

INFINIVERSE™

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

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Happy Holidays from Infiniverse!
There has been considerable demand from our readers for complimentary Darkness Devices and High Lord starter kits. We sent an editor to check with the Ravagons in the warehouse to see if this might be possible. He never came back, so we guess answer is a firm "no." Well, maybe next year.

Product Update

Queenswrath is at the printer's, which means it should be shipped by the time you read this.

The GodNet sourcebook, 96 pages, was reported last issue as having a possible scheduling problem. Well, a small miracle has occurred. It's appearance in January is now True (19).

The Cyberpapacy sourcebook is nearing completion. Its February release date is now True (17).

The *Nippon Tech* sourcebook is being sent out for playtesting the last week in November, so we are doing just fine on that.

The *Orrorsh* sourcebook is a little late, as Chris Kubasik has several projects on his plate. The expected delay is less than two weeks. Given the projected release date of July, we ought to be able to steal time away from other projects and make up the couple of weeks.

The High Lord of Earth has been scheduled for a March release, just in time to run into a scheduling problem. Impeccable timing, what? Its release date is now True (12), but could improve with a break or two.

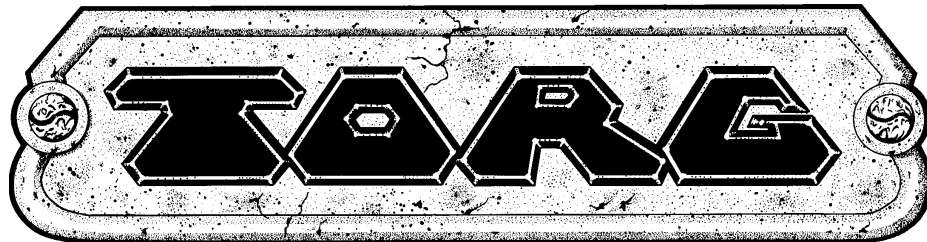
Pixaud's Practical Grimoire, a 64-page book brimming with spells, strange comments, and the occasional magic tip is due in house next week. All the authors have said they are on track, so we label its April release date with a confident True (15).

Our adventure collection (now called *Full Moon Draw*) is scheduled for April, featuring the work of Stewart Wieck, Nigel Findlay, Lou Prosperi and Jim Long (applause sign goes on). Unfortunately it was supposed to also feature the work of two more authors who have missed the deadlines (Okay everybody...Boo! Hiss!). This project is up in the air for the moment. We will let you know where it lands.

Nigel Findlay is also doing a *Kanawa Weapons Book* for us. The manuscript is due in December, for a June release.

The Ghost in the Machine, a 64-page adventure, is scheduled for a June release.

That mystery seventh sourcebook is still being written by Jim Bambra, who should have a first draft in by February 1991.





Rumor Report and News



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

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

Rumor Report

First Indication: Issue #4

1. Kanawa freighter *Chilan* is carrying a cargo of reality bombs. True (12).
2. A Magna Veritan named Viliers, perhaps in possession of valuable in-

formation, has been captured by the Inquisition. True (18).

3. Ndatos appear, creatures whose faces resemble the passengers and crew of the *Joyita*, which disappeared October, 1955. True (15)

4. Dangerous inhabitant of unknown origin has taken up residence in Neuschwanstein castle. True (15).

5. Geneticist experimenting with Living Land creatures, possibly producing beasts useful to Core Earth, but most likely producing uncontrollable monsters. False (17).

6. The Icarus Club is a sophisticated cover for criminal activities in the Nile Empire. True (17).

Continuing Report: Issue #3

1. Modern-day incarnation of the Knights Templar at Carnac. Still True (20).

2. Rama Gatrun has gained possession of the only complete copy of the Book of the Dead. A reversal to become True (17).

3. Stone Lions is Shizuoka, Japan, resembling the karashisi of Buddhist temples. Reduced to True (17).

4. Volcanic eruptions in southern California caused by a Keta Kalles miracle. Still False (17).

5. Nippon agents planning a raid

on the Potala, the famed golden palace in Lhasa, Tibet; rumored to hold one or more eternity shards. Zooms to True (19).

6. Viking berserkers attacking Denmark in the vicinity of Arhus. Goes up to True (20).

7. Demon guardians of hell from Hindu mythology, rakshasa, spotted in the Celebes. Increases to True (20).

8. Nile agents searching the New York Metropolitan Museum of Art, against the wishes of Baruk Kaah. True (13).

The Wrap Up: Issue #2

1. Dr. Watteau and Teller are attempting to create a cyberpsychosis inducing weapon. True (17).

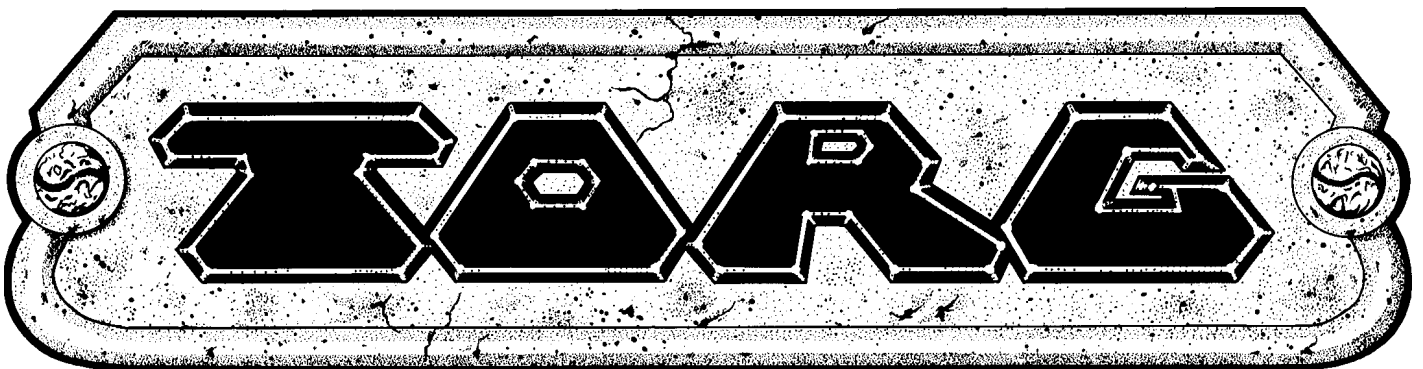
2. Baruk Kaah has sent an elite team of edeinos to kill storytellers, increases to True (20).

3. Sightings of seal-like creatures with metallic parts stays at True (17).

4. The formation of Hantu Limited. True (19). Again, an increase.

5. *The Nocturna*, a fabled book of dark magic, had been smuggled into Indonesia, increases to True (17).

6. Martians have invaded Terra ends the wave. True (12). Hmm... maybe they did, maybe they didn't.





Cyberpapacy Adventures

The following section was intended for *The Cyberpapacy Sourcebook*. But every time we turned around, we had more cool stuff to put into the book, and no more pages. So some of the stuff is only going to appear in *Infiniverse*. For your friends who are nonsubscribers ... try not to rub it in.

"It's a case of fighting or going under. There can be no compromise with Malraux's Papists."

— Hans Strucker

Cyberpapacy adventures revolve around a desperate struggle for survival and freedom. Adventures pit a small group of heroes against the might of the Cyberpapacy. The struggle is uneven; heavily weighted in favor of the Church and its thousands of informers and spies. The battle to defeat the Cyberpapacy will be long and protracted, with plenty of scope for individual heroism and self-sacrifice. But Storm Knights operating in the Cyberpapacy, are fortunate in that they can use its own weapons against it. Equipped with these, the heroes can do much to even the struggle. While trying to defeat the combined forces of the Church Police is futile, they can be harried and beaten in small numbers. The tone of the Cyberpapacy is grim. Surviving in the midst of a harsh theocracy is not an easy task. Adventurers need to exercise caution in their dealings with others, for it is never obvious where the Cyberpapacy's spies and informers lurk. Staying on the move is one means of avoiding detection; finding a safe house in the area of Paris Liberté is another.

The GodNet's vast data vaults make it a prime source of information for struggles against the Cyberpapacy. Deckers need to enter the GodNet to

destroy files compiled on them and their colleagues, and to gain information on the Cyberpapacy's activities. False identifications and passes can be logged in the GodNet in order to let characters move around freely.

Freedom of movement within the Cyberpapacy is important. False identification papers allow adventurers to travel between towns, but there is always the risk that they will be discovered. If so, adventurers must be prepared to go into hiding and move only at night. Fortunately, there are regions which have not succumbed totally to the Cyberpope: Paris, Marseille, Les Vosges, and the Massif Central all offer safe havens, and many villages, town and city contains at least one Resistance cell. These areas provide bases from which the heroes can harry the Cyberpope's forces.

With the advanced weapons available, death in combat is always a very real threat. Heroes within the Cyberpapacy should only rely on violence as an answer to their problems when all else fails. *Stealth, streetwise, charm and persuasion* will often be more useful than pure combat skills. But there are always times when combat is the only option. Then the adventurers need to ensure that they have the upper hand.

Adventure Ideas

The following are ideas only. They are not fleshed out adventures, but plot outlines which can be expanded into adventure sessions. They are a sampling of the sort of adventures we like to run in the Cyberpapacy.

1. Cholera

As part of their plan to destabilize Paris, cyberpriests pollute the water supply with cholera bearing water.

Act One: Death by Water

Two Paris Liberté Militia members are found dead in an alley. Their throats have been cut, but their weapons and armor have not been taken, a sure sign that it is not the work of street punks or crazies. A trail leads towards the water purification plant.

At the plant, the adventurers discover that the gate guards have also been killed. Entering the plant, the adventurers come across three disguised cyberpriests who are pouring something into the water supply. Unless they make large amounts of noise, the adventurers get the drop on the cyberpriests, but not before at least one of the three containers have been emptied. It is too late to prevent the contaminated water from entering the mains supply.

Taking the canisters for analysis, it is discovered that they contain a high concentration of cholera. Warnings go out not to drink the water, but it is too late. Paris faces a cholera epidemic. Vaccines are needed badly.

Resistance groups in Les Vosges have recently intercepted a Church Police convoy carrying medical supplies. The adventurers are asked to collect the medical supplies and bring them to Paris. First, they need identification papers to allow them to travel outside of Paris. It is suggested that they enter Strasbourg Cathedral's construct to log false IDs into the GodNet. Meanwhile, a forger can prepare the papers while other group members organize suitable travelling clothes.

Act Two: Paris, Round Trip

The journey is fraught with Church Police patrols checking IDs, and marauding brigands to avoid. Eventually the adventurers contact the Resistance in Les Vosges and plans are made to move the vaccine to Paris.

Entering the GodNet, it is discovered that a convoy of Church Police are scheduled to be leaving Strasbourg and moving towards Paris with arms for the Hands of God (called HOGs by anyone out of earshot). The adventurers arrange false IDs again and set off for Paris in two David hover cars loaded with the vaccine. The Resistance agree to intercept the real convoy and so buy the adventurers some time.

Act Three: Stretch Run

All goes well until the outskirts of Paris are reached. The adventurers

are stopped by HOG members who are expecting them. They want to take them to the HOG's headquarters. Using interactive skills and stealth the adventurers manage to escape, before their true identities are discovered. They arrive in Paris and the epidemic is averted, at least while supplies of vaccine last.

2. Paris by Muzzle Flash

The Mouvement National have been ordered by the Cyberpapacy to raid into the center of the city. Their

objective is to spread terror amongst the refugees and citizens of Paris by fire bombing buildings and shooting at people fleeing from their homes.

Act One: Patrol

The adventurers, while patrolling Paris, encounter a gun battle between members of the Mouvement National and the Paris Liberté Militia. The PLM are in a building shooting at the Mouvement National members who are crouched in the street behind two derelict cars. The adventurers are in a position to catch the Mouvement National from behind. After the battle

The Streets of Terror

The atmosphere in Cannes was heavy and oppressive. That morning the Inquisition had been busy. Hundreds of suspects had been rounded up and herded into the trains that filled the rail yard. Many had been turned in by their neighbors or by relatives. Thousands of loyal Avignon Catholics, clutching rosaries and crucifixes, lined the streets and cheered the Inquisitors as liberating heroes. As bands of heretics were led away, the crowd threw rocks and rotten fruit at them. Six heretics lay dead in the street, victims of the overenthusiastic mob.

The Inquisitors wandered the town in groups of four. Each one was cybernetically enhanced and carried the latest products of the Cyberpapacy's weapon factories.

From a concealed position on top of a tower block, the Storm Knights, Hans Strucker and Marie Clare watched. Marie observed the scene in close-up on a small screen in her hand. The image came via a cable from Hans' hip and allowed her to see through his cybernetic eye.

"I feel so helpless," Marie said. "Is there nothing we can do to help?"

Hans shrugged, "Just watch and see what happens. It'd be

suicidal to attempt anything with the mob so fired up."

He scanned the crowd with his cybernetic eye and zoomed in on a group of cyberpriests. They were in the process of breaking down a door. The door to Hans' and Marie's lodgings.

Hans swiftly unplugged the lead from his leg. "Time to get out of here," he said springing to his feet. "Get on my back and let's go."

Marie pushed her gun into the wrist holster, grasped Hans round the neck and swung herself onto his back. Hans ran towards the stairs. His cybernetic legs carried him faster than human legs could. He opened the door and bounded down the stairs. At the bottom he paused. As Marie slipped from his back, he concealed his cybernetic eye behind an eye patch. The two storm knights walked out onto the streets to mingle with the crowd.

They made their way to the outskirts of town. After twice hiding from wandering patrols of cyberpriests they reached their vehicle only to find it surrounded by four cyberpriests.

Marie flexed her wrist. Her gun leapt into her hand. Beside her, Hans flipped back the tip of

his index finger exposing the blue crystal of his integral laser weapon. They edged towards the cyberpriests.

A cyberpriest swung round. Red LEDs flickered in his cybernetic eye as his sensors detected the movements of the two Storm Knights. Blue laser light seared from Hans' finger and swept across the cyberpriest's neck. An ugly red gash appeared as the cyberpriest slumped to the floor. Marie's gun spat fire. The range and deviation from her target flashed into her mind as the gun's targeting system fed the data into her cybernetic link. She squeezed the trigger. Streams of bullets leapt from the gun. The cyberpriests dodged towards the back of the vehicle. Only one made it.

The remaining priest fingered his throat mike. But before he could call for help, Hans leapt forward. His cybernetic legs carried him onto the top of the vehicle. A kick from his metal leg sent the priest flying backwards with a shattered skull.

Marie fired up the vehicle and gunned it down the road. From the roof Hans watched for signs of pursuit. Confident that there was none, he clambered into the passenger seat.

they discover a copy of an order sent from the data church at Le Raincy. It tells the Mouvement National to probe the defenses of Paris.

Act Two: Le Raincy

The adventurers enter the GodNet and move into Le Raincy construct. In the data vault they discover a file containing the order found on the Mouvement National, and orders for the Mouvement National to prepare for an assault on Paris in two days time. The file highlights a Jewish area of Paris as the target of the attack.

Act Three: Warning the Citizens

The adventurers inform the Resistance of the attack and are sent to warn the leaders of the Jewish community of the planned attack. They make contact and become involved in the planning to drive the Front back. Barricades are built and buildings fortified. The adventurers are asked to evacuate the young and old to the Sorbonne. They go to the Sorbonne and negotiate with the refugees there to look after the evacuees.

Either on their own initiative or on the advice of their controller, the adventurers move towards the north to determine the numbers of Mouvement National members involved. They discover that there are at least 700 members assembled in the suburbs ready for the attack. Ideally avoiding conflict, the adventurers return with their reconnaissance report.

Act Four: Stopping the Mouvement

On the day of the raid, the adventurers are positioned in buildings overlooking the enemy's planned advance on the center of Paris. Other Resistance groups are in the area, as well as the PLM and members of the Jewish community. At dawn, the first Mouvement National patrols are spotted approaching the Jewish area. The attackers are caught in a vicious crossfire and retreat after taking heavy losses.

3. Fires of the

Damned

The Inquisition has been active in Rozay-en-Brie, a town to the south east of Paris. It has rounded up members of the local Resistance and other heretics, one of whom is a relative or close friend of one of the adventurers.

Act One: On the Trail of the Fire Raisers

Information in the GodNet suggests that the Inquisition will hold a show trial tomorrow morning; then burn a few of their captives to satisfy the crowds. The other prisoners are to be taken to Avignon for further interrogation. For now, all prisoners are held in the local GodWare Hospital. Maps and security systems of the hospital can be gained by entering its construct.

Resistance sources reveal that one member of the local Resistance managed to escape the round up. The adventurers are given a place to meet her and a code word to identify themselves.

Act Two: Death by Burning

Arriving in Rozay-en-Brie, the adventurers find that mass hysteria has struck the town. Its citizens are clamoring for the death of the heretics, and are suspicious of outsiders. The adventurers undergo scrutiny from many of the locals. If they say they have come to witness the death of the heretics they can avert some suspicion from themselves.

Meeting their contact, she offers the adventurers her loft to hide in. It provides a good view of the square where the burnings are to take place. Unknown to her, her house has been under surveillance by the Church Police. Depending on how vigilant the adventurers are they may spot the stakeout in the house across the street, and then make other plans. If they don't, a Church Police patrol and an Inquisitor arrive an hour later to arrest them.

Whether the adventurers spot the stakeout or have to fight their way out of the house, there is one other place for them hide. An old disused barn on the outskirts of town. From here they can plan whether to prevent the burnings or wait until nightfall and

attempt to free the remaining prisoners from the GodWare Hospital.

Preventing the burnings involves sneaking into town and positioning themselves close to the stakes set up in the square. There is no time to free the prisoners before then. Providing they act quickly, and cause some kind of diversion, the adventurers should be able to overcome the Church Police guards and escape with the prisoners.

Act Three: The Hospital

The GodWare Hospital is set on cliffs on the outskirts of town. As the single access road is well-guarded, the best way in is to scale the cliffs and then the walls. A decker inside its construct can switch off alarms and create diversions elsewhere in the hospital as the rest of the team make their way into the dungeons.

Once the prisoners are freed, it's time to head back to the relative safety of Paris. This should be a dramatic road chase giving characters plenty of opportunities to exercise their vehicle skills.

4. Pilgrimage

Pieces of the true cross have been turning up for centuries. They have all turned out to be forgeries. This time, it looks like it's for real.

Act One: A Cryptic Message

Four cyberpriests are captured by Resistance members near Les Vosges. They are carrying information that could have a profound influence on the struggle against the Cyberpapacy. Rather than risk the Cyberpope discovering that his agents have been captured, the Resistance sends a cryptic message to Paris asking for the immediate assistance of team of Storm Knights. The adventurers are duly dispatched.

On arriving, the adventures are taken to the Resistance leader. She tells them that the four cyberpriest's were camped next to the Reality Storms, apparently waiting for it to break. They had a Core Earth Citroen car with them and false German passports. Of more concern is that they appear to have been headed for Lebanon. A monastery in the mountains to

be exact. This area is now under the control of Dr. Mobius, the High Lord who controls the Empire of the New Nile. It looks like the Papists are planning some kind of deal with Dr. Mobius.

The adventurers are asked to travel to the monastery and discover what is going on and to prevent it if they can.

Act Two: Through the Storm

The guess about the Reality Storms proves right. As the briefing finishes, news reaches the characters that there has indeed been a break in the storm. Leaping into the Citroen, the adventurers cross over into Core Earth Germany and make their way by road through Turkey to the Lebanon.

On the way they discover that they are not the only ones heading for the monastery. The Cyberpope has sent two other groups of agents. The adventurers meet one group just before they enter the realm of the Nile Empire. The cyberpriests attempt to capture the adventurers believing them to be in the pay of Dr. Mobius. They hope to interrogate them for information on the realm beyond the storms. From this encounter, the adventurers discover that the Cyberpapacy is not working in conjunction with the New Nile. In fact, any interrogated cyberpriests are quite clear about how much they disdain the heathen Dr. Mobius.

Crossing into the Nile Empire, characters come under the influence of its axioms (see *The Nile Empire Sourcebook*). Making their way into the mountains of Lebanon, they become aware that agents of Dr. Mobius are also head-

ing for the monastery. The adventurers find themselves caught between the Papal agents ahead of them and the Egyptian agents behind. Eventually they approach the monastery where the papal agents are speaking to the abbot. Depending on what the adventurers do now, they can either hide and wait for the Egyptians to enter the monastery, or attempt to get there first. They may also be captured by the Coptic Christian monks who run the monastery.

Act Three: The Monastery

The monastery holds a piece of the true cross which is an eternity shard. The monks of the monastery oppose Dr. Mobius and want the true cross taken into safe keeping. The Papal agents take it and flee just before Dr. Mobius' agents blast their way into the monastery. Any adventurers held captive now have a chance to be convince the monks that they too oppose Dr. Mobius. If successful, they are released and asked to help defend the monastery. If not captured, they can offer their services to the besieged monks, or even attempt to aid them from outside.

According to the gamemaster's desires, the monastery could be defended successfully or fall, forcing the adventurers to flee with the monks. In either case the adventurers discover that the Papal agents have fled with the true cross.

Act Four: Back to France

The adventurers have to evade Dr. Mobius' forces and catch the Papal

agents before they return to France. Outside the Nile Empire, Dr. Mobius' agents continue the chase. With effort, the adventurers catch up with the Papal agents and take possession of the true cross. They then have to avoid the clutches of Dr. Mobius.

All being well, the adventurers make it back into the Cyberpapacy using the true cross to force a passage through the reality storms. With the true cross in their possession, they can use it to battle the Cyberpope. Unfortunately, Dr. Mobius is not one to give up so easily. He sends agents into the Cyberpapacy looking for the true cross.

The True Cross

The powers of the true cross are given below.

Cosm: Core Earth

Possibilities: Many hundreds

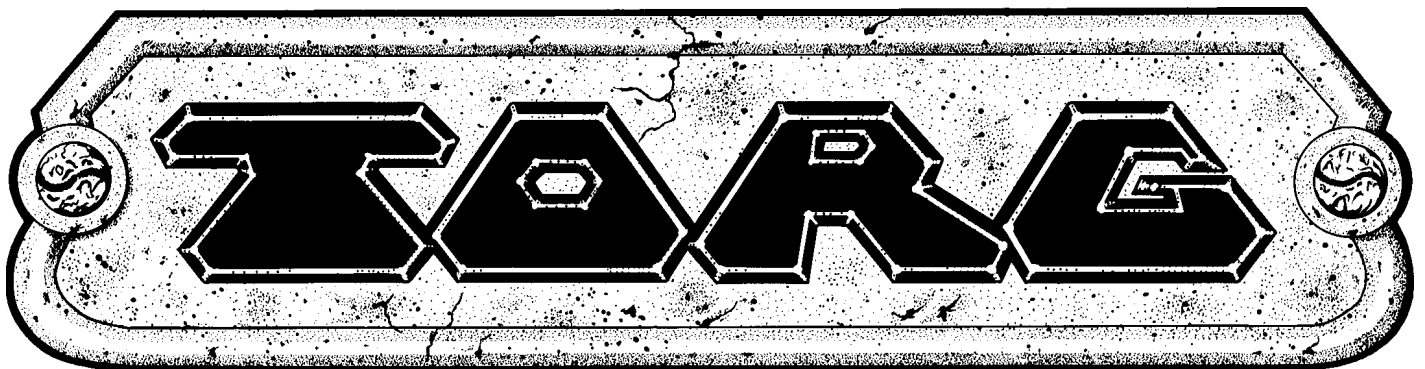
Tapping Difficulty: 15

Purpose: To remind the world that Jesus died to redeem our sins.

Group Power: Send

Restrictions: The true cross's Possibilities may be used to augment any *Spirit* skill or miracle. It may also be used to augment the use of the *medicine*, *first aid* and *psychology* skills. It may not be used for other types of skills.

It may also be used to spend Possibilities to offset those lost by characters passing through a reality storm (but not for a character who is part of an invoked storm). This effect extends for a radius of 3 meters. Any character touching the cross will know that it possesses this power.





Dispatches and Rumors

Dispatches

1

Following the defeat of Wu Han, the mysterious Deathhawk became the de facto leader of Cairo. Declaring the city free from the tyranny of Mobius and the criminal gangs, he ordered the building of barricades and the entrenchment of his forces in an effort to turn Cairo into a huge fortress.

Once apparently safe from attack, Deathhawk announced that all of those citizens of the Empire who wished to oppose Mobius would be welcomed in Cairo. Filled with hope by the costumed vigilante's triumph there, mystery men, Storm Knights, and common people flocked to the city seeking to join his rebellion.

The "Freedom Squad" was organized, an elite army of Knights, heroes, and non-transformed citizens armed and trained by Deathhawk himself. Once this was done, Dr. Mobius (alias "Deathhawk") put the final phase of his plan into operation. He ordered the artificial sun to be activated in two days, at precisely dawn. "Deathhawk" then called on all "Freedom Squad" members to gather at the pyramid of Giza.

"There, I shall reveal the secret of my powers, the ancient forces that live within the pyramid of Earth," he promised. "With each of us imbibing this power, Mobius' defeat is certain!"

But the Storm Knights learn that there is more to Deathhawk's rally than there at first appears. Investigation reveals that the artificial sun is being charged, meaning that Deathhawk's whole crusade may have been nothing more than the setting of a trap for those opposed to Mobius.

At the pyramid of Giza, Deathhawk steps to the great platform as if to give a speech to the assembled throng. Then, saying "All too easy," he engages his teleportation belt and disappears, reappearing at his artificial sun. He plans to activate the death ray, levelling Cairo and destroying his foes at the same time.

Critical Event: The Storm Knights must prevent Dr. Mobius' sinister plot from succeeding, either by convincing the crowd to disperse before the twin-sunrise over Giza brings searing death, or by sabotaging the fire controls of the solar ray. If they are able to prevent the ray from being fired, they have earned a *Good* result (a 6 or above). If they are able to save the "Freedom Squad" from extinction, but much of Cairo is damaged by the blast, they have earned an *Average* result (3-5). If they are unable to frustrate the High Lord's plan in any way, they cannot get an adventure result higher than 2.

2

In the wake of the chaos in Borneo, the Storm Knights boarded a small boat and set sail in pursuit of K. and/or the raiders (depending on the outcome of Issue 4's dispatch). Suddenly, great waves began to rise, swamping their boat and beaching them on the shores of the island of Bangka. Farther down the coast, they can see the raiders' boat, abandoned and apparently undamaged by the storm. As they turn, they are shocked to see a volcano rising out of the ocean depths.

The volcano was growing at a tremendous rate — soon it was the size of a large island, and still it grew. Bangka was being buried in soot and ash, and the Knights realize that a full-scale eruption of so huge a volcano would blacken the skies and plunge a large area of the world into darkness.

The terrified natives of the island tell the Knights of strange activity taking place around the temple of Ninjoku, the god of the volcano. The temple is located deep in the jungle, and it is there the Knights must go if they wish to stop the eruption.

When they reach the temple, the Knights discover that Thratchen's forces (joined by whatever villains survived Issue 4) have taken over the holy place. Bangka has acquired a reputation as a haven for Storm Knights within Orrorsh, and Thratchen is having captured Storm Knights killed and their possibility energy drained in an attempt to bribe Ninjoku into destroying the island.

Ninjoku (volcano god)

DEXTERITY 20

Melee weapons 21

STRENGTH 25

TOUGHNESS 25

PERCEPTION 8

Trick 10

MIND 8

Conjuration magic 15, test 10, willpower 10

CHARISMA 9

Charm 11, persuasion 11, taunt 10

SPIRIT 9

Intimidation 15, reality 11

Possibilities: 7 per Storm Knight

Arcane Knowledge: fire 12

Spells: conjured fireball

Equipment: fire sword (enchanted), damage value STR+6/31

Goals: To receive the worship he feels he is due

Critical Event: The Knights' only hope of survival is to prevent Thratchen's forces from winning Ninjoku over to their side. The technodemon's minions will invoke the god just as the Knights attack, and it will be up to the heroes to persuade Ninjoku to stay his wrath. If the Storm Knights can persuade the volcano god of the

evil of Thratchen's followers, he may vent his fury on the Orrorshan raiders, and the Knights will earn a *Good* result (6 or above). If they can convince Ninjoku to return to his slumber and not destroy Bangka, they will earn an *Average* result (3–5). If they are unable to prevent Ninjoku from unleashing a full-scale eruption, they will have to attempt an escape from Bangka, and cannot get an adventure result higher than 2.

3

While simultaneously plotting the destruction of the Taihachi Conglomerate, Nippon corporate ninja began planting stelae in the Do-Lung controlled area of Hong Kong. The operation is handled with extreme subtlety and care, with the stelae resembling Bank of Hong Kong Automatic Teller Machines (ATMs), already a common sight around the city.

Do-Lung also increased its pressure on the government of Hong Kong, bribing and subverting various officials until it controlled numerous policy-makers and financial regulators. Through these manipulations, Do-Lung is able to get severe penalties imposed on Taihachi, doing further damage to that opposition group.

As Taihachi began to fall apart, Do-Lung purchased many of their holdings. The face of Hong Kong began to change radically, and the resemblance to Nippon Tech Japan is obvious to the Storm Knights. Slowly, the social structure of the city begins to collapse, as the gap between the upper and middle classes and the poor widens.

All that is left to happen is for the maelstrom bridge to drop from Marketplace into a previously-prepared Do-Lung skyscraper in Hong Kong, which is guarded by Marketplace Security agents. Once this is accomplished, 3327 will have another foothold in China and will be that much closer to claiming the title of Torg.

Marketplace Security Agents

DEXTERITY 9

Dodge 10, fire combat 11, maneuver 10, melee weapons 10, stealth 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, tracking 10, trick 9

MIND 8

Test 9

CHARISMA 8

Charm 10, persuasion 9

SPIRIT 7

Intimidation 9

Possibility Potential: some (55)

Equipment: Sansu 11mm SMG (damage value 17, ammo 10, range 3-15/35/100)

Critical Event: The Storm Knights must prevent the dropping of the bridge by destroying one or more of the Nippon stelae. If they are able to accomplish this, they earn a *Good* result (6 or above). If the bridge is dropped, but the Knights made an all-out effort to try and stop it, thus creating a story seed, they earn an *Average* result (3–5). If the Knights fail to prevent the bridge from dropping and do not accomplish any stirring feats within Hong Kong, they cannot get an adventure result higher than 2.

4

The Aysle realm has recently been the site of a number of strange events. Both Uthorion and Ardinay's forces have been plagued by warriors who are seized by sudden fits of madness and decimate their fellows. The attacks seem to occur roughly once every two weeks, and those afflicted have to be killed to prevent them from shedding the blood of those around them.

Both sides have employed wizards to investigate the matter, and though they claim to have detected sorcerous influences on the victims, the signs are unlike any they have seen before. Fragments of the victim's auras seem to suggest Ayslish conjuration magic spells, but other aspects bear no resemblance to known sorcery whatsoever. Physicians who have examined the victims have stated that each was bitten by some sort of small creature prior to their attacks, prompting fears that there may be some new creature on the loose in the realm.

There is, indeed, but it is unlike anything seen in Aysle before, because it is not from that realm. Rather, the cause of all this pain and death is a product of the Nile Empire, the

dreaded Scorpion of Set. The venom of these creatures has been transformed by sorcery and alchemy into a powerful hypnotic potion. Once injected with it through the insect's sting, the victim must obey the command programmed into the scorpion. Although it is normally impossible to force someone to commit an action abhorrent to him through hypnosis, the venom in the scorpions imported to Aysle plants the suggestion that one is surrounded by enemies. To a trained warrior, the course of action under those circumstances is clear.

Mobius authorized the sending of the scorpions to Aysle as a way to keep that realm off balance and prevent interference by either High Lord in his affairs. If successful, Mobius will use the scorpions against 3327 and Malraux as a means of destabilizing their realms.

Scorpion of Set

DEXTERITY 6

Unarmed combat 11

STRENGTH 2

TOUGHNESS 3

PERCEPTION 8

Trick (20)

MIND 1

Test (20)

CHARISMA 2

Taunt (20)

SPIRIT 2

Intimidate (14)

Possibility Potential: none

Inclination: evil

Natural Tools: Stinger (damage value 10); venom (*hypnosis* 18 — see pages 66–67 of the Nile Sourcebook)

Note: scorpion dies immediately after stinging victim

Critical Event: The Knights must prevent this insect-carried plague of madness from sweeping across Aysle, lest it later be used as a weapon against Storm Knights throughout the Nile Empire. If they can end the threat of the scorpions and expose Mobius' role in the situation, they earn a *Good* adventure result (6 or above). If they can end the danger to Aysle, but are unable to prove that the Nile Empire was behind it, they receive an *Average* adventure result (3–5). If they cannot deal with the situation and Mobius determines the project was a success,

they cannot get an adventure result greater than 2.

Rumors

1

There are reports that a series of fires have been set in Central Park, destroying a number of third-planting gopog that had not yet been harvested. This has, naturally, enraged the edeinos who watch over the gopog fields, and they have sent out first-planting gopog on a number of retaliatory forays against the police who guard the New York Metropolitan Protectorate.

This situation has Mayor Bradshaw extremely concerned. Up until now, the Protectorate was holding its own against the threat of the edeinos, with Baruk Kaah having shifted much of his attention to the Midwest and California. These unsanctioned attacks on the gopog fields — which are unlikely to be much more than an annoyance to an occupying army as large as the Saar's — threatens to shatter this uneasy peace and provoke a renewal of hostilities the Protectorate will not be able to handle.

Bradshaw suspects that a splinter group of the street gang known as the Links may have somehow infiltrated the park, and are using the fires to mark their turf. It is impossible that this group was driven into the park by the incessant gang warfare that has raged in New York since the invasion, and they may regard the edeinos as just one more gang to be driven out.

Leader of this faction is a young man who goes by the name of ROM-7. He was a member of the Links prior to the invasion, and has a particular fascination for computers. Until recently, he lived in the gang's electronics store headquarters, but may have split with the other members over his desire for more aggressive action against the edeinos.

ROM-7

DEXTERITY 10

Dodge 11, maneuver 11, melee weapons 13, unarmed combat 11

STRENGTH 10

TOUGHNESS 9

PERCEPTION 9

Find 10, tracking 10, trick 10

MIND 10

Survival 11, test 11

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 7

Equipment: hunting knife (damage value STR+4/14); fencing rapier (damage value STR+5/15); .44 S&W Magnum (damage value 17, ammo 6, range 3-10/15/40)

2

It has reportedly been a difficult few weeks for Storm Knights operating in and around Memphis. Four separate operations directed against the forces of Dr. Mobius have ended in abject failure, with the Knights walking into ambushes and barely escaping with their lives. It seems as though the Nile shocktroopers must be receiving tips about the Knights' plans, and since no outsiders were involved in the projects, that means one of the Knights is a traitor.

This belief, and the inability to identify which one has gone over to the High Lord's side, has effectively shut down the activities of the Storm Knights in the city. What they do not realize is that they are only half right — there is a traitor among them, but he is not, strictly speaking, a Storm Knight. One of the Knights, Tarim Abahassan, was recently murdered and his body dumped in the Nile. His place in the cell was taken by a Nile agent known only as "Mercurius," whose record of success derives from the fact that he possesses a "chameleon belt." The belt, a "weird science device," allows him to alter his appearance instantaneously and makes him a master of disguise.

By assuming the form of Abahassan, Mercurius has been able to sit in on Storm Knight meetings and then inform the shocktrooper garrison of all their plans. He feels confident that his disguise cannot be penetrated, and is planning to lure the Knights into one more trap that will leave them in the hands of Mobius.

If there is to be any effective oppo-

sition to Mobius in Memphis at any time in the future, the activities of Mercurius must be exposed. One way to handle this would be to feed the agent false information that will result in the defeat of the shocktroopers. Then, even if Mercurius escapes the Knights, his usefulness to Mobius will be at an end.

Mercurius

DEXTERITY 10

Dodge 11, fire combat 11, lock picking 11, maneuver 11, stealth 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Find 11, scholar (espionage techniques) 11, trick 11

MIND 10

Test 11

CHARISMA 10

Charm 11, persuasion 13, taunt 11

SPIRIT 8

Intimidation 9, reality 9

Possibilities: 10

Inclination: evil

Equipment: chameleon belt (can change appearance of user and allow him to mimic voice. User's basic height, weight, build and sex maintained. User can change appearance at any time. Chameleon belt has an adventure cost of 5, and an action value of CHA+5. This serves as the difficulty number of the Perception check needed to penetrate the disguise); 9mm Luger (damage value 15, ammo 8, range 3-10/25/40)

3

There are unsubstantiated rumors that a giant vampyre is stalking Scotland, and may have been responsible for more than a score of deaths in the past month. This creature may have been an Ayslish giant who was transformed by Orrorshan axioms when Uthorion invaded the Aysle cosm 500 years ago.

The creature does not seem to have any loyalty to either side in the Ayslish conflict, as it is said that Dark and Light servant alike have been slain by it. Lady Ardinay dispatched Home Guardsmen to Glasgow to investigate, but none ever returned.

Whether or not the legends of a vampyre giant are true or not, it can-

not be denied that a plague of vampyrism has begun in Scotland and poses a definite menace to the populace. Whatever the agent responsible for this dire situation, it must be found and destroyed.

4

Sources in Tokyo report that the Yakuza is beginning a crackdown on those street gangs which are still refusing to follow the lead of the organized crime families.

What makes the situation unusual is that the gangsters have been backed up by huge samurai who seem almost incapable of feeling pain. They are heavily armed, but their identities are hidden by the full armor they wear. They have gained a reputation as relentless, unstoppable foes, and the terror they strike in their opponents has gone a long way toward ending the gang rebellions.

Rauru Block operatives, feeling that these samurai represent a possible future threat to their employers, mounted an investigation, trailing the samurai back to a hydroponics plant outside of Tokyo. They were detected before they could penetrate the building and were killed.

Whether these samurai are simply some sort of enhanced Yakuza assassins or something other is unknown at this time. But it seems imperative that this mystery be solved so that an adequate defense can be devised against them.

5

Recently, a charismatic clergyman has been traveling the south of France preaching a variation of the Luddite message ("all machines are evil"). While LeRoux's theme is not quite so extreme, he does warn about the dangers of allowing machines to dominate man. He is particularly harsh on the subject of the GodNet, saying that cyber technology is an invention of Man, not God, and to claim that one can "jack into" Paradise is blasphemous and insane.

Despite the Inquisition's desire to make an example out of LeRoux, Cyberpoppe Malraux made it known that to pursue every crank in the realm

would waste time and manpower. However, as LeRoux's preachings became more strident, Malraux has lost patience with the situation and ordered him brought in for punishment.

This is where the story became bizarre. All attempts to capture the cleric met with frustrations—as cyberpriests would close in, LeRoux would produce some miraculous effect (a bolt of lightning, a sudden fog, even the very earth rising up to protect him) and make his escape. To the people following LeRoux, it seemed as though the cleric truly possessed divine powers.

But Malraux knew better. The man was obviously an Ayslsh sorcerer, sent to create disorder in his realm. But sent by whom? Was Ardinay mounting an offensive against the Cyberpapacy, or had his old ally, Uthorion, betrayed him? The answers to those questions remain to be discovered.

LeRoux

DEXTERITY 9

Dodge 10, maneuver 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Alteration magic 13, find 11, trick 11

MIND 10

Apportation magic 11, test 11

CHARISMA 10

Charm 11, persuasion 12, taunt 11

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 7

Arcane Knowledges: inanimate forces 5, earth 4, water 4

Spells: lightning, earth shield, fog

6

Along with the laborers and soldiers, a number of Victorian scientists traveled to the Orrorsh realm following the outbreak of the Possibility Wars. Among these was Dr. Paul Stabert, a well-known researcher with an interest in the physiology of the Others, the octopus-like beings favored by the Gaunt Man.

It is rumored that Stabert had the "good" fortune to come upon a wounded Other whose Caretaker had abandoned it, and he extracted a

sample of the whitish fluid that serves the creature as blood. Stabert mixed this fluid with a number of other chemicals, and then tested the concoction upon himself. The result was to turn him into a monstrous hybrid of Other and human, a powerful, inarticulate creature with the intellect of a scientist.

Unfortunately, the process of transformation drove Stabert insane, and he now stalks the realm, seeking a means of returning to human form. If these rumors are true, extreme caution should be used if he is encountered.

Stabert (as creature)

DEXTERITY 10

Unarmed combat 16

STRENGTH 20

TOUGHNESS 17

PERCEPTION 10

Evidence analysis 11, find 11, scholar (chemistry) 11, scholar (anatomy) 11, trick (15)

MIND 10

Medicine 11, science 11, test 12

CHARISMA 8

Charm (15), persuasion (20), taunt (20)

SPIRIT 8

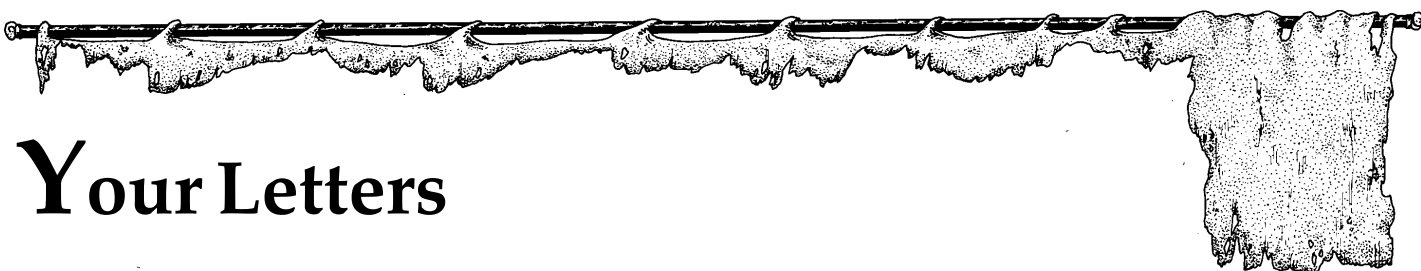
Intimidation (25), reality 9

Possibilities: 3

Natural Tools: tentacles, damage value 20

Note: ignore multi-action penalty when attacking up to four opponents. If attacking five, penalty is 2; if attacking six, penalty is 3, etc.





Your Letters

Letters and herald messages continue to pour into our offices. Subjects this month range from basic realm info to the complexities of the rules system. So let's not waste time, but plunge right into this month's pile.

How does Nippon Tech remain a secret? Wouldn't the presence of reality storms clue people into the existence of another cosm?

— Jeff Campbell
Corvallis, OR

The problem of reality storms was one the Kanawa Corporation had to wrestle with early in their invasion. The solution was found in the Cyberpapacy, where Cyberpope Jean Malraux discovered a way to "turn up" his stelae and increase the intensity of the reality storms around his realm. Nippon adapted this process to suit their needs and turned down their stelae, decreasing the violence of their storms. Naturally, the disturbed weather is still noticeable, but the Kanawa-controlled media have spread the word that the storms are the result of the proximity of Orrorsh and the remnants of Tharkold's abortive attempt to invade the Soviet Union.

How successful Nippon has been at remaining a secret is a question open to debate. It may be that some other countries, like the U.S., suspect that a High Lord is running Japan, but are willing to deal with him while foes like Baruk Kaah remain the greater threat.

How are skill adds done for a shape-changer?

— Tony Perkins
Moscow, ID

A shape-shifter must be from Orrorsh, and *shape-shifting* must be his

tag skill. A shape-shifter's total attributes must be the same in all forms, though they may be distributed differently. The *Spirit* attribute has to retain the same total.

The shifter has two completely different sets of skills, and a player has 16 skill points to assign to each form (with 3 going to *shape-shifting*). The human is confined to those skills appropriate to his template type, and the animal to those appropriate to him. On a shape-shifter's template, all skill numbers are divided by a slash, with the human value on the left and the animal form on the right. Some skills, like *fire combat*, could be used by the human but not by the animal.

The skill value will be dependent upon the form the shape-shifter is in. For example, a human with one add in *dodge* and *Dexterity* of 8 would have a skill value of 9; in his wolf form, he may still have one add in *dodge*, but his *Dexterity* is now 10, so his skill value is 11.

For an example of a shape-shifter's template, see the Werewolf on page 79 of the *Torg Worldbook*.

Reality storms. Could we have a few more examples of what happens? How does a storm "attack"? If a storm's Strength attacks the Mind attribute, is the damage mental or physical? Also, when (if ever) will rules for building time machines, dealing with temporal paradoxes, etc. appear?

— Steve Crow
North Liberty, IA

The essence of a reality storm is its unpredictability. Effects of such a disturbance can range from a change in the language of a target area, animation of inanimate objects, variations in gravity, etc.

When a storm is invoked by one character against another, the com-

mon result is the stripping of possibilities from one or both. Use the "Storm Results Table" on page 40 of the *Torg Rulebook* to determine the results of such combat.

If a storm were to attack the *Mind* of a target character, the damage would be mental. However, a storm is just as likely to make a raw *Strength* attack in which the damage would be physical. The decision regarding the type of storm and the type of damage being done in any given instance is left to the discretion of the gamemaster and the needs of his campaign.

There are no plans to print time travel rules in the foreseeable future.

What happens to someone with cyberware when he disconnects from his realm?

— Sandy Addison
Burnaby, Canada

A character with cyberwear who disconnects in a realm with a lower Tech axiom than his own would see his cyberwear cease to function.

Fantastic game! Best modules and gamemaster aids I have seen in 10 years of gaming! Are you folks looking for freelance module writers?

— J.P. Seabury
Nashua, NH

West End is always interested in looking at proposals from prospective freelancers. The operative word is "proposal" — we need an outline of what you would like to do before we can decide whether we would be interested in publishing it, so be sure to send one. Anyone interested in doing a freelance project for us should be certain they are familiar with the relevant game system, and proposals should be typed, if possible (to save wear and tear on the weary eyes of editors ...)

Herald Messages

Cryogenics labs springing up in Paris Liberte and other cities of Free France. Being used to save the bodies of those sent to the GodNet's Hell for possible future restoration. Declared "Houses of Satan" by Jean Malraux, although rumors say Inquisition has "frozen" a few heretics as well ...

— Michael Levay
Roscommon, MI

The Pacific Northwest has been freed, with considerable help from Hantu Limited. Only two stelae were removed, so Core Earth forces are preparing for a counterattack by Baruk Kaah. Kanawa is silent ... Baruk Kaah is furious ... Core Earthers are elated and nervous.

— Scott Shafer
Delaware, OH

Beware the Renslayers from Tharkold. They are scouting out our cosm for a second invasion attempt.

— John Christopher
Gloucester, NJ

If you've done a thousand impossible things today, come drink your coffee at the Realm Runner Cafe. Located in downtown New Orleans, this is where the elite meet after handing a High Lord defeat. Dining, dancing and drinks. Rated "four stars."

— Jeff Campbell
Corvallis, OR

This is KISA leader to all surviving Storm Riders, wherever you are ...

We have discovered an unusual feature of the "gate" power — it can be used not only to cross easily between two points in space, it can be used to cross two points in time! The greater the time, the more difficult it is to sustain the gate.

— J.P. Seabury
Nashua, NH

Miracle in the underside of New York. Catherine has been resurrected! Father says they are all doing well.

— Susan & Lee Manges,
Allentown, PA

"Day" now lasting six months in the tropics. The "Wanderers" have deployed a huge screen which moderates dayside temperatures. Nightside weather is very curious ...

Delphi confirms "Wanderers" are possibility-rated. What are their goals? Their war vs. Malraux aside, how far can we trust them?

— John Day
Lincoln, NE

On a supply run to Philly, we stumbled upon an 8 year-old girl by the name of Emily Starlight. She claims to come from a cosm named Avalon. Her cosm appears to have axioms of: Magic—0, Social—26, Spiritual—29, Tech—24. More details to follow.

— J. Higginbotham
Litchfield Park, AZ

Cyberpapal Space Center rocked by massive explosion. Death toll may reach 100,000. Lack of lingering radiation rules out nukes. Inquisition implicates Kanawa agents.

Day/night periods now seen stable at three months each. Earthquake activity in Central America subsiding.

Little news from Indonesia.

— John Day
Lincoln, NE

It has been revealed that the Apollo space missions may have found a large black object on the moon. Even as this message is being sent, Nippon Tech, Nile Empire, Cyberpapal and Core Earth interests are racing to acquire this, a possible Darkness Device.

— Jeff Campbell,
Corvallis, OR

Be on the lookout for Balyana Dalla, an ex-governess under Janya Paterski. She is now of good inclination because she lost a reality storm, so she may be headed for her new home cosm, the Cyberpapacy. Her knowledge could prove invaluable. She is blonde, somewhat strong, and skill in interrogation.

— Brian Reeves
Spokane, WA

Mobius has a pet German scientist who is working on a cybertech/weird science combo. We blew his lab but he and his robotic guerilla escaped. We think he has a second lab in Khartoum.

— Sean Holland
Oregon City, OR

After much hardship, we have obtained the Possibility Chalice from the dark mage. A chance encounter with a Jungle Lord is leading us toward the Nile Empire and Mobius. Much to our dismay, our seaplane has been afflicted with grem-lins.

— Wade A. Warren
Lakeland, FL

Attention! The hunt for Col. Robert Masters is on. Last seen boarding passenger liner in Alexandria bound for Greece. He's armed and dangerous. Operatives please report sightings directly to Delphi Council.

— Kyle Lucke
Grand Forks, ND

California is linked by gate to Orrorsh! Stormers in CA State Police report finding the bodies of a biker gang mixed with those of horses and Victorian cavalymen armed with swords, lances, and revolvers.

— Gregory Detwiler
Williamsburg, PA

In attempting to destroy Detroit's City Hall once again, the Jakatt Mike Liverpool was captured by Storm Knights in the employ of the Delphi Council. He is currently awaiting trial in a maximum-security cell in Detroit. He is guarded round-the-clock by four Storm Knights.

— Andrew Woodard
New York, NY

Good luck, Storm Knights, everywhere!

— Michael Gochoco
Warsaw, NY