

INFINIVERSE™

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If it's cold outside it means it's winter... or that the stillworld stopped in a different place than expected.

Product Update

The GodNet sourcebook, 96 pages, is in the warehouse and should be shipping when you read this.

The Cyberpapacy sourcebook is receiving the finishing touches in the art department. A February release is now True (18).

The *Nippon Tech* sourcebook is still in playtesting. The initial results indicate the book will require only the normal number of fixes. Its May release is True (15).

The *Orrorsh* sourcebook has been reviewed as a first draft, and has been returned to Chris Kubasik for revisions for the final draft.

Pixaud's Practical Grimoire, a 64-page book brimming with spells, strange comments, is in mild jeopardy. One freelancer has failed, one is late, and its editorial time has been reduced

due to other emergencies. Schedule juggling and late nights are going to be necessary to save this one for an April release, which is now True (12).

Full Moon Draw has been moved up in the schedule to March. Yes, it is being released early; True (21). Heroic editing and additional midnight-hour freelance effort by Lou Prospero brought this book in early, giving us time to work on *The High Lord of Earth*.

The High Lord of Earth has been moved in-house. Complete with ancient mysteries, Malcolm Kane, a Darkness Device with a difference, and of course the opportunity to become a High Lord, this adventure is scheduled for an April release. True (15).

The *Kanawa Weapons Catalogue* has been reviewed and returned to Nigel Findlay for a final draft. It looks on schedule so far. True (17).

The Ghost in the Machine, a 64-page adventure, is scheduled for a June release. True (13).





Rumors and News

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

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

Rumor Report

First Indication: Issue #5

1. Dwarves captured and impressed by Mobius in order to use their engineering prowess. True (19).

2. Edeinos imprisoned in Biosphere II in Arizona a part of experiment to determine the nature of Living Land mist. True (16).

3. Cyberpapal infiltration of Milan in order to prep the city for a stela. True (18).

4. Strange circular designs, "black rings" appear in Aysle, which are not caused by magic. True (13).

5. Covert conflict between Nippon and the Cyberpapacy is heating up, with Cyberpapal agents manipulating the Nikkei, and Nippon opening manufacturing plants in France. True (19).

6. Enemies of Mobius causing Amon statue to kill shocktroopers in order to secure revitalizing secrets of Amet-Hu. True (16).

7. Tarot-trademark vampire hunter staking a claim in Orrorsh. True (20).

8. Disappearances in "the Devil's Triangle" have prompted Kanawa investigation. True (15).

Continuing Report: Issue #4

1. Kanawa freighter *Chilan* is carrying a cargo of reality bombs. False (13), a reversal from last issue.

2. A Magna Veritan named Viliers, perhaps in possession of valuable information, has been captured by the Inquisition. True (18).

3. Ndatos appear, creatures whose faces resemble the passengers and crew of the *Joyita*, which disappeared October, 1955. Increases to True (16)

4. Dangerous inhabitant of unknown origin has taken up residence in Neuschwanstein castle. Decreases to True (13).

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

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

The Wrap Up: Issue #3

1. Modern-day incarnation of the Knights Templar at Carnac. Increases to True (26).

2. Rama Gatrun has gained possession of the only complete copy of the Book of the Dead. An increase to True (19).

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

4. Volcanic eruptions in southern California caused by a Keta Kalles miracle. More false, now False (18).

5. Nippon agents planning a raid on the Potala, the famed golden palace in Lhasa, Tibet; rumored to hold one or more eternity shards. True (19).

6. Viking berserkers attacking Denmark in the vicinity of Arhus. Finishes up at True (26).

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

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

Torg Rolls Along

Malibu Graphics, which is the parent company of several independent comics labels including Aircel, Adventure and Eternity, is signing the contracts for a *Torg* comic book even as this is being written. No release date has been announced. Their full-color *Paranoia* comic book is scheduled for release this Spring. We are pretty darn psyched.

Infiniverse eight should have our next realm update. We held off for this issue because...well, because the results of the past few months have been quite convoluted, and the Possibility Wars are taking an interesting turn. In general, the High Lords are still gaining ground, although stiff resistance by Storm Knights and the belief that the Gaunt Man really might not be around to enforce cooperation is beginning to tell. We will know for sure next issue, but it looks as though Kanawa has made the first land grab from another High Lord. It's stuff like this that makes our job interesting.



Safety Warning

by Gregory W. Detwiler & Co.



ur first subscriber submission is a bit unusual.

The following was taken from the account of Fred Atchinson, a realm-runner operating out of Philadelphia.

It was a pretty tragic Christmas at the late community of Anytown, Pennsylvania. The place was a regular stop of mine, and pretty damn profitable too. Anytown was a Core Earth hardpoint, so they could use anything folks in the real world could use. Anyhow, I was resting up there for the run back to Philly during the Christmas holiday. When I woke up on Christmas, I found we'd gotten about four inches of snow. Pretty weird, getting all that snow while being surrounded by a tropical rain forest. The kids were thrilled, and went right out and built a snowman. That's when it happened.

The kids had just finished their snowman...coal eyes, carrot nose, all that stuff...and were looking for a hat to complete the costume. One of them beganto jabber about the hat in a case at the local historical society. That silk hat would make the perfect touch. They began to badger their parents for the hat. They unleashed the kids on the society curator. Excited cries erupted when the curator (and local barber) agreed.

The hat *was* perfect, looking as if it had just been made. Well, when the kids put it on the snowman, the damned thing actually came to life! Really, the thing just stood up up on new-formed legs and started dancing around.

All of us adults were stunned, but the kids just took it in fun, dancing around and arguing good-naturedly over what to call it. They never did make up their minds, though they

tossed around the names "Snowy," "Icy," and "Rex"(?).

That old silk hat they found must have had some magic in it. Unfortunately we didn't find out until just then that it also had possibility energy, and in fact was the eternity shard that made Anytown a Core Earth hardpoint. Just a few minutes after the snowman started dancing, WHAM! The storm front hit us, and the next thing we knew, I was the only person in town that could make guns or machinery work. The local tribe of scales noticed right away and charged in, some thundering in on udatoks, others urging larkodus into a frenzy. They killed everyone in the town but me. I'll give him credit, the snowman did try to distract the scales from the kids, daring them to catch him if they could. They just ignored him, and with good reason. Magic hat or no magic hat, he melted in less than half an hour in that Living Land humidity. Now I've lost a good stop, America's lost a resistance community, and everyone in Anytown is lying in the gospog fields, doing their bit for Baruk Kaah.

The one good thing is that the scales didn't recognize the hat as an eternity shard. When the killing had ended and the scales left town, I grabbed it and drove hell-for-leather out of there, and finally got back to Philly.

The folks at Anytown didn't realize what they'd had until they lost it. Next time you're in central PA, look for a group of first generation gospog with hunting rifles and shotguns around where Anytown used to be. The whole town of Anytown died so I could learn this information and pass it on to you. Now I going to do it. The stakes are too high for anyone to ignore this warning: Folks, this your hardpoint. This is

your hardpoint on a snowman. Any questions?

Larkodus

A larkodus is an enormous sabre-toothed bear, growing to a length of up to ten meters. It is more lightly built in proportion to its size than other bears, being a slender, long-limbed beast capable of short but swift dashes in pursuit of its prey. Unlike most bears, it relies on its keen vision in the hunt (even in the Deep Mist) as much as upon its excellent sense of smell. It is native to the cooler portions of Takta Ker, and frequently leaves the boundaries of the Living Land to hunt prey in the cooler Core Earth regions surrounding it. Larkodus (the word serves both as singular and plural) have been fought with guns, fire, and magic thus far, and to date have proven absolutely fearless. They fight with both their sabre teeth and their two fore-paws.

Larkodus

DEXTERITY 13

Dodge 14, maneuver 14, running 16, stealth 15, swimming 13, unarmed combat 14

STRENGTH 19

TOUGHNESS 18

PERCEPTION 7

Find 13, tracking 13, trick (10),

MIND 8

Test (16), willpower 11

CHARISMA 6

Taunt (10)

SPIRIT 7

Intimidation 9 (16)

Possibility Potential: none

Natural Tools: running speed 10 (11 for one round), sabre teeth (STR+4; damage value 23), claws (STR+3; damage value 22)



Dwarf Merchant

Player Name: _____

Character Name	Home Cosm		Aysle		Possibilities	
Age	Wound Level	Shock Damage	Magic	Social	10	
Height	Wound		18	18		
Weight	Hvy Wound		Spiritual	Tech		
	Mortal Dead		16	15		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Evidence Analysis		PER	
Find		PER	
Language		PER	
Scholar (business)		PER	
Trick		PER	
Test		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion	3	CHA	14
Taunt		CHA	
Intimidation		SPI	

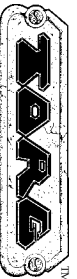
Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
Battle-ax +5	14	8			
Wheellock dag	13	15	3-5	10	25

Bonus Chart

Die	1	2	3	4	5	6	7	8	9	10	11	12	13	21	26	31	36	41	46								
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1						



Attributes	Approved Actions	
Dexterity	9	Maneuver
Strength	9	
Toughness	9	
Perception	10	Trick
Mind	10	Test
Charisma	11	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		



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Age	Wound Level	Shock Damage	Magic	Social	10	
Height	Wound		18	18		
Weight	Hvy Wound		Spiritual	Tech		
	Mortal Dead		16	15		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Evidence Analysis		PER	
Find		PER	
Language		PER	
Scholar (business)		PER	
Trick		PER	
Test		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion	3	CHA	14
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
Battle-ax +5	14	8			
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Bonus Chart

Die	1	2	3	4	5	6	7	8	9	10	11	12	13	21	26	31	36	41	46								
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1						



Attributes	Approved Actions	
Dexterity	9	Maneuver
Strength	9	
Toughness	9	
Perception	10	Trick
Mind	10	Test
Charisma	11	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Cosm: Aysle

Background: You made a fair living in the cosm of Aysle, selling Land Between mushrooms and moss at a profit to the Freetraders, but you longed for more lucrative pursuits. For a brief time you were in the business of selling weapons, but didn't like the unsavory characters you had to deal with.

Then the opportunity arose to travel to Earth, and you jumped at it. Here were people desperately in need of Ayslish goods to help them cope with this new reality that had supplanted theirs. But as you saw the suffering going on around you, simply making trades lost its appeal. You began taking the money you made from your business deals and funneling it to Gutterby's rebellion. You went back into the arms business, selling defective dwarven bombs and wheellock pistols to House Vareth soldiers.

One of the first things you learned in this new cosm is that a good businessperson has to be able to defend herself and her goods, or expect to see them stolen. With a little training from House Bendes troops, you have become proficient at the use of the wheellock, and have discovered your jeweled battle-ax has an intimidation value almost as great as its damage value.

Personality: You are cunning and intelligent, and are not easily talked into a bad deal. You fight your war as much as with money as with melee weapons, happy to take advantage of enemies with too many trades, cash that could be put to better use freeing dwarves from Vareth clutches.

Equipment: wheellock dag (damage

value 13, range 3-5/10/25), jeweled battle-ax (damage value STR+5/14), money belt, digital watch, English-Dwarvish dictionary, beeper.

Quote: "My time is valuable, and that 'elf longsword' you're peddling is not. See how dull the blade is—that's Daleron craftsmanship; no elf came within a dragon's tail of this weapon."

Skill Notes: See the "Determining Magic by Birth" chart on page 23 of the *Aysle Sourcebook* for recording your innate magical skill and knowledge. Your tag skill is *persuasion*.



Clarifications and Errata



The Nile Empire

Anne Vétillard of Jeux Descartes prompted us to gather our Nile Empire errata, and to compile them with answers to questions not yet covered in. They are presented in page order.

Overgovernor “Sestet” (Page 17): We mean “Sesetek.”

Why doesn’t Lord Milton Avery have acrobatics, melee, or dodge skills, which are essential for the role of a swashbuckling actor? How come he does not have find, which is very useful for a thief? (page 18): This was the author’s viewpoint of Lord Milton Avery. He was a phony, a swashbuckler only on camera, with his stunt doubles doing all the dangerous and active stunts. We agree with Ray’s point of view that making Avery a phony makes him more despicable as a villain. However, he should have *find* 13.

What should Neteru’s equipment be? (Page 20): Neteru has the following equipment—Field armor (TOU+6, armor value 15), broadsword (STR+6, damage value 18), hunting bow (STR+7, damage value 19), binoculars, medallion in which is encased the decorations taken from slain Ugandan general.

Syn Mizufune’s scholar skill covers what expertise? (page 32): Syn Mizufune should have *scholar (foreign relations)*.

The typical Sister of the Serpent has no hieroglyphics skill. Isn’t this strange for a priestess of an Egyptian god? (Page 36): It is strange. The aver-

age Sister of the Serpent should have *hieroglyphics* 11.

The typical Ur Guild member has the scholar skill, but no area of expertise (page 36): They can have scholar skills in mathematics, any science or engineering.

How many Possibilities does Ka-Mutef have? (Page 45): Ka-Mutef has three Possibilities per Storm Knight.

What is the area of expertise of the typical weird scientists on page 52?: The weird scientists can have scholar skill in any one science, which we guess should have been noted as *scholar (any one science)*.

Do religions other than Egyptian have PER-based skills? That is, can a character learn Catholic, Jewish, or even Irishanti religion, gaining similar benefits? (page 64): The ability to perform religious astronomy is peculiar to the *Egyptian religion* skill. If you wanted to create skills which have the legend/lore ability, we would probably class them as an expertise of scholar. But if you want to create a separate skill for flavor, go ahead.

Do powers from the Nile Empire have associated skills? Can Electrode, a character with the Electro-Ray power, learn “Electro-Ray”, a DEX-based skill to improve his chances to hit and to perform special effects? (page 70): Nile Empire powers do not have skills associated with them. However, we got the feeling that you are asking whether or not you could create such skills for a character. Yes you can; *Torg* is in some ways a designer’s toolbox with a number of concepts which can be put together in ways you find pleasing. Our only warning is to be careful of game balance when you

add stuff. If all your players like the new stuff, send it in and we might share it with other subscribers.

In the Possibility Capacitor section (page 79) you say that installing a capacitor has a difficulty number equal to the highest system value for which the capacitor is providing possibility energy. Under constructing gizmos (page 82) you say the difficulty of connecting a Possibility Capacitor is 12. What gives? (sound of editor slipping into Mobius voice) “Oh No! They have discovered my secret sabotaging of the gizmo rules! Fortunately for me the meddlesome fools will never guess that the correct answer is, ‘Installing a Possibility Capacitor has a difficulty number equal to the highest system value for which it is providing energy. However, the minimum difficulty is 12, should the system value be less than 12.’ If they were to guess the answer, gizmo creation might no longer require a mind as powerful as my own!”

How long does it take to install or connect a single component to a gizmo being built? Eight hours? Four hours? (page 82): The base time is eight hours. The phrase “cutting the time from eight hours to four hours is analogous to trying two four-hour connections at the same time” was meant to explain why you use the One-On-Many table to find the difficulty modifier for reducing the base time. We did not mean that there was a special four-hour connection rule.

With a mathematics total of 17, you say Zafira gets two planets. But the difficulty listed for Horus is 18. How can she add Horus when her total is too small? Also, she gets a bonus modifier of +3. If she gets Isis and Horus, shouldn’t the bonus be

+5 for Horus? (Page 86): The example is correct, but the text is unclear. When configuring planets, the bonus modifier is calculated for each planet above the minimum, starting with the innermost planet. So if a spell requires two planets, and three planets are configured, only the innermost planet gives a bonus modifier; the outer two are used to satisfy the spell minimum.

Zafira is trying to configure three planets, Isis, Horus, and Nut. The base difficulty is 12, the difficulty of Nut. The DN+6 is 18, which is the **difficulty for configuring all three planets** on the One On Many table. Her total is 17, which beats the DN+4 for two planets (as given on the One On Many table), so she configures two planets, Isis and Horus. Horus is used to satisfy the spell requirement of one planet. Isis gives the +3 bonus modifier.

What is the astronomy difficulty for a spell which needs 0 planets, when the magician doesn't want to add planets? (Page 86): If a spell, such as detect magic, requires 0 planets, there is no astronomy difficulty. The magician would only configure planets if she is looking for bonus modifiers.

On planetary cycles you stated: "Divide the campaign day by the cycle of the planet; the remainder is called the position of the planet. If the posi-

tion of a planet is zero, the planet naturally configures on this day." But in the example you did a weird calculation (65-(5x11)=10). What was that all about? (page 87): A poor choice of an equation is what that was all about. In English we could have said "65 divided by 11 is five, with a remainder of 10."

Do engineering spells use astronomy to cast them? (page 91): No. But astronomical cycles are important for figuring out how many Possibilities may be stored in a pyramid, which determines how many maat matrices may be installed and how frequently they may be used.

Do the Egyptian versions of Core Earth miracles need planets, influences and ritual lengths?(page 98): These miracles are identical to the Core Earth miracles. So Egyptian priests may use *common ground*, *communicate with animal spirit*, *healing*, *ritual of hope*, *ritual of purification*, and *ward enemy* in the same way as a Core Earth cleric. Not all Egyptian miracles require astronomy, which is why we open the section with "...Egyptian priests cannot perform many of their miracles without concurrently enacting a special ritual consisting of special chants, movements and sacrifices." The word "many" was intentional, as it was originally "any."

Page 100: The *portent* miracle has a community rating of 12.

What is an availability code of B? (Page 112): A typo. The availability code of B was eliminated, or rather merged with the availability code of C. All remaining B's should become C's.

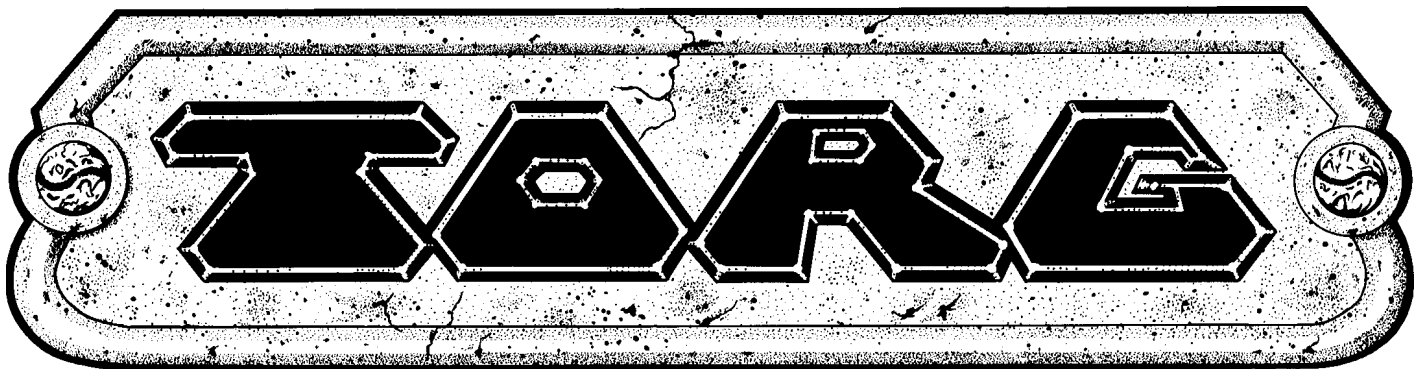
Page 113: The chart is missing some ranges; the ranges of the throwing spear are 3-5, 25, 40. The ranges of the hunting bow are 3-10, 60, 250. The ranges of the heavy crossbow are 3-10, 100, 300.

What are subcomponents? (Page 116): The short answer is subcomponents are not part of the game. The long answer is they are part of an optional rules system for gizmos, which we eliminated due to complexity and space. The rules may yet appear, but they are not a necessary part of the Nile Empire as it now stands.

Page 117: The standard PM1-Paket is armed with two .30 Khaifu machine-guns.

Templates: The engineer template has an error where we refer to the engineer as a boy. The templates should say, "You were just a child when Mobius was revived..."

"Pharaoh" Errors: The correct spelling is "pharaoh."





Dispatches and Rumors

Dispatches

1

Using the information gathered to date, the Storm Knights prepare to mount an assault on Amethyst's castle, located on the peak of Mount Redenstok in Sweden. Within those grim walls, the Ayslish sorcerer is beginning the ritual which will restore true life to his body, using the herbs and talismans plundered by his foul troops.

With his forces having already encountered Storm Knight opposition twice, Amethyst has decided to leave nothing to chance in this, the most crucial phase of the arcane conjuration. He has posted an army of ghouls and animated skeletons around his fortress, to delay, if nothing else, anyone attempting to storm the castle. In addition, he has placed magical wards at strategic spots on the castle grounds which can prove devastating to the unwary.

The Knights are well aware of the depth of Amethyst's evil — they have seen it in torched villages and families mourning loved ones who fell before the sorcerer's undead legions. He must be stopped in his efforts to cheat Death of its rightful spoils, no matter the risk in doing so.

Amethyst

DEXTERITY 9

Dodge 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 11

Alteration magic 12, divination magic 12, scholar (arcane lore) 12, trick 12

MIND 12

Conjuration magic 15, test 13

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 9

Corruption 11, intimidation 10, reality 10

Possibilities: 2 per Storm Knight

Arcane Knowledges: *true knowledge* 6, *fire* 5, *magic* 3, *inanimate forces* 3, *darkness* 3

Spells: *conjured fireball*, *detect magic*, *extradimensional gate*, *lightning*, *mage dark*

Goals: To restore himself to true life, and then achieve even greater power by restoring Uthorion to the leadership of the Aysle realm

Ghouls

See page 32 of the *Torg World Book* or the *Aysle Sourcebook*

Skeletons

See page 32 of the *Torg World Book* or the *Aysle Sourcebook*

Critical Event: Breaking into the castle, confronting Amethyst, and stopping the ritual. If the Knights achieve this and capture the sorcerer in the process, they get a *Good* adventure result (6 or above); if they stop the ritual but cannot capture Amethyst, they get an *Average* result (3-5); if they are unable to stop the completion of the ritual, they get a *Bad* result (2 or less).

2

The Storm Knights are asked to break into the Cyberpapapal rocket base once again. The information garnered from their first foray and their investigation of the Houston Nuncio has convinced Core Earth authorities that Jean Malraux's space program poses a definite threat. The Knights' mission is to sabotage the satellite net currently under construction, a mission that can best be accomplished from space.

Gaining access to the base may not be as simple as it was the first time, as security has been tightened considerably. The Storm Knights' goal is the shuttle due to be launched in three days, with a communications satellite as its payload. The Knights must hijack the shuttle and alter the programming of the payload so that it broadcasts electronic chaff on a frequency that will render the other satellites in the net useless.

But there is another ingredient in the brew which the Storm Knights are not aware of — agents of Nippon Tech have already infiltrated the base and placed a contract ninja and a technician, Tojuoma and Linsun, among the shuttle's crew. Their mission is not only to render the satellite network inoperative, but to destroy the shuttle by crashing it into the base. Once they discover there are Storm Knights aboard, they will make every effort to tamper with the ship's navigational computers to ensure a crash.

Cyberpriests

See page 35 of the *Torg World Book*.

Tojuoma

DEXTERITY 13

Dodge 14, lock picking 14, maneuver 14, martial arts (ninjutsu) 16, missile weapons 14, prestidigitation 14, stealth 14

STRENGTH 8

TOUGHNESS 10

PERCEPTION 9

Trick 10

MIND 10

Test 11

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 10

Intimidation 11, reality 11

Possibilities: 8

Equipment: throwing stars, damage value STR+3/11, range 3-5/10/15

Goals: To die with honor in the service of his employer

Dr. Aito Linsun

DEXTERITY 8

Dodge 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 12

Air vehicles 13, evidence analysis 13, find 13, scholar (satellite technology) 14, space vehicles 14

MIND 12

Science (computers) 15, test 13

CHARISMA 9

Charm 10, persuasion 11, taunt 10

SPIRIT 9

Reality 10

Possibilities: 5

Equipment: dagger, damage value STR+3/11

Goals: To demolish the Cyberpapacy's plans to spread the GodNet around the world

Critical Event: The destruction of Malraux's satellite network and the capture of Dr. Linsun. If both of these conditions are met, the Knights get a *Good* adventure result (6 or above); if they are only able to wreck the satellites, they get an *Average* result (3-5); if they fail to disrupt the satellite transmissions, they get a *Bad* result (2 or below).

3

With the fake kidnapping of President Quartermain revealed, the Storm Knights are told that they have 48 hours in which to decide whether they will comply with the Delphi Council's Storm Knight Registration Act.

As they are returning to their quarters, they overhear voices raised in anger. One of them belongs to Dr. Hiram Wick, a controversial scientist who has made his reputation in recent months with his accurate predictions of natural disasters. His most recent involves an earthquake supposedly set to hit Winston, Oregon. He is arguing with the head of the Delphi Council's Civil Defense Bureau, shouting "There won't be two stones left standing together!"

A Delphi Council member suggests that the Knights travel to Winston to

evacuate the populace of that resistance community. But before they leave, they receive a message from a renegade Council member named Tiresias, who informs them that Hiram Wick is not what he appears to be. He is, in fact, an Ayslish sorcerer in the employ of the Delphi Council whose job is to predict (and cause) natural disasters in resistance communities, thus forcing residents to flee back to the safety of Core Earth. Wick is planning to travel to Winston with a team of Spartans to "convince" the people of the imminence of an earthquake. If they refuse to leave, he will create a quake and slay them all, then publicize their deaths to frighten residents of other such communities into complying with Delphi directives. Tiresias tells them that he must be stopped before he can take any more lives.

Hiram Wick

DEXTERITY 9

Dodge 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Alteration magic 13, find 12, trick 12

MIND 13

Apportation magic 16, conjuration magic 14, willpower 14

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 8

Corruption 9, intimidation 9, reality 9

Possibilities: 10

Arcane Knowledges: *earth 5, inanimate forces 4, fire 4*

Spells: *earthquake, dust to water, conjured fireball, weather control*

Description: An Ayslish sorcerer who has perfected his role of Core Earth scientist. He is middle-aged, with reddish-brown hair and glasses. He wears a white lab coat.

Earthquake

Axiom Level: 9

Skill: apportation/earth 21

Backlash: 22

Difficulty: 14

Effect Value: 25

Bonus Number to: effect

Range: 16 (1.5 kilometers)

Duration: 18 (one hour)

Cast Time: 25 (one day)

Manipulation: control, duration

Description: To cast this spell, the sorcerer must possess the scales of a Draconis Terra, which is noted for its ability to produce earthquakes when threatened. The mage places the scales in the center of a table, then slowly begins to rock the table, gently at first then more violently. When the spell is finally unleashed, the earth within its range will begin to shake. The damage of the earthquake is identical to the effect value of the spell. The spell has a radius of effect of one kilometer.

The earthquake starts at the center of the area, and then spreads at a rate of 100 meters a round, until it fills the area after 10 rounds.

Spartans

See page 22 of the *Torg World Book*.

Critical Event: If the Knights prevent Wick from destroying Winston and expose his true nature, they get a *Good* result (6 or above). If they are able to save Winston but cannot gather enough evidence to discredit Winston, they get an *Average* result (3-5). If they fail to stop Wick and Winston is destroyed, they get a *Bad* result (2 or less).

In addition, the Knights will still have to face the Delphi Council when the adventure is over and give their answer regarding registration. Their response will not affect their *Adventure Outcome*, but may have a bearing on any future adventures in the Living Land or the Core Earth United States.

4

Having triumphed over his longtime enemy, Blackpool, The Whisper was free to terrorize evildoers as he had decades ago (see pages 5-6 of *Infiniverse Campaign Game #1*). He has been so effective at combatting both the Theban criminal element and Mobius' shocktroopers, however, that he has been branded by authorities a "lawless vigilante and a threat to the Empire."

Although The Whisper is noted for stealth, having an entire city roused against him is hampering his operations. He has therefore put out the call

for Storm Knights to aid him in apprehending his latest foe, the dreaded Talon.

The Talon and his gang appeared in Thebes only months ago, staging daring daylight robberies and murders. Each incident had the same bizarre twist to it — any and all witnesses would insist that they themselves had committed the crime! Nile shock-troopers would arrive at robbery scenes only to find 15-20 people all claiming to be the thief. On the rare occasions that the real criminals were captured (after having stashed the loot), they had merely to confess, secure in the knowledge that they would not be believed.

The police are baffled, but The Whisper has discovered that the gang is using an odorless, colorless hallucinogenic gas that compels all those who inhale it to confess to any criminal act they witness.

The Knights' job is to stop the Talon before the crime spree results in greater loss and more deaths.

The Talon

DEXTERITY 10

Dodge 11, fire combat 13, melee weapons 11, stealth 11, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Evidence analysis 12, find 12, scholar (criminology) 12, trick 12

MIND 10

Test 11

CHARISMA 9

Charm 10, persuasion 10

SPIRIT 8

Intimidation 9, reality 9

Inclination: Evil

Possibilities: 2 per Storm Knight

Equipment: 9mm Luger, damage value 15, ammo 8, range 3-10/25/60; selon gas capsules, *Mind-Control* power rating 21, range 0-5/15/30 meters, duration four hours.

Description: The Talon is actually a low-level functionary in the Theban government, whose love of chemistry resulted in the accidental creation of selon gas.

Critical Event: If the Knights can stop the Talon and destroy the stores of selon gas, they get a *Good* result (6 or

above). If they are able to smash the crime ring, but are unable to destroy the selon samples, they get an *Average* result (3-5). If the Knights fail to stop the Talon and his gang, they get a *Bad* result (2 or less).

Rumors

1

Reports are filtering out of Aysle that Uthorion's possession of Viking chieftain Thorfinn Bjanni has been discovered by someone of influence, and that plans are now underway to assassinate the Dark High Lord. Who is behind this movement is still unknown — some tales claim it is Ardinay herself, others that it is a high-ranking member of House Daleron who feels Uthorion cheated him out of his share of profits from the invasion, and others that it is a Nippon executive behind the plot.

Despite some conflicting stories, it seems that the threat to Uthorion is real. Calls have gone out in Aysle and other realms for Storm Knights to join a squad created to corner Uthorion in Norway and slay him once and for all.

2

A Soviet scientific team working in Siberia has reported that radiation levels in the Tunguska region have risen sharply in the past few days, for no apparent reason. Strangely, the "hottest" site seems to be near the area where a nuclear explosion is said to have occurred in 1908. Researchers have been unable to discover a cause for the increase in radiation levels, and have discounted the theory that there is some connection with the Chernobyl accident in the mid-eighties.

What is known is that a representative of Japan's Chi Real Estate has inquired about purchasing land in the Tunguska area, and Cyberpapacy agents have been seen in the nearby villages of Poligus and Baykit, supposedly acting as missionaries from Jean Malraux. Both groups have expressed interest in the site of the original explosion.

Americans have reacted in many different ways to the invasion of their land by Baruk Kaah's armies. Manufacturers have cashed in on the war by putting out such products as the "Steve Spartan, Commando" doll; edeinos action figures with hrockt shoots that turn into spears when a lever is pulled; the Possibility Wars roleplaying game, *The Five Realms* (Delphi Council directives forbid any reference to Nippon as a realm run by a High Lord); the "Red-Hot Racer Resistance Community Set," and other such items. Camping equipment sells as quickly as it is manufactured, and though gun sales are down, due to the inability of most people to use them in the Living Land, sales of knives and other melee weapons are way up.

On television, various news networks devote an hour a night to the war in America, most of which usually consists of footage taken by possibility-rated cameramen and assurances by President Quartermain that everything is under control. Televangelists have begun hawking the religion of Lanala, claiming that an understanding and belief in that faith will spark mercy in the invaders' breasts. Naturally, these hucksters are not preaching to the converted, as Jakatts do not understand the concept of money, seeing it only as another "dead thing."

With the initial shock of the invasion having passed, the American entertainment industry is working to keep the morale of the people high. The baseball season has resumed, although without the talents of the New York Mets, Boston Red Sox, Detroit Tigers, or Philadelphia Phillies, all of whom were in the East when the invasion began. Both Chicago teams, the Pittsburgh Pirates and the New York Yankees all opened their seasons on the road, and so were spared Baruk Kaah's swift conquest of their homes.

The most popular movies are light comedies and war films starring aging Hollywood stars as one-man armies taking on the lizards who threaten democracy and freedom (ironically, most of the movie studios are now owned by Kanawa-controlled compa-

nies). The most popular television show is a rerun of a 1980s miniseries about alien lizards who attempt to conquer the Earth.

The most interesting development in recent days has been an attempt by Democratic Senator Ty Gardner of Nebraska to raise funds for a presidential campaign against Dennis Quartermain. There has been tremendous pressure on Gardner to give up, but he feels certain that President Kent would never have wanted a man like Quartermain in office, particularly in a time of crisis.

Threats have been made against both Gardner and his family, and his media adviser, Harvey Wendell, was recently found murdered, his body dumped in the Matagorda Wildlife Refuge. Phony pictures purportedly showing Gardner in conference with Jakatts have been circulated, as well as leaflets claiming that Gardner believes the war should be stopped because it violates the edeinosaurs' right to freedom of religion. Though no hard evidence has been produced, rumors are rampant that Quartermain's aides were behind Wendell's murder and that, in fact, one of those aides is an Jakatt sympathizer. If this is true, it could be a mortal wound to the U.S. government and the country's war effort.

Kanawa's subsidiary, Ichi Entertainment, has been making good use of the American movie studios it has purchased in recent months. Ichi has allegedly been introducing subliminal messages into their films and television productions for their own ends.

Some of these subliminals simply serve the purpose of reinforcing the films' overt message, that of the need to completely wipe out the edeinosaurs horde (something in which 3327 has a vested interest). Other, more subtle messages associate Nippon with positive images in an effort to get Americans to welcome more Japanese investment. The overall impression being given by these subliminals is that Nippon, and the Kanawa Corporation in particular, are model representatives of American values, are invaluable allies and can be trusted implicitly. With more and more people in the States seeking escape from life's problems in movies, videos, and TV, these messages have enjoyed wide dissemination.

An hour program laced with the messages is the equivalent of a *persuasion* attempt with an effect value 12. The architect of this program is Ichi's vice-president of marketing, Mishi

Toka, currently based in Miami, Florida.

Mishi Toka

DEXTERITY 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10

Evidence analysis 11, find 11, language 11, scholar (cinematography) 11, scholar (psychology) 13, trick 12

MIND 10

Test 11, willpower 11

CHARISMA 12

Charm 13, persuasion 13, taunt 13

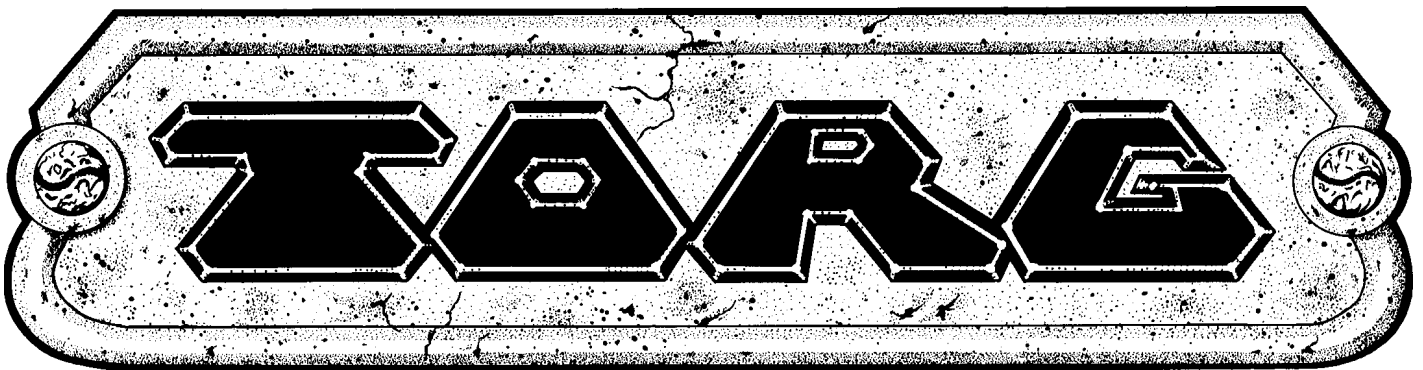
SPIRIT 8

Intimidation 9, reality 9

Possibilities: 9

Equipment: 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; stiletto, damage value STR+3/11

Description: Toka is a businessman, first and foremost, who mastered psychology as a means of increasing his profits. He made numerous breakthroughs in subliminal advertising while working for Japanese magazines, and has now transferred his expertise to the movies. He is neat, dresses very well, and poses as a rich playboy in Miami to defer suspicion that he might be a high-ranking Kanawa operative.





Your Letters



Gentlefolk:

I like Torg a great deal. I am an Infiniverse subscriber. I have many questions, listed here in order of urgency. Please answer as many as you can.

1. On the response form, does "Ending Possibilities" mean before the card total is added in, or after?

2. When an eternity shard is listed as having (for example) 30 Possibilities, does that mean is going to run out after awhile?

3. When a character with bionic limbs disconnects or visits a lower-tech pure zone, do his bionics stop working? That's going to limit adventure opportunities for some Storm Knights.

4. A Knight from the Cyberpapacy has a Toughness of 8 and wears both intradermal plate (TOU+6, maximum 25) and ceramic Kevlar (TOU+7, maximum 22). What's her final armor value and maximum?

—John S. Olson
Baltimore, MD

1. The "Ending Possibility" total should include all Possibilities awarded, including those for cards.

2. Yep. Eternity shards store a finite number of Possibilities. While that number may be large, it will run out after use.

3. Yes, they are limited. If they intend to adventure in alien pure zones they will either have to adopt a cover identity to explain their disability (such as being a wheelchair-bound veteran of the Ethiopian Front in the Nile Empire), or get a talisman with the axioms of their home cosm.

4. The armor rules do not cover the case of multiple armors. The house rules that we use are: No more than two types of armor may be worn. The

tougher armor acts as a modifier for the weaker armor, granting the Many-On-One bonus modifier of +2 (for wearing the equivalent of two suits of armor). In your example, the ceramic Kevlar modifies the intradermal plate for a (TOU+8, armor value 16, maximum 22).

We realize you had other questions, John, but we would have had to retitle this section to "John's Letter" to answer them all.

Dear West End Games:

It brings me great pleasure to announce that High Lord Uthorion and Wotan the Horn Master are of the Transformed! The campaign's Storm Knight invoked a reality storm against each one, and Wotan suffered the fate of being transformed into a Core Earth human. The light show with Uthorion covered about a kilometer or so in area.

The Storm Knight has been successfully spreading the tale throughout all of Scandinavia and the British Isles, as well as two separate stories of the transformation of Wotan the Hunt Master and an earlier transformation of a Ravagon along the northernmost tip of the Isles.

Presumably, the Lady of Light will likely wish to ensorcel Uthorion in some appropriate manner and pack him securely away. Whether or not she will hold true to both her Honor and her Faith in Dunad to keep her promise, remains to be seen.

Nevertheless, Ayslish villainy on a grand scale has been severely disrupted.

Resting at Stonehenge,
—Duane R. Tant
Fairfax, VA

Well. Blink. Blink. Well. (Sound of pages flipping in *Aysle Sourcebook*) Yep...Uthorion had *reality* 32 and 96 Possibilities. We think that your Storm

Knight might be hearing from Dracakanus, the Darkness Deive of Aysle. Seems that the Obsidian Crown could use a High Lord...

We have every confidence that Pella Ardinay shall remain true to her Honor and her faith. She earned the title of Lady of Light.

I have found that instead of using the cards for initiative, I use DEX plus a bonus number to determine order of play. This makes the game more "realistic" by not having all the good guys go first or all the bad guys go first.

—Michael Waite
Hampden, MA

Sounds like you have a workable system, Michael. We will continue to use the cards, though, because we are the sort of gamemasters who invariably lose track during a five-Storm Knight-on-12-gospog battle.

In your Aysle Sourcebook I'm having a hard time figuring out the starting spells for an Elf mage character. Also what is the exact relationship between innate magical skills and spells in the grimoire?

I lov this game!

—R.J. Hodge and Co.
Napa, CA

Come now R.J., (*preen*), you know that sophisticated editors (*preen*) such as ourselves (*preen*) are never affected by praise.

Before assigning spells to an Elf Mage you have to give him his magical skills, and have him learn arcane knowledges. As mentioned on page 111 of the *Torg Rulebook*, the mage starts with 12 additional skill points. Each spell learned costs one skill point, and each add of an arcane knowledge costs a skill point. So if your mage takes folk +2, fire +3, metal +1, and living forces +1, he may then learn

five spells. For example, with conjuration 15 and living forces +1, he could learn persuasion, which requires conjuration/ living forces 16.

The innate magical abilities of Aysle give a character a free skill and a free knowledge. This free magic ability does not entitle the character to the 12 additional skill adds. Only a character who has purchased a magical skill is entitled to the 12 adds. The 12 adds represent the sum of magical training a mage has received before starting out.

Dear Greg Gorden:

I was reading through the Yellow Springs News, when I noticed a small blurb about an ex-resident who designed the game Torg. Being the president of a role-playing club, a player of Torg and a resident of Yellow Springs, this news excited me.

You might be interested in the convention we (W.S.U. Adventurers Guild) will hold January 12. The convention is a one-day event, had at Wright State University. If you would be interested in coming to the event, either to run your game or to speak about game designing, we would be very happy.

I look forward to hearing from you.

—Richard Warren
Yellow Springs, OH

Thanks for the invite, Richard, but we have Greg pretty well chained up for January. For the record, the person to contact about convention appearances and support is Sue Hartung. Contact her in writing if you are plan-

Herald Messages

Borneo: The Reality Rangers discovered a Darkness Device from Core Earth's untransformed past. But fear not—Storm Knights rendered it useless (teleports any who touches it away). Could there be more. Could Caesar have been a High Lord?

— Dan Viger
Bronx, NY

Two new Nile villains have emerged... Rapzor and the Architect! Do they work for Mobius, and Overgovernor, or for themselves alone? Stay tuned!

— John S. Olson
Baltimore, MD

The would-be High Lord of Terran Mars was thwarted in his attempts to establish a Maelstrom Bridge at "Mission to Mars" as DisneyWorld. The Order of the Shard's Realm Runner, Harry Steele, is training with space vehicles in anticipation of the group's eventual assault on the pulp-era Red Planet.

— Steve Crow
North Liberty, IA

"Hey gospog, your mother was a side salad at McDonald's"

— Eadmond the Werewolf

Once again the Earth spins. Good thing too, it was hot here in Napa, CA. Dinosaurs, edeinos and heat too! Yuck.

— Randle's Raiders

The Neuschwanstein castle in the Bavarin Alps was invaded by Living Land monsters via the Land Below. The lights are from unknown luminous creature from the stalenger's home world, and the mist is a variant of the Deep Mist. Dinosaurs destroyed the slain or missing parties. Eternity shards are present.

— Gregory W. Detwiler
Williamsburg, PA

Ndatos are just disguised Orrorsh pirates. Satellite photography shows reality storm front in Antarctica. Rumors of seventy High Lord increasing. Team Australia reported cities of ice and steel, and axioms unlike any of the other realms in Antarctica. Further investigation is being prepared.

ning *Torg* or other West End events and would like our support. Generally, unless you are within a short-day's driving distance of Honesdale we cannot send designers out, but we can give product support. Given enough time (generally at least three months warning) and a little luck, we

can send a designer out to a convention.

