

INFINIVERSE™

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

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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.

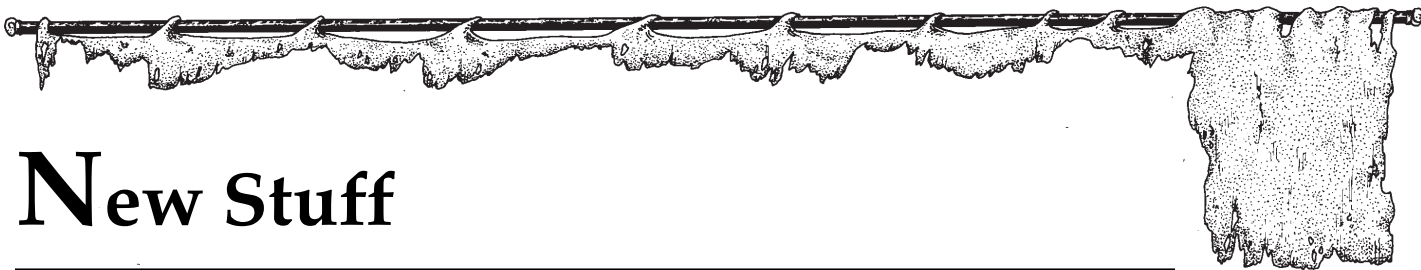
Troll (transformed human): DEX 11, STR 18, TOU 18, PER 6, MIN 8, CHA 5, SPI 5.

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

Me 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 fiancé, protect Nottingham from the creatures in her visions.

Elspeth is the MacVaig of clan MacVaig, the chieftain 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.

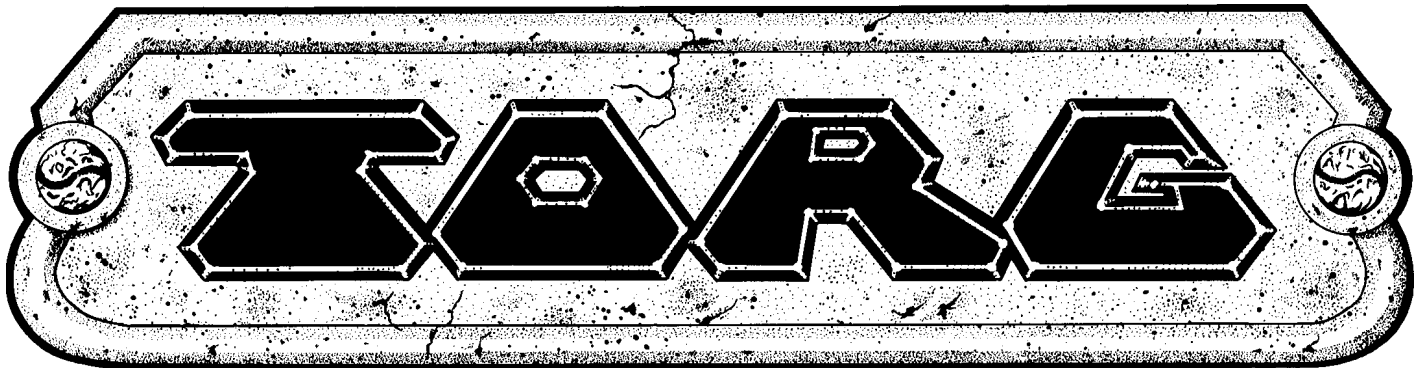
Possibilities: 15.

Equipment: Clothing enchanted to act as armor +5 (armor value 19), grimoire written in miniature on bones (writing must be magnified many time 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

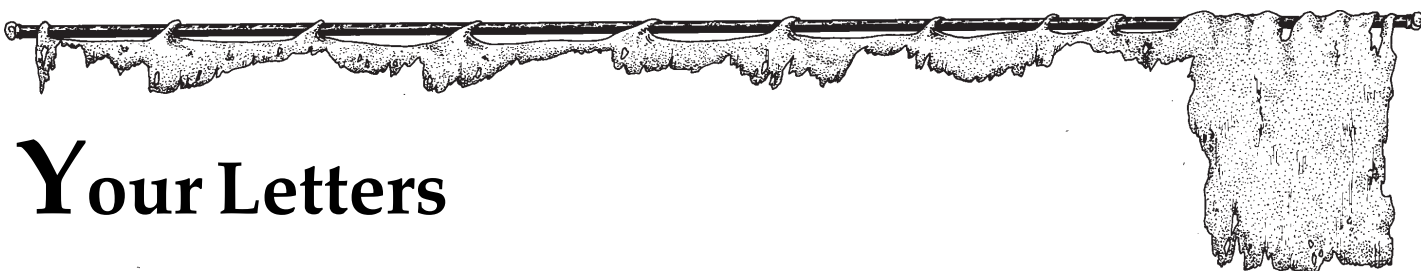
Incubae and succubae are "male" and "female" demons, respectively, that thrive by draining the life-force of living beings. They have great strength, but more often work by taking on the appearance of an attractive member of their victim's species and luring it to destruction. The shape-shifting abilities 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*.