

INFINIVERSE™

VOLUME 1

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

NUMBER 4



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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 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-Hepa, 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 succeeding 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



ow! 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 guesstimate 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