

# INFINIVERSE™

VOLUME 1

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

NUMBER 5



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*Infiniverse* is growing a little faster than we had expected, and in different directions. For example, almost 17 percent of our subscribers are overseas! Postal services being what they are, this fact causes some interesting consideration when dealing with response forms, particularly the rumors and dispatches. We shall continue to experiment as long as we feel we are making an improvement.

### Product Update

*The Aysle Sourcebook* will be released in November. This issue of *Infiniverse* ships scant days ahead of the sourcebook. By the time you read this, chances are your hobby store has the sourcebook.

*The Nightmare Dream*, the final novel of the trilogy, is set for release in November.

*Queenswrath* is a 64-page supplement in which the Storm Knights take up missions on behalf of Lady Pella Ardinay against many of the worst enemies in the magical realm. It is scheduled for December, it's on time, and should be there. Fairly nasty chap on the cover, too.

**Possible Problem Alert:** *The GodNet* supplement, which will be 96 pages, has run into a possible scheduling problem. As an additional product, it has run afoul of previously planned products in editorial and the art de-

partments. Originally planned for January, we would say that a one month delay is pretty likely. We will keep you posted.

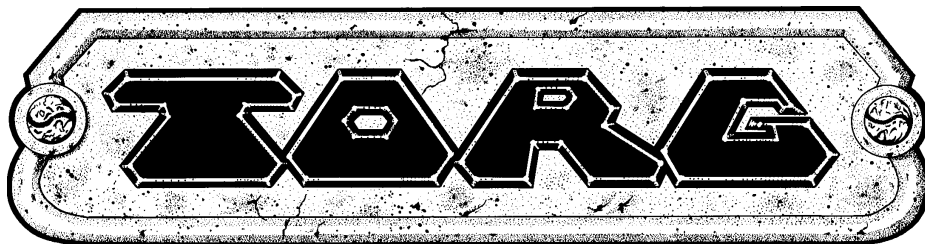
*The Cyberpapacy Sourcebook* is moving along. It is currently scheduled for February which, in the parlance of *Torg* rumors, is True (14).

*The Nippon Sourcebook* begins development in earnest next week, ahead of schedule. Yeah, that's right... so it looks good at this point.

*The Orrorsh Sourcebook* is on track, although author Chris Kubasik is doing some other material before designing the World Laws, so there will be no World Laws in this issue. We will publish them in *Infiniverse* as soon as we have had a chance to do a modicum of testing on them.

Other products which are still jockeying for position in the pipeline are:

- *The High Lord of Earth*, a 64-page adventure in which you get to become ... nah, we wouldn't want to give it away.
- *Ghost in the Machine*, a release which could give new meaning to the phrase "long-awaited adventure."
- We have just commissioned a sourcebook from Jim Bambra on the seventh realm to arrive on Earth. Keep tuned to this station for further developments.





# Rumor Report and News

**I**nfiniverse keeps evolving as we see how you are using it. There have been several questions about whether or not you could send us rumors past the “deadline” for the issue when they were due. Mail speed, playing time, and amount of rumors to which it is possible to respond indicated that we should extend the reporting time for rumors. We shall do so. You now have about three months in which to report the results of your rumors, two months if you live overseas.

Each month we will print the rumor report which will consist of three parts. *First Indication* reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap up will be the last report for that rumor in *Infiniverse*.

## Rumor Report

The results are given a true or false, followed by a parenthetical number. That

number represents the strength of the truth or falsehood throughout the infiniverse. For example a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

### First Indication: Issue #3

1. Modern-day incarnation of the Knights Templar at Carnac. True (20).
2. Rama Gatrun has gained possession of the only complete copy of the Book of the Dead. False (12).
3. Stone Lions in Shizuoka, Japan, resembling the karashisi of Buddhist temples. True (18).
4. Volcanic eruptions in southern California caused by a Keta Kalles miracle. False (17).
5. Nippon agents planning a raid on the Potala, the famed golden palace in Lhasa, Tibet; rumored to hold one or more eternity shards. True (13).
6. Viking berserkers attacking Denmark in the vicinity of Arhus. True (13).
7. Demon guardians of hell from Hindu mythology, rakshasa, spotted in the Celebes. True (18).
8. Nile agents searching the New York Metropolitan Museum of Art, against the wishes of Baruk Kaah. True (13).

### Continuing Report: Issue #2

1. Drs. Watteau and Teller are attempting to create a cyberpsychosis inducing weapon. True (17). An increase in Truth value.
2. Baruk Kaah has sent an elite team of eideinos to kill storytellers. True (19).
3. Sightings of seal-like creatures with metallic parts. True (18). An increase.
4. The formation of Hantu Limited. True (17). An increase.
5. *The Nocturna*, a fabled book of dark magic, had been smuggled into Indonesia. True (16). A reversal of last issue's outcome.
6. Martians have invaded Terra. True (12). A decrease; apparently the probability of the invasion decreases as it ripples throughout the Infiniverse.

### The Wrap Up: Issue #1

1. The healing spring/possibility collector in Ohio. False (15). Even more false.
  2. Major Hopten-Ra's expedition in the Land of the Dead. True (26). An increase.
  3. Maletritus has taken over a cult of demon worshippers. True (21)
  4. Blackpool and the Whisper in the Nile Empire. True (19). An increase.
  5. Vikings ferrying transformed-human trolls into Ireland. True (19)
- The Stillworld has been avoided. True (51). An increase.





# The Mystery Men

**T**he Mystery Men of the Nile Empire are an organization of heroes from Terra. The organization was conceived, organized and led by Doctor Alexis Frest. Mobius had held Frest's family, threatening to kill them if Frest did not cooperate with the Pharaoh's twisted schemes. Working under the threat of this terrorism, Frest designed or built literally dozens of gizmo prototypes for Mobius.

Frest's family was rescued by one of Terra's famous costumed heroes, the sensational Guardian. Upon hearing of the Guardian's feat, Frest himself escaped Mobius' laboratories.

From that moment on, Frest dedicated his life, and his considerable talents, to fighting Mobius. Using the Guardian as a spokesman, Frest secretly organized a meeting of Terra's most renowned heroes. He told them of Mobius' secret invasions of other cosmos, and of his planned invasion of Earth. Frest asked them to join him to fight Mobius' evil, wherever that evil might be. He asked them to take a solemn pledge:

"We, the Mystery Men of Terra, do pledge ourselves to each other and our quest. We shall fight to end Mobius' reign of terror, even at the cost of our own lives!"

Dr. Frest built an extremely complicated gizmo which gated the heroes to the cosm of Core Earth, a gate which could be used only once before the gizmo would be destroyed by the flow of intercosm energies. The Mystery Men volunteered to leave their own world to save another.

## Organization

The Mystery Men are strictly an underground organization. There are very few ords who know any of the membership or whereabouts of the

Mystery Men. Only sworn members are given the secret hand signal which identifies them as a Mystery Man. (The signal is two fists flat against each other, knuckle to knuckle.)

The public is aware of the existence of the Mystery Men, as well as some of their more notable accomplishments. Mobius' propagand machine has done its best to belittle these daring deeds, but they have only fueled the fire. Empire officials have branded the Mystery Men "outlaws" and "terrorists," and they have posted rewards for information leading to the apprehension of these brave beings.

The symbol of the Mystery Men is a stylized rendition of the same two-fist motif represented by their hand signal. Most members incorporate the symbol into some part of their attire.

The original founders of the Mystery Men are their leaders on earth. Dr. Frest coordinates the actions of the organization as best he can, while the Guardian sees to it that they are carried out.

### Dr. Alexis Frest

#### DEXTERITY 6

Dodge 7, lock picking 8

#### STRENGTH 7

#### TOUGHNESS 8

#### PERCEPTION 14 (13)

First aid 17, land vehicles 15, language 18, scholar (cosm theory) 19, scholar (engineering) 19, trick 16

#### MIND 15 (13)

Medicine 18, science 21, survival 16, test 19, weird science 22, willpower 16

#### CHARISMA 10

Charm 11, Persuasion 15

#### SPIRIT 9

Reality 11

**Inclination:** Good

**Possibilities:** 11

**Equipment:** slide rule, beaker of chemicals (*fog screen* value of 12), hyperlenses (*x-ray eyes* value of 14, *mega-sight* value of 16, *ultra-sight* value

of 12), boom belt (*teleportation* value of 10).

**Skill Notes:** Dr. Frest has *super attribute* added to his *Perception* and *Mind*, for an adventure cost of three. He has a *power setback* and a *stymie flaw*. Whenever a villain mocks or challenges Frest's scientific acumen, and makes a successful *test*, *trick*, or *taunt* against Frest, he loses his confidence, and his super attribute for the duration of the scene. The stymie applies to all of his mental skills for the duration of the scene. The flaws are worth nine Possibilities each scene they are invoked.

Dr. Frest rarely ventures into the field anymore, although he is constantly on the move to avoid the zealous attention of the Nile Empire's Overgovernors, particularly Janya Paterski. He has a keepsake, a pair of safety goggles with a 9mm Walther P38 slug embedded in its left lens, as a reminder of just how close Paterski has come to accomplishing her mission.

Dr. Frest has two projects to which he devotes time when a gizmo is not urgently needed. The first is the design of a Mountain Fortress, one which could act as a secure base for the Mystery Men. He is extremely interested in contacting any character's with Egyptian engineering who might be sympathetic to his cause.

The second project is AE-7, a self-aware weird-science robot — at least that is what Dr. Frest hopes it will be. AE's one through six were less than successful, although AE-2 still putters around the lab trying to be helpful, but it acquires the correct tool, component, material or notebook less than half of the time.





## The Guardian

### DEXTERITY 15 (12)

Acrobatics 19, dodge 17, long jumping 16, maneuver 22, melee 19, running 18, stealth 16, swimming 16, unarmed combat 27.

### STRENGTH 15 (14)

Climbing 18, lifting 17

### TOUGHNESS 13 (11)

### PERCEPTION 12

Disguise 15, find 14, first aid 13, land vehicles 15, language 13, trick 13

### MIND 9

Test 11, willpower 12

### CHARISMA 9

Charm 11, persuasion 11

### SPIRIT 10

Intimidation 11, reality 11

**Inclination:** Good

**Possibilities:** 44

**Equipment:** diamond-tipped cane; damage value STR+5 (22 max), has five charges of electric shocks, inflicts stun damage value 18 on target upon contact (this damage is in addition to the damage done by the blow), shoots 50 feet of coiled rope with spring-released grappling hook); fabri-steel coat adds +6 to *Toughness*; steel-heeled shoes, damage value STR+3; ultra-sight mask (*ultra-sight* value 14).

**Skill Notes:** The Guardian has two **super attribute** powers for an adventure cost of six. The Guardian is under a special curse inflicted by a High Priest of Anubis. Whenever a character with faith in the Egyptian religion generates a focus total equal or greater than the Guardian's *Spirit*, he loses his super attributes for the rest of the scene. This power flaw is worth 12 Possibilities each time it is invoked.

The Guardian wears a long dark blue coat and a dark blue mask with a gold letter "G" embroidered on it. He carries a long black cane with a striking diamond tip. The Guardian is in superb physical condition, and has unparalleled hand-to-hand fighting skills.

The Guardian is a natural leader of this intrepid group, because he battled Mobius for years on Terra and is intimately familiar with the evil genius' tactics; no Mystery Man has fought evil for more years than the Guardian. The Guardian's presence and experience demand respect. The other Mystery Men give him that respect.

Leader of the Mystery Men is not a position the Guardian covets. The Guardian is not even the hero Dr. Frest had originally chosen to lead the group. When the Guardian and Dr. Frest first met to discuss the group, they each agreed that Dr. Mystico would be the best choice to lead the group. But Mystico vanished, and rumors from sources close to Mobius' advisers claim that Dr. Mystico has been killed. Frest urged the Guardian to become the leader as the need for the Mystery Men was apparent. The Guardian agreed, but often wonders whether or not he is the best hero for the job.

The Guardian holds a personal grudge against Pharaoh Mobius. Mobius' sources could not locate the Guardian's family, or even ascertain whether the Guardian still had a family. But the evil mastermind did discover that the Guardian had roots in a village called Allendale, and that the hero still had an interest in the village. So Mobius had every villager killed on the off-chance that he would kill someone important to the Guardian. The hundreds of goons and villains who performed the task were given specific instructions to cause as little damage to the properties as possible, to leave the town standing. The last act was to replace the signs one read upon entering the town with signs which said:

*Allendale*

*Population: 0*

*Dr. Mobius, mayor*

After that ghastly night, Allendale became a ghost town as no one dares resettle there.

## Other Known Mystery Men

There are quite a few Mystery Men who have earned a reputation since traveling to the Core Earth cosm. The majority of them work independently, although some work in small groups of twos or threes.



The Guardian allows independents to use their own methods and contacts. Only occasionally does he call an independent in for a special assignment; most of the time a Mystery Man works on his own or with his own team. However, if the Guardian calls a Mystery Man, he (or she) is expected to answer the call with all speed. The Guardian would never call a Mystery Man if the need were not urgent and the task more difficult than current agents can handle.

## Mary Ann McKay

Mary Ann McKay is a spunky young reporter who at one time worked for Terra's *New York Sentinel*. She won the Terran Pulitzer Prize for a series of exposes on Dr. Mobius, but unfortunately was unable to print her last story, describing Mobius' discovery of the cosmverse.

Mobius captured the intrepid reporter and brainwashed her into changing the thrust of her newspaper column. Mary Ann began to write scathing critiques of what she called the "psychotic vigilantism" of Terra's costumed heroes.

The Guardian and Dr. Frest worked together to free Miss McKay's mind. Everything came back to her suddenly, and she tried to expose Mobius' cosmverse schemes, but it was too late. Mobius had left Terra for good.

The Guardian invited Mary Ann to join the Mystery Men, knowing that her special skills might be of great use to them on Earth.

Since the invasion, Mary Ann has joined the realm-wide daily, *Nile Newsday*, based in Khartoum. Using a special code developed by Dr. Frest, Mary Ann sends hidden messages to the Mystery Men in the articles she writes every day. The Guardian uses her column as his primary communications source.

Mary Ann is also a very knowledgeable source concerning Mobius and his operation. Through her investigative research she has uncovered more about the evil Pharaoh than any other person outside Mobius' inner circle.

## Mary Ann McKay

### DEXTERITY 9

Dodge 10, fire combat 11, lock pick-

ing 13, maneuver 12, stealth 11, swimming 10, unarmed combat 10

#### **STRENGTH 7**

Climbing 9, lifting 9

#### **TOUGHNESS 7**

#### **PERCEPTION 13**

air vehicles 16, disguise 15, evidence analysis 20, find 16, first aid 15, land vehicles 17, language 14, scholar (Dr. Mobius) 20, trick 16, water vehicles 15

#### **MIND 10**

Artist (writer) 15, artist (photographer) 13, survival 12, test 12, willpower 12,

#### **CHARISMA 11**

Charm 15, Persuasion 13

#### **SPIRIT 9**

Faith (Christian) 14, intimidation 13, reality 11

**Inclination:** Good

**Possibilities:** 26

**Equipment:** portable reel-to-reel tape recorder, note pad, 22. revolver (carried in purse) with special weird science ammunition designed by Frest; damage value 18, hairpin (gives +1 bonus to *lock picking*).

### **“Diamond” Jack Murphy**

“Diamond Jack” is a world-famous crime-fighter, adventurer, big game hunter, architect and escape artist. His reputation as a millionaire playboy is equally as impressive, and his society connections have always allowed him to rub elbows with the elite.

But the side of Diamond Jack that very few know is that dedicated to serving the common good. Jack did not squander his hard-earned millions, rather he used the money to surround himself with brilliant men and women who could all help him to “give something back” to society.

This elite group of intrepid adventurers is known as *Facets of Justice*. They are a diverse group, representing a wide range of talents and abilities, many of them Terra’s finest at what they do. They work out of the team H.Q., a high-tech yacht known as “the Island.”

Not long ago, Jack got involved in a treasure hunt, leading him to an ancient wonder which was buried beneath the Great Pyramid of Giza in Terra’s Egypt. There he stumbled upon ancient magics which opened the way to Khem. Jack and his young assistant,

Kwok, were captured after a week-long pursuit and a series of desperate encounters with the forces of Doctor Mobius. There they were thrown into the “Pit of Dread,” an ancient well, filled with ravenous crocodiles blessed by Sebek.

But Mobius had underestimated his foe, forgetting that Diamond Jack was perhaps Terra’s greatest escape artist. If not for Sebek’s blessing, it would have been a relatively easy trick for Jack to escape with his assistant. As it was, they just managed to escape. Jack’s right hand is indented with the scars given him by a crocodile’s bite.

When they escaped, however, Jack and Kwok were stunned to find out that they were *no longer on Terra!* This mysterious isle of Khem was actually in a different reality, a different cosm.

Separated from the tremendous resources and backup talent of *Facets of Justice*, Jack and his youthful sidekick struck out from Khem in search of their own home cosm. Instead, they found themselves in an embattled reality known as Core Earth.

Before long, Jack and Kwok made contact with the Mystery Men. The *Facets of Justice* came to Earth with the rest of the Mystery Men, and now mentor and team are reunited.

### **“Diamond” Jack Murphy**

#### **DEXTERITY 12**

Acrobatics 15, dodge 17, fire combat 18, long jumping 14, maneuver 13, melee 15, running 15, stealth 18, unarmed combat 17.

#### **STRENGTH 10**

Climbing 12

#### **TOUGHNESS 11**

#### **PERCEPTION 13 (12)**

Air vehicles 14, find 15, first aid 14, land vehicles 14, language 16, scholar (architecture) 15, trick 15

#### **MIND 10**

Artist (painter) 13, science 12, survival 13, test 15, willpower 13

#### **CHARISMA 12 (10)**

Charm 18, persuasion 15

#### **SPIRIT 10**

Intimidation 14, reality 12

**Inclination:** Good

**Possibilities:** 19

**Equipment:** pearl-handled colt revolver; damage value 15, lock picking set (+3 to *lock picking* skill).

**Skill Notes:** “Diamond” Jack

Murphy has *super attribute* with an adventure cost of three.

### **The Wraith**

To most, the Wraith is known as a mysterious being who, for some unknown reason, is dedicated to protecting the human race from the cryptic evils of the occult. Hundreds of thousands thrill to his exploits as chronicled by C. Michael Stone, probably the best known pulp author in the Nile Empire.

In truth, the Wraith is actually Dr. Mystico, a hero who disappeared about two years ago. Dr. Mystico fought a glorious, doomed battle against Ahkemeses, Rama-Tet, Muab and dozens of minions. The trio succeeded in banishing Dr. Mystico to the netherworld. When Mystico was banished to that limbo, a creature from the netherworld was simultaneously sent to earth in exchange, to “keep the balance,” as the ritual required.

But Mystico had anticipated his defeat. He had long studied the Book of the Dead, and understood the religious magic of the Nile. He prepared several hundred pages of mystically imbued papyrus. He discussed an outline with C. Michael Stone. C. Michael Stone then wrote an 80,000 word origin story for the Wraith, chronicling his ascent from the netherworld to possess the body of the netherworld beast, escaping the horrors of the netherworld. The demon that was sent to earth had retained its evil visage, but it housed the incredible mind of Dr. Mystico to become the Wraith. Writing the story upon the mystic papyrus mimicked the spells in the Book of the Dead, only in reverse; Dr. Mystico’s soul was given safe passage to Terra where he took possession of the demon.

Once back on Terra, Mystico decided to use his “death” to best advantage. He took on the persona of *The Wraith*, and was able to pick up his work where he had left off, with none of his old enemies suspecting that Mystico was alive again. Other than C.



Michael Stone, no one knows of his new persona — not even his former student and sidekick Kid Mystico. Naturally, C. Michael Stone's story can never be published.

As the Wraith, Mystico has found himself to be possessed of new and potent powers, brought on by his demon persona. Darkness and fear are the weapons of the Wraith, and he uses them to battle those who would bring these same weapons to bear upon unknowing humanity.

The Wraith joined the Mystery Men on Terra, journeyed to Core Earth, and now roams the dark alleys and shadows from Luxor to Alexandria.

### The Wraith

#### DEXTERITY 12 (9)

Acrobatics 19, dodge 15, long jumping 16, maneuver 13, running 13, stealth 19, unarmed combat 15

#### STRENGTH 14 (8)

Climbing 15, lifting 15

#### TOUGHNESS 13(10)

#### PERCEPTION 13

Alteration magic 17, divination magic 16, disguise 14, Egyptian religion 16, hieroglyphics 16, find 15, first aid 14, language 16, mathematics 18, scholar (arcane lore) 18, tracking 14, trick 16

#### MIND 11

Appotation magic 15, conjuration magic 15, hypnotism 16, test 11, willpower 17

#### CHARISMA 10

Persuasion 11

#### SPIRIT 11

Faith (Egyptian) 15, intimidation 17, reality 15

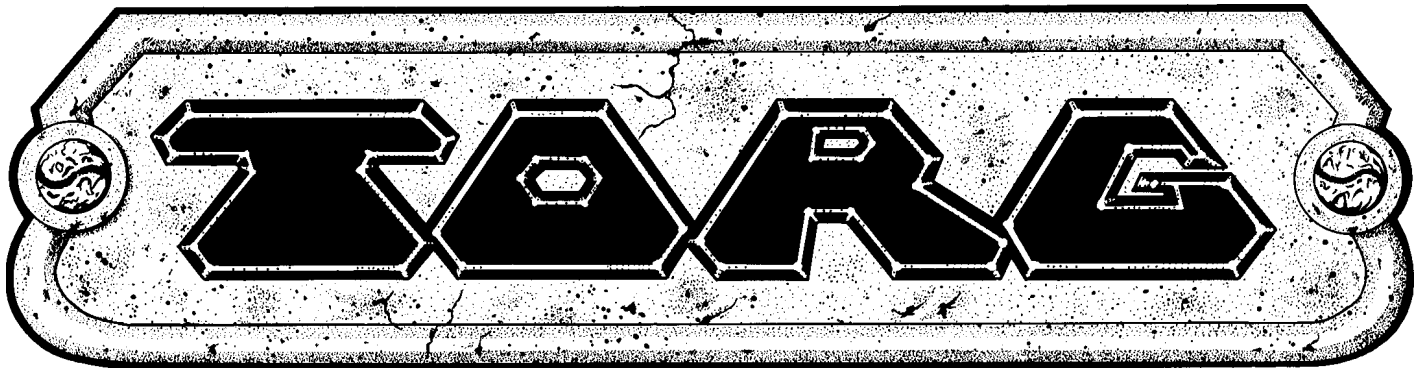
**Inclination:** Good

**Possibilities:** 26

**Equipment:** netherclaws have damage value of STR+6, but are used only when the demon personality takes hold.

**Mathematics Spells:** *Animate mummy, calculate weakness, commune with crickets, contemplation, crocodile legion, death shout, detect magic, dream, find water, mesmerize, prepare mummy, rot, sundew, ward off evil, wing of the hawk*

**Skill Notes:** The Wraith has three *super attributes* and the following powers *darkness 19, fear 12, fog screen 18, mega-scent 18, ultra sight 13* for an adventure cost of 24. Whenever the Wraith gets involved in a violent confrontation, there is a chance that his emotions will give the demon's personality a chance to reassert itself. The demon (who is Possibility rated with 6 Possibilities) generates a *Spirit* total from a value of 15. The total is compared to the faith value of the Wraith. Result points are read on the Intimidate/ Test column. If a *stymied* results, the Wraith is stymied for the scene; this counts as a stymie flaw for all powers, worth 24 Possibilities. A *set-back* or worse allows the demon's evil, violent personality to take over for a scene; this is a setback flaw for all powers worth 48 Possibilities. The demon personality gains a Possibility each time he successfully stymies the Wraith, or worse.







# Dispatches and Rumors

## **D**ispatches

1

With or without the Star of India, Amethyst is determined to proceed with his plans. He still requires a number of items — the herbs black hellebore, burdock, artemisia, and vervain, objects made from copper, brass, quicksilver, and gold, and a virgin maid. However, the recent events in London have left him aware of Storm Knight involvement in this affair, and the need to be a bit more subtle in his pursuits.

Thus, he has decided to cloak his agent's thefts in the guise of a general rampage by creatures of the Dark Forces. He has marshaled a band of trolls and ghouls and sent them to pillage and burn the lands east of Mount Redenstok. Included in their number are a select group of Vikings, charged with gathering the needed herbs and elements and kidnapping a maiden for use in the ritual.

Unfortunately for the Ayslish wizard, his plans were imperiled by the violent impulses of his troops. Confronted by a Home Guard unit near Arvisjaur, the ghouls battled and slew all but one of them. This one escaped to the south and sent a message to Ardinay, who dispatched the Storm Knights to investigate and avenge.

The Storm Knights arrive and make their way to the Finnish border, the apparent destination of the creature columns. They arrive at the village of Overtornea in time to see a mob of ghouls, bearing the standard of the dead Home Guardsmen, attack and set the village aflame, then carry off a young and beautiful woman. Their prey in hand, the ghouls turn and

head west for the mountains and Amethyst's stronghold. The villagers implore the Knights to go after the creatures and rescue the woman.

**Ghouls and Trolls:** See page 32 of the *Torg World Book*.

**Goals:** To obey their master, Amethyst, in return for the sheer pleasure to be found in destruction.

**Critical Event:** The Storm Knights must rescue the maiden and, if possible, recover the standard of the Home Guard unit which fell in battle. Doing both gives the Knights a *Good* result (6 or above); rescuing the woman only is an *Average* result (3-5); and failing to rescue the maiden or recover the standard is a *Bad* result (1-2).

2

In the aftermath of the incident at the rocket base, the Storm Knights are asked by their net raider contacts to enter the GodNet and investigate rumors of a connection between the Cyberpapal Nuncio in Houston (the current U.S. capital) and Malraux's plans for his space program. There is a strong suspicion among the raiders, and members of the Delphi Council, that the Houston Nuncio may be engaged in some sort of espionage activity, but no positive proof. And as he is technically a diplomat, Core Earth authorities are reluctant to take direct action against him, preferring to maintain "plausible deniability" about any fact-finding mission.

The Knights are told to seek out a VX image of the Cathedral of San Antonio, the link to Houston. They find it with little trouble, but also find themselves confronted with three VX cyberpriests. They make no attempt to attack physically, for VX combat is made impossible by the power of the cathedral, so all conflict must take place using mental and spiritual skills.

If they succeed in defeating the priests, the Knights discover the VX image of a prominent NASA scientist confessing his sin to the Nuncio. As penance, he has been ordered to divulge information about the U.S. spy satellite program, including specific orbital paths and schedules.

**Critical Event:** The Storm Knights must persuade the scientist to leave the Net and not provide the Nuncio with the information he requests. Doing so garners a *Good* result (6 or above); failing to prevent the scientist from relaying the information, but gathering solid evidence that the nuncio is a spy and convincing Core Earth authorities of that is an *Average* result; failure to do either is a *Bad* result.

**Cyberpapal Nuncio Andre Clairveux**

**DEXTERITY 8**

**STRENGTH 8**

**TOUGHNESS 9**

**PERCEPTION 10**

Cyberdeck operation 13, find 12, trick 12

**MIND 9**

Test 10, willpower 12

**CHARISMA 10**

Charm 11, persuade 12, taunt 11

**SPIRIT 12**

Faith 13, focus 13, intimidation 14, reality 13

**Possibilities:** 9

**Equipment (as VX image):** attack +2 program; defense +3 program

**Goals:** To attain higher status in the church by performing this service for Cyberpope Malraux.

**Cyberpriests:** See page 36 of the *Torg World Book*.

**Dr. Richard Jansenn**

**DEXTERITY 8**

Dodge 9

**STRENGTH 8**

**TOUGHNESS 8**

**PERCEPTION 11**

Evidence analysis 13, find 12,

scholar (computer science) 14

**MIND 11**

Science 12, test 12

**CHARISMA 10**

Charm 12, persuasion 11, taunt 11

**SPIRIT 10**

Faith 11, reality 11

**Possibilities: 5**

**Goals:** To achieve absolution for his sins and redeem himself.

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3

The Storm Knights come before President Dennis Quartermain and the Delphi Council and are informed that, in the interests of national security, it has been decided to compel all Storm Knights to register with the government, so that their identities and whereabouts will always be known. The Storm Knight Registration Act requires all Knights to give the Council all pertinent information on themselves and their activities on a regular basis.

Before the Knights can respond, they hear the sounds of battle. A mob of human Jakatts is attacking the town, and the town's garrison seems to be overwhelmed by the attack. The Knights are ordered by Quartermain to defend the town.

In truth, the attacking "Jakatts" are Spartans in disguise, using weapons and clothing stolen from the warriors who guarded the jungle base the Knights encountered earlier. If the Knights take the time to observe their foes, they will notice that they do not fight like Jakatts, nor do they seem to be doing any real damage in their battles with the soldiers.

However, a tribe of edeinos loyal to the Saar have noticed the commotion in the town, and mounted an attack of their own, with the goal of capturing Quartermain.

**Critical Event:** Preventing Quartermain's kidnapping and exposing the Jakatt attack as a sham will give the Knights a *Good* result. Preventing the kidnapping only is an *Average* result. Failure to keep Quartermain from being captured, or to pierce the disguises of the Spartans, is a *Bad* result.

**Spartans:** See page 22 of the *Torg World Book*.

**Goals:** To successfully deceive the Knights as part of a test of their abilities in combat.

**Edeinos:** See pages 22-23 of the *Torg World Book*.

**Goals:** To capture the leader of the Core Earthers.

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4

The Storm Knights have been contacted by a wealthy Jordanian merchant (secretly in the employ of Dr. Mobius), Tazi Sarad, who has asked them to perform a service for him, in return for virtually unlimited financial support for their activities in the Nile Empire. The task is a simple one, he says: travel to the city of Petra, in the Valley of Moses. There they will find the Khasneh al Faroun, the "Pharaoh's Treasury," a two-story building carved from a sandstone cliff. On top of the pavilion on the second story is an urn, and within the urn is rumored to be a vast treasure. The Knights are to retrieve this treasure for him, but beware—Mobius is aware of its existence, and has sent an agent of his own to retrieve it.

Unknown to the Knights, Sarad has also contacted the mysterious masked heroine known only as Lumina, and made the same request of her. He has also described the Storm Knights to her, identifying them as agents of the Pharaoh who wish to steal the treasure for the evil High Lord's use.

The urn is made of seemingly solid rock, but in fact there is a hollow space in the center which contains a 336.5 carat sapphire. Sarad plans to follow the Lumina to the site, observe the battle between her and the Knights, then kill the survivor(s) and take the gem. He will then offer it to Mobius in exchange for the overgovernor's position in Jordan when the High Lord has conquered that land.

**Lumina**

**DEXTERITY 11**

Acrobatics 12, dodge 12, maneuver 12, stealth 12, unarmed combat 14

**STRENGTH 10**

Climbing 11

**TOUGHNESS 9**

**PERCEPTION 8**

Find 9

**MIND 8**

Test 9

**CHARISMA 10**

Charm 12, persuasion 12, taunt 11

**SPIRIT 9**

Intimidation 10, reality 10

**Possibilities: 9**

**Skill Notes:** Lumina has the pulp power *Dazzle 12* (see page 46 of the *Torg World Book*), adventure cost three.

**Personality:** Lumina was a mayor in the cosm of Terra, who angered Mobius by refusing to have her town pay "protection" money. She was kidnapped, and believed to have been killed in the explosion of a weird science machine. Instead, the gizmo's destruction left her with the dazzle power, and the burning desire to destroy Mobius and any who stand with him. When she learned he was alive and working his evil on Earth, she came to this cosm to continue her vendetta.

**Tazi Sarad**

**DEXTERITY 9**

Dodge 10, fire combat 12, stealth 11

**STRENGTH 9**

**TOUGHNESS 9**

**PERCEPTION 10**

Find 11, scholar (Egyptian lore) 11, trick 12

**MIND 10**

Test 11

**CHARISMA 10**

Charm 11, persuasion 11, taunt 11

**SPIRIT 9**

Intimidation 10, reality 10

**Possibilities: 6**

**Equipment:** 9mm Luger, damage value 15, ammo 13, range 3-10/25/60

**Goals:** To attain high status in the Tenth Empire of the Nile.

## Rumors

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1

Dwarves in the vicinity of Shropshire are reported to be disappearing with alarming frequency. Witnesses report that a few were taken just two days ago in a "horseless carriage," and the same vehicle was spotted in Dolgelley, on the coast of St. George's Channel.



The tale grows stranger yet — the dwarves were supposedly taken from the car, rowed out into the channel, and transferred to a waiting submarine with Nile Empire markings. Agents in Cairo report that the dwarves are being forced to labor in the “weird science” research centers, for Mobius believes their unique engineering skills and fresh approach to technology can be put to use by his realm.

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2

The Delphi Council is focusing much of its resources on attempting to find a way to counteract the Deep Mist that hangs over much of the Living Land. Believing this fog to be some sort of artificially created weapon, the Council is now confining friendly and unfriendly edeinos to the reactivated environmental research center Biosphere II, located in Arizona. There they are using various forms of coercion to force the lizard men to provide them with a sample of the mist that they can study.

The project is being overseen by Dr. Richard Nathlien, a fanatic who sees all edeinos as lab animals. A number of realm runners have reported that the tribes friendly to Core Earth have been disgusted by the tactics of the Spartan squads sent to “recruit” subjects. Entire edeinos villages have disappeared, and none of those taken ever return. It is believed that Nathlien, in rage and frustration, has his subjects killed when they say that they cannot give him what he asks.

If these reports are true, this futile experiment could result in irreparable damage to the relationship between friendly tribes and Core Earth forces.

**Dr. Richard Nathlien**

**DEXTERITY 9**

Dodge 10, fire combat 10

**STRENGTH 8**

**TOUGHNESS 8**

**PERCEPTION 11**

Evidence analysis 12, find 12, scholar (genetic engineering) 12, trick 12

**MIND 11**

Medicine 12, science (chemistry) 14, test 12

**CHARISMA 11**

Charm 12, persuasion 12, taunt 12

**SPIRIT 8**

Intimidation 9, reality 9

**Possibilities: 6**

**Equipment:** 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40

**Goals:** To advance the cause of Richard Nathlien, and science also, if possible.

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3

The Cyberpapacy has begun a massive infiltration of the Italian city of Milan, in preparation for the eventual planting of a stela there. The Pope’s relentless verbal assaults on Malraux and his Church have angered the High Lord to the point where plans to conquer Germany have been put aside in favor of operations against Italy.

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4

Strange, circular designs that look as if they have been burned into the earth have begun appearing throughout Aysle. Most seem to have materialized overnight in open fields, with the greatest number found in England.

Originally, the Home Guardsmen believed that they were the work of a mischievous Draconis Aysle, but that theory has since been disproven. Ardinay’s wizards have studied the affected areas closely, and have categorically stated that magic was not the cause of the “black rings,” as they have come to be called.

Needless to say, the people are frightened, and Ardinay is troubled as well. She has expressed concern that this may be some strange prelude to an invasion of Aysle by one of the other realms.

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5

The covert conflict between Nippon Tech and the Cyberpapacy has begun to heat up. There are reports that Kanawa strongly suspects the forces of the Cyberpope were behind the sudden, precipitous plunge of the Nikkei Stock Exchange in Tokyo. The Exchange dropped over 1000 points in 24 hours, and Nippon agents fear that Malraux may have discovered a way to manipulate the computers that govern the stock quotes.

In retaliation, Kanawa has used one of his numerous front firms to purchase a factory in Villeurbanne, France, and has begun producing cyber-parts, which are being sold to members of the Resistance. In addition, a number of shipments of defective parts from that factory have made their way into the hands (and other limbs) of the cyberpriests, and it is believed to be only a matter of time before they suffer the consequences.

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6

Nile agents have recently been frustrated in their attempts to plunder the tomb of Amet-Hu, former governor of ancient Thebes. Although they easily broke into the pyramid, located in the famous Valley of the Kings, disaster struck soon after. A surviving shocktrooper claimed that a statue of the god Amon came to life and attacked them with a flail, and seemed to be impervious to bullets.

Mobius is furious at the failure, as the tomb is said to contain a clue to the location of a cache of Egyptian revitalizing potions he desires to study. Owing to the mysterious absence of Overgovernor Madib Al-Hebpsa, Janya Paterski led an expedition to the site and discovered the maimed bodies of the shocktroopers. The statue of Amon was present also, but was just that — a lifeless statue. Paterski searched the tomb, but found no evidence of the tablet Mobius sought.

In an addendum to her report to the Pharaoh, Paterski voiced her suspicion that the attack by Amon was some sort of trick, possibly an agent of one of Mobius’ enemies making use of “weird science” devices. Whoever it was coveted the same information Mobius did, and may well have absconded with it after replacing the true statue of Amon.

Informers in Thebes say that they have heard nothing about Storm Knights or their allies managing the theft, which leaves ambitious agents of Mobius or representatives of some other realm the most likely suspects. Paterski has been ordered to track down the thief and murderer before

the potions can be put to use.

### Janya Paterski

#### DEXTERITY 11

Fire combat 13, lock picking 13, melee weapons 13, prestidigitation 15, stealth 16, unarmed combat 12

#### STRENGTH 8

#### TOUGHNESS 8

#### PERCEPTION 14

Air vehicles 16, disguise 19, evidence analysis 20, hieroglyphics 16, land vehicles 15, language 16, scholar (master criminal) 20, scholar (streetwise) 19, trick 18, water vehicles 17

#### MIND 12

Science 15, test 16, willpower 14

#### CHARISMA 14

Charm 16, persuasion 17

#### SPIRIT 8

Faith (Egyptian religion) 13

**Inclination:** Evil

**Possibilities:** 17

**Equipment:** 9mm P38, damage value 15, ammo 8, range 3-10/25/60

**Goals:** To maintain her favored position with Mobius by retrieving the information he desires.

7

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Victorian authorities have discovered the staked remains of three vampyres in a Jakartan warehouse.

This is only the latest incident of slaughter of the undead in Java, and it is proving a distraction for Thratchen and his lieutenants. The techno-demon had counted on his vampyric forces to keep the Victorians occupied in that area while he continues his struggle to take control of the Gaunt Man's Darkness Device.

Witnesses have reported seeing a young man in Victorian dress carrying what appears to be a medical bag in the vicinity of the warehouse. His description matches that of a man seen near an abandoned apartment building in Semarang a week ago, where a female vampyre was later found killed, her head hacked off and her mouth stuffed with garlic.

Whether this vampyre-slayer is a native of Orrorsh cosm or Core Earth, a Storm Knight or something other, is unknown. He apparently works alone, and his trademark is the Tarot cards representing Death and the Devil laid in an "X" pattern on the vampyre's breast. Whoever he is, it is possible that he could be a valuable ally for Knights in Orrorsh, if he can be contacted.

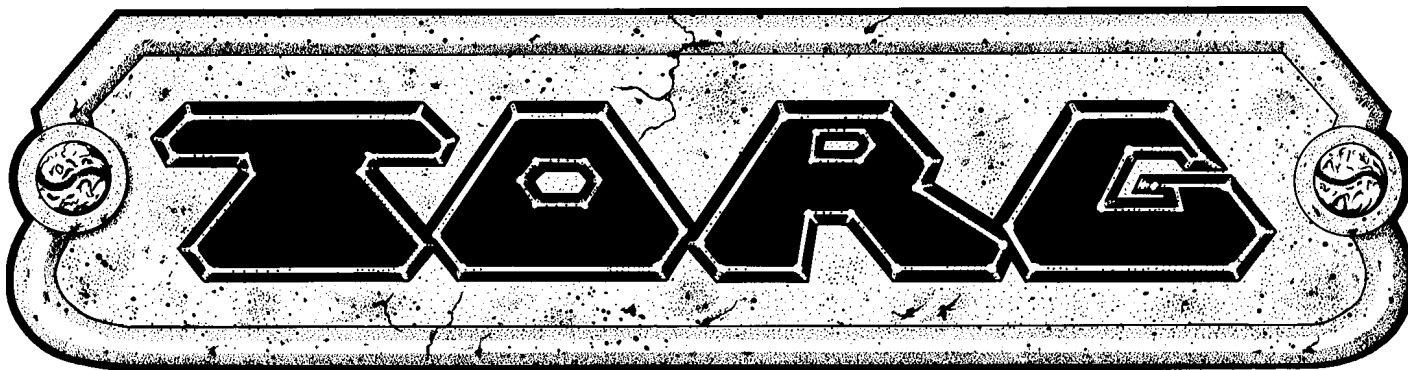
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Three Kanawan cargo vessels bearing goods destined for Core Earth California have vanished in the Pacific just south of the island of Honshu. According to reports, the ship captains claimed their instruments were malfunctioning and then there was silence. They were still a mile from the reality storm front, and regardless, all captains and crews were possibility-rated, so they would have been able to pass through the storm relatively unscathed.

This is not the first time such events have taken place. Prior to the invasion of Earth, that area of the ocean was known as "the Devil's Triangle," and had a reputation similar to that of the infamous Bermuda Triangle. Ships and planes disappeared in the region from time to time, and most pilots and mariners would take pains to steer around it.

Kanawa believes that there must be a rational, scientific explanation for the incident, and has dispatched a team of researchers to study the waters and discover their secret. The High Lord is hoping to be able to use that secret as a weapon at some point in the future.





# Your Letters

1.

In *Infiniverse* #2 you said the Contract Ninja had some drawbacks which would be in the Nippon Tech Sourcebook and that's not coming out for a while. Could you please explain what these drawbacks are?

2. You wouldn't happen to need some playtesters for Torg, would you?

3. I really dislike the character creation system (it's not really creation it's just selection) and can't wait to see the handbook mentioned in the last issue.

—Mike Bowling  
Alliance, OH

1. No, we cannot. This is because Nippon is just now entering serious development. The drawback rules need work, and the finished rules will most probably bear little resemblance to the ones we currently have. But by issue eight of *Infiniverse* we ought to have a better guess.

2. We are not currently looking for playtesters.

But, since we do not often have the time nor the forum to thank the playtesters who have done a really good job for us in the past, we would like to spend two lines to do it now. So...Eric Aldrich, Michael Fortner, Robert A. Maxwell, Lou Proseri... take a bow.

3. We think it's a good idea too. However, it is not currently on the schedule. As soon as it is, you will hear it here first.

*The Cyberlaws as outlined in Infiniverse #3 state that magic functions differently for folk from the Cyberpapacy. The case I am about to describe actually occurred in my game.*

*Balinor was built according to the Obsessed Prodigy template in the World Book. During his travels he met*

*a magician from Aysle. She began to teach him apportionment magic, and he has currently learned the bullet spell. All of this has been done on Ayslish soil. Which of the following models (if any) describe how Balinor reacts when casting his spell?*

*((the models were deleted for space reasons- Ed. )))*

—Dominick Riesland  
Milwaukee, WI

The crux of your questions was the Law of Heretical Magic, a World Law which affects the way Balinor could cast spells.

A rule which got cut due to lack of space is that a Storm Knight may always "go with the flow" of the local reality, that is voluntarily disconnect — the Everlaw of One is always happy to help Storm Knights in this way. This disconnects a character from his own World Laws. This is what we meant when answering Tim Martin's question in *Infiniverse* #3. Of course, our answer failed to mention that you must disconnect to avoid your own World Laws — sorry for the confusion. It won't happen again for at least another issue.

Essentially your Model 5 was correct; Balinor's spell always works according to his world view, i.e. Balinor always operates under the Law of Heretical Magic. The only way to avoid this is to disconnect.

For the record, it is also possible for a Storm Knight to increase the odds that he will transform in a foreign cosm, although he would have to have a pretty darn compelling reason to lose all of his Possibilities. If there is interest we will give the mechanic in a future issue of *Infiniverse*. And we will give you the whole answer the first time.

1. Where a sourcebook and the

*World Book vary as to the stats, do the sourcebook stats supercede? i.e. miracle range, creature natural tools, etc.)*

2. *How about a pronunciation guide to proper names, creature names, etc?*

3. *Any errata sheets for the basic game, Living Land Sourcebook, The Destiny Map, or The Possibility Challenge?*

—Larry Bucher  
Castle Shannon, PA

1. A sourcebook takes precedence. The *see through mist* miracle is correct in *The Living Land*, as are the creatures.

2. A pronunciation guide? What does everybody else think?

3. Errata is going to appear here and in the occasional sourcebook. We do not have plans for publishing separate errata.

*Can I have an explanation for "one on many" as it pertains to area effect weapons, i.e. machine-guns, fireballs, etc?*

—Jeff Cambell  
Corvallis, OR

Area effect weapons such as fireballs and explosives do not use the One On Many chart when determining effect. They do full effect on each target within the area (modified by range in the case of explosives).

A machine-gun is not an area effect weapon in this sense, although it can hose down a wide swath of terrain. In this case you do use the One On Many table, increasing the difficulty of hitting all of them, and the *Toughness* of those who are hit according to the table.

## Glad Tidings

We were very tight on space for letters in this issue, but there are one



## Herald Messages

Warning — the Cyberpapacy has shown itself willing to use biological warfare. The attempt failed this time, but beware of future tries.

— Eric Aldrich  
Seattle, WA

Storm Knights born beyond Core Earth beware! If the American authorities discover you are a native of an alien reality, they will probably inter you, particularly if you have cyber-implants or “supernatural” powers.

— Richard Lee Byers  
Riverview, FL

The spirit of Sir Lancelot is residing in a robotic construct and he is living in CyberFrance. He (with a group of Storm Knights) helped recover Excalibur from Lake Michigan.

— Jeff Cambell  
Corvallis, OR

After a few minor setbacks, the Renwick agency rescued Prof. Templeton from the gospog occupying the Empire State Building. In desperation, the gospog called on the dreaded “Er Crakken”, who Jennifer Renwick sent hurtling to a fiery death from the top of the Empire State building. Next stop the Cyberpapacy!

— Paul B. Hyson  
Alloway, NJ

Uthorion’s minion Germaine is responsible for bringing dead Storm Knights

back to a semblance of unlife. Several large sea serpents are known to be in the waters of the Ayslish domain.

— John M. Kahane  
Ottawa, Ontario, Canada

“Nobody gets out of here alive!”

— Kurst the Vampyre  
West-Orrorsh

The Dark Tome “Nocturna” has fallen into the wrong hands. A Nippon agent, Osaka possesses the tome, and is becoming prey for Thratchen, the Cyberpope, as well as a group of Storm Knights.

— Scott Mitchell  
Chicago, IL

A group of necromancers loyal to the Gaunt Man, led by Lord Alexander Edwin Morrow, have revolted against Thratchen, and have tried repeatedly to trick Storm Knights into attacking him, so far without any success. Thratchen is as yet unaware of the rebels’ identities.

— Kevin O’ Bryan  
Tacoma, WA

Even though the Earth’s rotation has resumed, the world’s weather patterns and ocean currents have been disrupted. Terrible storms have made travel risky, and crops are endangered. As if things weren’t bad enough! If only it doesn’t trigger a new Ice Age...

— John S. Olson  
Baltimore, MD

“If the two of you are that sweet on each other, I know a very liberal priest of Dunad who lives nearby...”

— Jacona the Mage, to the lovely human-uvve couple who are obviously infatuated with each other.

The Cyberpope Jean Malraux has many agents that have infiltrated the Vatican. If his plans are successful the True Pope will die. Malraux will control Vatican City and be selected as the next Pope. He must be stopped.

— Robert L. Quillen II  
Independence, MO

There are reports of an ancient scroll detailing a new cosm that Uthorion intended to invade should he need the extra energy. Recent upheavals in Aysle have caused the scroll to be lost, but the appearance of an odd Storm Knight of unknown origin has caused some concern.

— Dominick Riesland  
Milwaukee, WI

The Still World is no more, the earth once again spins on its axis. Dr. Mobius’s plot was foiled, and the Gaunt Man is gone. Because of this the Storm Knights involved have been hired as operatives by the Delphi Council, with all privileges.

— Andrew D. Woodard  
New York, NY

or two things underway which excited us enough that we thought *Infiniverse* subscribers would like to know, and this is the only place it would fit.

- Two comic book publishers have evinced strong interest in *Torg*. We are examining their proposals now. There is still plenty that could go wrong, but we should have a deal inked in the next several weeks. You will get all the details as they become official.

- A publisher has proposed a separate *Torg* magazine. We are hammering out the details, not the least of which is trying to design appropriate tie-ins with *Infiniverse*. The proposal is for a 48-page bi-monthly magazine, increasing frequency as demand warrants.

- A line of *Torg*-logo shirts is being produced by

**Avian**  
**2170 Rocky Mill Drive**  
**Lawrenceville, GA 30244**  
**(404) 822-4909**  
**FAX: (404) 995-0070**

The shirts have the *Torg* logo on the front upper left. The logo is made of hundreds of stitches of colored thread, and your name, or any name, can be placed underneath the logo. We, of course, just had to buy some upon which to emblazon our names. We can hardly wait for our next convention. You will have to write or call them for prices, colors, and sizes.

Our vested interest is this — should the shirts sell at all, Avian has agreed to produce satin jackets with a full color Hachi Mara-Two on the back, like the picture on the cover of the boxed set. The Mara image is to be

made from 120,000 stitches of thread. Their initial designs, while not complete, were enough to get us editors to start saving our shekels so we could each buy one. Boy, getting jackets would make us happy. And happy editors write, develop and edit *much* faster than grumpy, snarly, editors who are bummed because they couldn’t buy any jackets.

Really. Trust us.

