, and its creatures are likewise capable of appearing from any quarter.

Many of the creatures of this realm are the wilder inhabitants of the cosm itself: bochdogs, direwings, necros, quons, swarmrats, etc. In addition, some ghuls and rogue Tharkoldu use the more out-of-the-way caverns as lairs to rest in between attacks on the human population. There are also rumors of rogue gospog — those Tharkoldu gospog who defeated the demons who tried to use the Law of Domination against them — roaming the tunnels. They attack anything they encounter.

The following is an example of a creature unique to the caverns:

Cyberpede

One of the primary predators of Tharkold's Land Below is the cyberpede, a glittering golden centipede five meters in length. It attacks

prey by using its mandibles, which appear to be of brass. Its golden exoskeleton provides decent armor protection, and it has a number of natural cybersystems. One of its eyes is a Dangerscan cybereye; the other is a Darksight. It has a pair of antennae which it waves incessantly; they serve as substitute olfactory organs, with the left and right ones serving as equivalents to the Windhunter and Windsniffer, respectively. Finally, it has a special adrenal gland which is a natural Adrenal Booster gland, giving the creature its benefits once every full day (24 hours).

Cyberpede

DEXTERITY 11 (14)

Dodge 14, maneuver 12, stealth 13, unarmed combat 17

STRENGTH 12 (15)

TOUGHNESS 12 (16)

PERCEPTION 14

Find 16, tracking 17, trick (16)

MIND 6 (15)

Survival 17

CHARISMA 3

Charm (28), persuasion (22), taunt (26)

SPIRIT 6

Intimidation 17

Possibility Potential: None

Natural Tools: Cybermandibles, damage value STR+5/17; metallic exoskeleton, armor value TOU+4/16; Darksight eye, see normally in darkness; Dangerscan eye, +3 to *find* hidden dangers; Windhunter antenna, +3 to *tracking* by smell; Windsniffer antenna, +3 to *Perception* using smell; Adrenal Booster gland, +3 to *Dexterity* and *Strength* (works once per day)

Akasha

In the Andes mountains, from southernmost Ecuador to southern Chile, and extending west into Bolivia, Brazil, and Argentina, is a massive and fantastic tunnel network. There have been rumors that such existed before the arrival of the Space Gods (no doubt constructed by the Machu Coar during the Akashans; first visit to Earth), and is filled with incredible treasures.

Still, almost no one bothered to look into the matter until the start of the

Possibility Wars, when it became apparent that a bizarre and unique system of caverns had sprung into existence under each of the invading realms. Now exploring Storm Knight teams have uncovered the true nature of these caverns.

The tunnels beneath Akasha are clearly man-made in nature, being long, straight, square galleries whose ceilings range in height from two to seven meters, with an average width of three meters. These hallways lead to rooms both large and small. Some are empty, while others boast parts of a vast horde of plaques, statues, and other items of copper, silver and gold.

Contacts among the Space Gods claim that the passages and rooms were carved out of the solid rock by means of thermal drills tipped with the metal wolfram — among the last items of "pure" machinery the Akashans created — and electron ray guns. These last are bazooka-sized versions of the biotech electronus, firing bolts of electricity powerful enough to blast apart rock strata too hard for the drill.

The drill heats all debris to the melting point, and the resulting fluid then solidifies to a diamond-hard glaze that covers the walls, floor and ceiling. This glaze is so hard that it holds the ceiling up all by itself, without the need for pillars or supports.

It also makes the tunnel system watertight, with the only water present being those underground pools or rivers that were deliberately left uncovered to supply the residents.

Electron Ray Gun: Tech 30, damage value 31, ammo 50, range 3-150/500/1k

Due to the artificial nature of the halls, there is no wildlife that is native to them. However, many creatures from outside have come in to take up residence in them, just as if they were ordinary caverns. Among them are many of the bizarre creatures the Akashans either brought with them or inadvertently created via their genetic experiments. The *iemisch*, *lemekanns*, and *munjabu* are most common, as are *mylodons* (like *megatheriums*, but only half as large). Other creatures never recorded before have also been encountered in the tunnels, such as

the ahslans.

Ahslans are poisonous serpents two meters in length which have an innate psionic power similar to *telekinetic flight*, but designed for atmospheric flight. This gives it a tremendous advantage over other snakes in the hunt, as it can actively chase down prey. Their flight is totally silent, and what is worse from a Storm Knight's point of view is the fact that they are gregarious, coiling together in the corners of rooms in extended families of up to several dozen.

Up to a half-dozen ahslans can attack a man-sized target at once, with a Many-On-One advantage. They are quite fearless, relying on the speed of their flight to keep them out of trouble in combat.

Ahslan

DEXTERITY 16

Dodge 17, flight 13, maneuver 12, unarmed combat 13

STRENGTH 6

TOUGHNESS 8

PERCEPTION 10

Find 11, trick (11)

MIND 6

Survival 10

CHARISMA 5

Charm (40)

SPIRIT 7

Intimidation 11


Possibility Potential: None

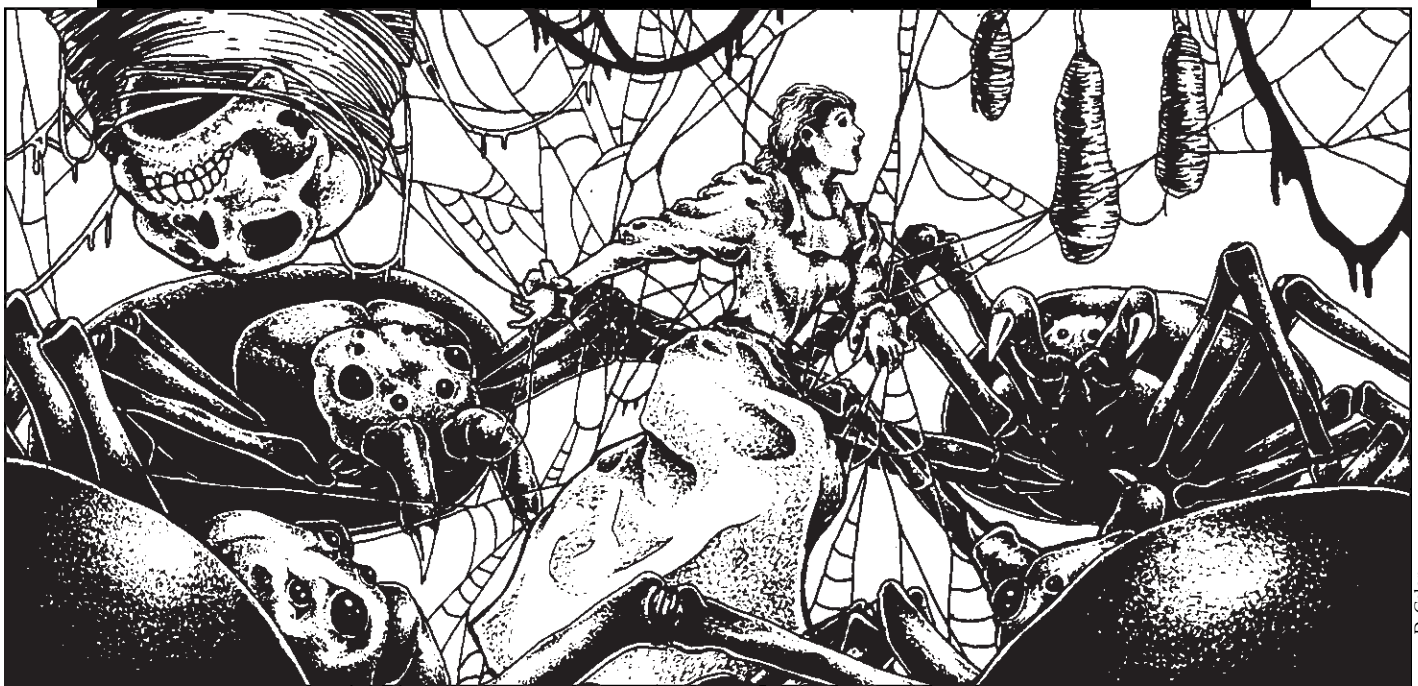
Natural Tools: Fangs, damage value STR+3/9; poison, damage value 13 per round; telekinetic flight, speed value 11

Aside from wild animals, rogue clans of Gudasko and small knots of Lorbaat dissidents have moved into some of the rooms and hallways, using them as a base of operations. Human smugglers, guerrillas, and bandits have done the same. Storm Knights who choose to explore the tunnels may also run into bands of Monitors and Comaghaz cells doing the same, or teams of Nippon Tech agents searching for some of the caches of precious metals. These last teams are quite heavily armed, carrying the latest laser and microwave weaponry of Marketplace as well as whatever high-tech or biotech gear they've managed to steal from the Space Gods. In their quest for treasure, they have only one directive from 3327 concerning anyone that gets in the way: "Shoot to kill."

The treasure to be found in these caverns is quite substantial, with items made of precious metal to be found

quite literally in the hundreds of tons. Golden statues and statuettes of animals from all over the world, or from Akasha and other worlds of the Star Sphere, predominate, but there are also books of gold or silver leaf and plaques depicting scenes from Akashan history. Finally, a few walls have been adorned with bas-reliefs of copper, silver or gold, showing the same scenes as the plaques.

Next to simple exploration, the most common adventure Storm Knights will have in the tunnels is to either secure some of this vast treasure or prevent agents of the High Lords from doing so. Other possibilities include wiping out monsters, bandit or terrorist gangs, or groups of client race dissidents or Comaghaz cells. Although the glaze over the tunnels seems indestructible, it is possible that it might be shattered in some spot, possibly allowing creatures from other parts of the Land Below to find their way in. Some teams might even decide to set up shop there themselves; as bases go, they could do worse. 



D. Celon



Dispatches and Rumors

Dispatches

1

(It's April, readers, and you know what that means: time travel! It's time for the traditional "Torg time travel" dispatch, which has thus far claimed the lives of dozens of player characters.

Onward:)

The Storm Knights are in Tokyo, investigating what appears to be the dismantling of Kanawa's empire. While there, they learn that key Kanawa personnel have been making use of a transportation device to escape Earth. The logic is apparently that, by sending them home this way rather than via maelstrom bridge, lesser employees will be unaware that their jobs — indeed, their very lives — may be in peril.

Run the Knights through the gauntlet to get to this transportation booth. It's heavily defended, as befits a whole new method of cosm-crossing. Make them work for it.

When they finally reach the booth, they'll discover it's large enough to accommodate the whole party. The walls are of glass and it looks much like one of Kanawa's ATM stelaes.

The console is lined with buttons, including one conspicuously marked "On." Any investigation the Knights make will reveal that there are no obvious traps: no dynamite wired to the controls, no trapdoors in the floor.

The only button that will make the machine do anything is the "On" button. Once pushed, the screen will light up and begin presenting instructions:

"Welcome to the Kanawa Corporation Transportation Tube. Please enter destination:"

The tube is preset to "Marketplace." Any other destination would have to be loaded in, and there are no directions evident for how to do that.

Once the destination is entered, the machine begins asking for a bewildering series of instructions and data entries. Make the characters sweat a little — let them think a wrong entry will cause an alarm to sound or something.

Finally, when the characters have made their way through all the instructions, the machine starts to hum. Then one final block of text comes up:

"Kanawa Corporation Transportation Tube®/TM and © 1994, Mobius Temporal Travel, Inc."

At that point, the characters have one round in which to escape the booth. The doors have closed and locked behind them, and a *Strength* total of 20 will be required to open them. The specially treated glass has a *Toughness* of 30.

After a round, the machine gives off a blinding flash of deadly radiation that disintegrates anyone within two meters of the machine (damage value 50). Any characters who haven't learned by now not to trust mysterious devices in the April issue of *Infiniverse* are now ashes... (Evidently, Kanawa has been using this device to cut his payroll without going through the messy histrionics of mass firings.)

Critical Event: As with any time travel device dispatch, the key to this adventure is surviving. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

2

In the wake of serious reversals in the Cyberpapacy, Tharkold has decided to seize their advantage and strike at Malraux's domain. Flights of priestburners have been dispatched

into northern France on three occasions, attacking the villages of Nancy, Charmes and St. Mihiel.

Normally, priestburners live up to their name, attacking only clergy (in this case, Cyberpapists). Unfortunately, passage through the fierce reality storms on the border of CyberFrance have damaged the creatures, so that they no longer track only clerics. Innocent residents of the target towns have been incinerated by the Tharkoldu servants.

Now intelligence from Berlin indicates that the town of Joinville is next on the list. The Cyberpapists are already pulling out in advance of the attack, but there are hundreds of civilians who could never escape in time.

It's up to the Storm Knights to protect the town. One sound defeat of the priestburners might be enough to get the Tharkoldu to call off the attacks and try another strategy.

Priestburners (24)

DEXTERITY 13

Dodge 15, energy weapons 17, fire combat 17, flight 16, maneuver 16, stealth 15, unarmed combat 15

STRENGTH 10

TOUGHNESS 12 (21)

PERCEPTION 10

Divination magic 16, find 20, scholar (religion) 15, trick 12 (15)

MIND 11

Survival 13, test 13, willpower 15

CHARISMA 5

Charm (20), persuasion (20), taunt (22)

SPIRIT 13

Faith (Cult of the Dominant) 20, intimidation 17, reality (Tharkold) 14

Possibility Potential: All

Natural Tools: Strafe dodge 22; internal laser, damage value 25, ammo 50, range 3-25/60/250; viral dart launcher, damage value 18, ammo 50, range 3-40/80/150; talons, damage

value STR+3/13; interwoven metal composite armor, value TOU+9/21; wings, speed value 15; "focus-finder," (*divination magic* 16), finds characters with specific *focus* skill. Difficulty is target's *focus* value, range is 3 km.

Note that the latter ability has been damaged by the reality storm. The priestburners are now picking up anyone with a *faith* skill (same rules as for *focus*) and burning them.

Description: Priestburners resemble a cross between a cygoyle and a skat. Their wings are topped by four miniature dart launchers, each of which carries a nanotech virus. If one of these darts should inflict a wound, the virus has entered the victim's

The Priestburner's virus will continue to overheat the victim until the body spontaneously combusts.

bloodstream. Due to a symbiotic relationship between the creature and the virus, it knows the moment this has occurred and breaks off its attack (providing all targets have been accounted for). These particular priestburners will attack all faithful, not just clerics.

Two hours after the initial injection, the virus causes the victim's pores to cease functioning while speeding up the metabolism to overheat the body. The victim suffers a *wound* per hour after the overheating begins.

The pain of this is considerable — *willpower* totals of 15 are required to perform anything other than a *simple action*.

The virus will continue to overheat the body (alive or dead) until the victim has taken seven wounds, whereupon the body spontaneously combusts. *Tech* 26 medicine is required to cure the virus, with a *medicine* total of 25 required to eliminate it. For every level of medical technology above *Tech* 26 that can be brought to bear against the virus, subtract -1 from the difficulty of healing.

Critical Event: The Knights must stop the priestburners from ravaging Joinville. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

3

Pella, the Avatar of the Nameless One, has reappeared. A group of Storm Knights exploring the tunnels beneath Tharkold (see this month's four-page section) were attacked by the former Lady of the Houses of Aysle. Three of the five Knights were slain, and the other two were trapped when a blast of magical energy from Pella brought down the walls.

The surviving Knights may have valuable information about Tharkoldu plans for a strike against Camp Pendleton. The party must dig their way into the tunnels and rescue them, but beware: numerous Tharkoldu

predators have been drawn to the site by the smell of blood, and aren't particular about whose blood they taste.

Critical Event: Rescuing the trapped Knights is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

4

With his maelstrom bridges attacked and his fortress damaged in the past year, the Gaunt Man has decided to beef up security at Illmound Keep. Unfortunately, the long period when no bridges existed to Gaea meant something of a shortage of Horrors, so the High Lord has drawn forces from around some of his stelae.

Currently, the northernmost stelae (in Thailand) is vulnerable, now protected only by a dozen hexaphim.

Hexaphim

Reality: Orrorsh

DEXTERITY 10

Maneuver 11, melee weapons 15, running 11, stealth 15, unarmed combat 15

STRENGTH 18

Climbing 20

TOUGHNESS 20

PERCEPTION 8

Find 10, trick (18)

MIND 15

Test 20, willpower 18

CHARISMA 8

Taunt (15)

SPIRIT 8

Faith (Orrorsh) 12, intimidation 20

Additional Skills: Two at +2 adds

Possibility Potential: Some (18)

Natural Tools: Thick skin (armor value TOU+5/25; flesh only), statue form (armor value TOU+10/30); claws, damage value STR+3/21; fangs, damage value STR+1/19. Ignores multi-action penalty to attack twice, but three or more attacks invokes penalty.

Power Rating: *Elemental alteration* (stone) or *elemental alteration* (metal), plus 2

Corruption Value: 21

Fear Rating: 1

Perseverance DN: 14

Weakness: Hindu holy objects

True Death: Cast pieces into a fire blessed by a Hindu priest

Description: The hexaphim are modeled on Hindu temple statues, and appear as three to four meter tall humanoids with six arms. Their skin is a deep red or blue, and their eyes are of flame.

Hexaphim can change into statues of either stone or metal. While in statue form, they are still able to perceive the world around them. Use of *true sight* or *divination* spells will expose them for what they are.

Critical Event: Defeating the hexaphim and ripping up the stelae is a *Good* result (6 or above); failing to pull the stelae is a *Bad* result (3 or less).

Rumors

1

Strange new tidings of a massive escalation of the war in the Tharkold cosm have disturbed Jezrael and Race leaders alike. Those Demon Princes who opposed Jezrael's ascension to the post of High Lord have a new leader, whom they claim is the legendary Tharkoldu leader, Krom-Ashur the Undying. He is said to have led his followers into battle around the bor

ders of Aurioch, destroying as many as a dozen fortifications. It is also rumored that he defeated Jezrael's son, Sidon, in battle, but this remains unconfirmed.

From what Race spies have been able to learn, there is a massive techno-demon running around wielding a huge obsidian axe that matches perfectly the description of Krom-Ashur's weapon, Soul Biter. The core of his army is a force of both human and demon ghuls, further bearing out the legend.

Whether or not this is, indeed, Krom-Ashur himself, or merely a powerful Demon Prince who has found his long-lost weapon, it is clear that both Jezrael and the Race have a powerful new foe on their home cosm. How this will affect the Possibility Wars remains to be seen.

—Greg Detwiler,
Williamsburg, PA

2

Worried by possible retribution for past indiscretions against Orrorsh, Kanawa plans to distract the attention of the Gaunt Man by "reactivating" Storm Knights who have died in past battles against Orrorshan Horrors.

The plan is for agents of Kanawa to produce clones from the cells of previously executed Storm Knights by way of recently stolen weird science devices. It is hoped that if the project is successful, Kanawa will keep pressure on the Gaunt Man for the moment and so effectively postponing his day of reckoning.

And if the project is discovered? Well, it's disguised to bring the blame down on the High Lord of Aysle, and upon deeper investigation, to implicate the redoubtable Dr. Mobius. Staff at the facility has been brainwashed into believing that they are working for Mobius.

To date the only successful resurrection has been that of NYPD officer Rick Alder, although why this succeeded is unknown. Alder is currently confused but his memories are slowly returning.

Note: The facility does not work

properly, and although Kanawa is beginning to suspect this, the "reactivating" of Alder has come as a pleasant surprise and justified further expansion.

The Storm Knights' would be well-advised to rescue Alder before Kanawa can re-program him. Whether or not the Knights destroy the installation is a secondary consideration.

—Paul Schmidt,
Auckland, New Zealand

3

With the horrible massacre of the folk of the Aysle realm by the Warrior of the Dark's armies, and the spread of famine and disease in their wake, the population of the northernmost reaches of the realm is in danger of falling below the minimum of 25,000 needed to support the reality. This means that casualties will seem minimal (to a High Lord, if not to the Storm Knights) should the stelae bounding these regions be pulled up.

Since the serious fighting has now bypassed those regions, the forces guarding the stelae have also been depleted, shifted to Oxford and Russia. And one High Lord fully intends to take advantage of this situation.

Nippon Arctic bases have sprung up in recent months, while the troop strength guarding the North Sea oil rigs is also being increased. 3327 means to rip up all the stelae in the northern regions of Aysle, both to punish the Warrior of the Dark for supporting his once and future enemy, Jezrael, and to eliminate all troublesome locals in that vast area.

Once the stelae have been removed, and Core Earth's reality immolates almost all, 3327's agents will move in with relatively low-tech equipment and systematically plunder the region, with emphasis on mineral wealth and the like.

This is seen as the first real blow in 3327's campaign to strip Earth of whatever isn't nailed down and leave behind nothing (other than possibility energy) of value to the other High Lords.

Aside from the destruction it will cause, this plan will wipe out the rear-guard support for the Warrior of the

Dark and Wotan as they lead their respective attacks on southern England and Russia. With this breathing space for both the Light Army and Core Earth forces, and increasing hostility from the Cyberpapacy, there is a chance that the Warrior's overextended forces could be crushed.

Of course, once the opposing armies are locked in the final death grip, look for Nippon agents to take advantage of the confusion to destroy the southernmost Ayslish stelae. Teams already in place will then take advantage of the chaos to plunder the financial and art treasures of major cities such as London, Stockholm and St. Petersburg. Once the Ayslish have been destroyed, Core Earth or Cyberpapal forces moving in to seize the realm may find their prize not worth the effort. This is the final fate of Aysle realm, unless Storm Knights can unhinge 3327's scheme.

—Greg Detwiler,
Williamsburg, PA

4

To date, it has appeared that the Comaghaz plague is just that — a psionic plague. Now a group of Brazilian Knights have uncovered evidence that as a plague victim is infected he begins to "leak" possibility energy, which is subsequently absorbed or channelled elsewhere.

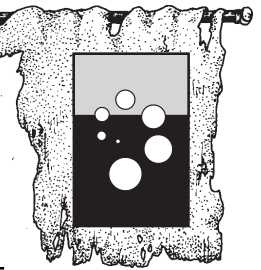
What's going on? Well, as Sarila grows steadily more callous about the fates of her plague victims, she hears the voice of the plague in her head more and more clearly. The "plague" voice is, in fact, that of a Darkness Device disguised as bio-tech equipment and it was on this equipment that Sarila originally conducted her Comaghaz experiments.

After the victim is infected, the possibility energy gained by the Comaghaz is channelled back through the various cell leaders to the Device. Although the method had proven successful, it produces only a fraction of the useful energy that the stelae method produces.

The Device is currently considering revealing itself to Sarila.

—Paul Schmidt,
Auckland, New Zealand 

Your Letters



The *Terra* sourcebook was very good (but we would still like to see a REAL superhero cosm). Whatever happened to *Paris Jaz*?

Can you give us more than sparse hints about what is going on in the GodNet?

What is the current status of the Delphi Council?

— Greg Gillespie, Jr.
Philadelphia, PA

The *Paris Citybook* went into limbo due to problems with the author some time ago.

There are more details on the doings in the GodNet in the upcoming *Infiniverse Update, Volume III*.

The Delphi Council has, for the most part, been destroyed. It was already under Senate investigation when Mobius invaded Houston, and most of the powers that be were captured or killed when the Nile troops landed. The Spartans are currently in the process of being disbanded. See *Infiniverse Update III* for more details.

1. I've heard rumors that *Torg* is ending. Is this true?

2. You should really do a BIG super-adventure entitled "Reign of the Torg."

— Mike Lenzo,
Hudson, OH

1. Well, Mike, the Possibility Wars will be building to their climax over the next year. But when the smoke clears, we'll be coming out with a new edition of *Torg*, tentatively titled *Storm Front* and scheduled for July of 1995. It will take the saga beyond the Possibility Wars — and if you think Earth's seen some changes in the last four

years, brother, you ain't seen nothing yet!

2. Plans are on the drawing board for a 144-page super-adventure / sourcebook entitled "War's End" for next spring.

Do players have to play *Drama* cards into their pools in order to receive three Possibilities at the end of the adventure, or must they be in the player's unplayed hand in order to receive the award?

— David Levesque,
Rochdale, MA

As long as the player possesses the card at the end of the adventure — whether it's in his hand or in his pool — he can turn it in for the three Possibilities.

How many people have died so far in the Possibility Wars? I know that this is a game and is meant to be fun, but sometimes I find some of your publica-



tions lack the true feeling of the war. Especially in *CyberFrance*. Resistance fighting is not the most enjoyable of activities — you have to start off on the losing side — but your writings rarely seem to reflect this.

— Ian Stewart,
Winnipeg, Canada

You bring up an interesting point, Ian. We have never really calculated exact casualty figures. But you should remember that, with a few exceptions (Nile, Aysle and the Living Land come to mind), most of the battles in this war have not been out-and-out military clashes. In *CyberFrance*, for example, a lone Resistance member might go into the GodNet and sabotage the

transfer of supplies from one region to another, rather than a dozen guys have to attack a convoy with guns and grenades. It doesn't feel like we think a war should feel in large part because it's not like any war ever fought on Earth.

1. Mobius seems to be winning all the way. Since Yugoslavia was just a sideshow, he hasn't suffered a real defeat since the Israeli stela was pulled. Is there no stopping this madman?

2. If the Gaunt Man was manipulated by the Nameless One into kidnapping and transforming Ardinay, does this mean Heketon is plotting against him on behalf of its creator?

— Greg Detwiler,
Williamsburg, PA

1. Doesn't look like it, does it. Though he has been known to be slowed by a really bad head cold ...

2. Good question. Our feeling is that Heketon (and all the Darkness Devices) are sapient pieces of the Nameless One's essence. They may be bound to their High Lord, but they all answer to the Nameless One in the end. It's doubtful Heketon would ever refuse the commands of its creator.

Can a Storm Knight spend Possibilities to mitigate armor's or vehicles's damage (spend Possibilities on behalf of the object)?

— Alexis Diaz,
APO, AA

No, you can't spend Possibilities to heal a vehicle or piece of equipment. Any such damage must be repaired.

You'll find full (though optional) rules for vehicle combat, damage and time it takes to repair in the *Kanawa Land Vehicles* supplement.

Herald Messages

"Life's hard, then you die. In Orrorsh, you should be so lucky."

— Storm Knight survivor

Storm Knights have uncovered a plot by Dr. Mobius to create a new form of super-villain, using Orrorshan occult powers and Nile Empire weird science. The Knights thwarted the villain, Hannes Brucker, but two test subjects appear to have escaped.

"Now, remember, the Church Police have our picture, so we should lie low for a while."

"Hello, Dial-A-Pizza. Lugg want 50 supreme pizza and have lots of friends named Frank to pay. Where is Lugg? Lugg at ..."

"I love you,
You love me,
Let's invade the Cyberpapacy."

— Theme song of the Living Land's new High Lord.

The Pope of Rome is saved!

A terribly intricate Cyberpapal plot to kill the Pope has been uncovered, with cyberpriests posing as members of the Vatican Secret Service revealed. Both Mobius and Malraux have been further discredited in the eyes of Rome. Roman Catholic faith is still strong.

On a darker note, we discovered evidence of Nippon and Akashan involvement, though we could not break through their schemes within schemes. Perhaps Rome is still in danger.

— St. Elias of House Gerrick

A small fleet of Terran Martians have crossed over to our Earth in invisible spaceships. Their mission: the conquest of Earth, starting with Japan! They brought with them giant space monster A (Jidorra) who rampaged through the countryside heading for Tokyo. But to the surprise of everyone, Gordanra arose from the sea in defense of the city, defeating the beast and causing the invader's heavy casual-

ties.

The Martians are now reworking their plan of conquest (secret plan #2) and have sent for giant space monster B.

"By Dunad, we are truly doomed!"

— An elf mage in the Light High Council, relating the news of Ardinay's disappearance

The Reign of the Torg has begun!

Ardinay has begun to suspect that Baruk Kaah may not be as dead as he seems, and the Gaunt Man has set in motion his plan to become Torg ... but what does this have to do with the clones of 3327?

— Mike Lenzo,
Hudson, OH

"Um ... okay, we use the gate power to travel to a different cosmverse."

— Typical Storm Knight reaction to the end of "Bride of Darkness."

