

# INFINIVERSE™

VOLUME 1

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

NUMBER 8



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### Product Update

*The Cyberpapacy Sourcebook* is being printed as this is written. It is going to be tight, but making the release date is True (27).

*The Nippon Sourcebook* has returned from the playtesters. The business system requires serious work, the martial arts system needs touching up, and some of the tech needs to be updated. Other than editorial panic, the situation isn't too bad. Its May release is still True (15).

*The Orrorsh Sourcebook* is now in house as a final draft. We are reviewing it. Next is formatting the sucker, making it available for playtesting by late February/early March.

*Full Moon Draw* is at the printers. Pretty spiffy cover. Barring an errant Scud missile, its March release is True (26).

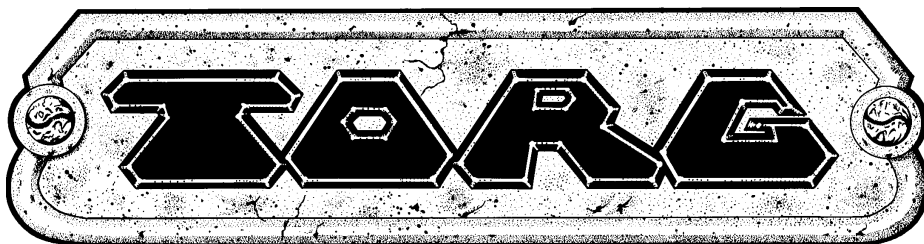
*Pixaud's Practical Grimoire ... well, um, er, let's see ...* First, this 64-page

book grew to a 96-page book, and it still might not all fit. The new guys, Ed and Bill, are cutting their teeth on this project. At the same time we are determined to make sure all the spells work. So no weekends for us! Its April release is now False (13).

*High Lord of Earth* is in the art department, who are grouching about the number of diagrams and maps and props. "Fah!" we editors say, "Players want them. And we want company during the weekends." Despite this, Malcolm Kane's bid for High Lordhood is coming in April. True (18).

The *Kanawa Weapons Catalogue* is back in its final draft. Some spiffy stuff in this book. It is on schedule. True (18).

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





# Rumors and News

**F**irst 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 #6

1. The Links, a New York street gang, have burned a gossip field in Central Park, enraging the edeinos. True (20).

2. Mercurius, a Nile villain who is a master of disguise, has infiltrated a Storm Knight cell in Memphis, and is betraying its members to Mobius. False (15).

3. A transformed giant vampyre is stalking Scotland, attacking both Light and Dark forces. False (13).

4. Mysterious huge samurai who are almost impervious to pain are helping the Yakuza crack down on street gangs who refuse to follow the crime family leadership. True (27).

5. LeRoux, an Ayslish magician posing as a priest, roams France, preaching against the machine-based rule of the Cyberpope. Malraux has ordered his capture. True (15).

### Continuing Report: Issue #5

1. Dwarves captured and impressed by Mobius in order to use their engineering prowess. True (13), a fall from last issue.

2. Edeinos imprisoned in Biosphere II in Arizona a part of experiment to determine the nature of Living Land mist. Up to True (18).

3. Cyberpapal infiltration of Milan in order to prep the city for a stela. True (19). Slow climb from last time.

4. Strange circular designs, "black rings," appear in Aysle, which are not caused by magic. True (15), up slightly.

5. Covert conflict between Nippon and the Cyberpapacy is heating up, with Cyberpapal agents manipulating the Nikkei, and Nippon opening manufacturing plants in France. Overwhelming jump to True (37).

6. Enemies of Mobius causing Amon statue to kill shocktroopers in order to secure revitalizing secrets of Amet-Hu. Up to True (19).

7. Tarot-trademark vampire-hunter staking a claim in Orrorsh. Big jump to True (36).

### The Wrap Up: Issue #4

1. Kanawa freighter *Chilan* is carrying a cargo of reality bombs. False (15), more so than last issue.

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

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

4. Dangerous inhabitant of unknown origin has taken up residence in Neuschwanstein castle. Continues at 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. Rises to True (18).





# Realms Update

**T**here have been two dramatic changes in the Possibility Wars. Both of these shifts have been rapid. One development is a surprise to us, perhaps unexpected to you as well. If you are a Storm Knight the shift has not been for the better, but we hope this is just a temporary swing.

Several *Infiniverse* subscribers have asked us how we update the Possibility Wars. We wouldn't want to give away any vital secrets, but we can give you an outline of how we go about it. First we at West End design a general strategy for each of the High Lords, building in their goals and possible story elements for the campaign as a whole. The basic strategies flesh out stelae placement, stormer creation, political scheming, the desire to crush Storm Knight opposition, and any particular story goals we are eager to see the High Lords pursue. The strategy and the stories are modified, or occasionally discarded and started anew, depending on the responses and the reactions of our players. This is where you come in.

As with any form of gamemastering, analyzing your responses is part art and part science. Okay, when we have several hundred potential players in a campaign, we lean a little heavy on the science part to give us a solid set of benchmarks for determining the direction of the campaign. The response forms are run through a mathematical mill. We find out things like how much effort the average group of Storm Knights (one of our favorite oxymorons) has spent against each realm, the average adventure outcome against each realm, and how much variance exists in these areas. We record any reported plays of "glory" and any stelae destroyed. We like to check on the percentage of eligible

groups which have responded, and esoteric stuff like the number of possibilities awarded per Storm Knight compared against the adventure outcome of that group. At the end of this numerical ordeal we have a decent picture of the resources of each High Lord, and what has happened to him over the course of the past few months.

The art is in reading your notes to us. Where possible we build in the types of events, characters or plots which you report to us. The more groups that tell us similar tales, the more likely that they are going to become *Torg* lore, as long as the responses do not contradict already established story elements or premises. Sometimes the responses are very diverse. We then try to reason through or imagine the High Lords' reaction to the reports, and see if the responses might have some common effect on the bad guys. We then take the resources available to the High Lords, and match them against their goals and reactions to Storm Knight activity to determine the current state of affairs.

## The Map

An important physical symbol for the Possibility Wars is a 10 foot by 6 foot world map hanging in our office. On this map we keep track of the shifting stelae boundaries as they are calculated. We use push-pins for the stelae and bridges, trying to arrange the High Lords' conquest of Core Earth in a logical, accurate manner. This can be tricky. Even with a large, accurate Robinson projection, distortion is a problem. At 30 degrees latitude a full stelae area is 1-7/16" to a side, while at 60 degrees they are 2-1/8" to a side. This can make reconciling stelae boundaries exciting, but results in a pretty good map of the Possibility Wars.

Our subscribers have asked for realm maps in *Infiniverse*. The problem with maps is they require time, more lead time than we have. We are experimenting with taking pictures of our big map, touching them up by hand, and printing those. Once we produce legible results, we will print them in the *Infiniverse* updates. Until then we will have to make do with description.

## Aysle

Pella Ardinay's Army of Light saw its first test of combat. On a battleground not far from the Scottish border, Pella's newly-formed army met a larger, reputedly disorganized horde which had erupted out of the North. Pella's army numbered 20,000, a considerable strain for the young, untested command structure. Included with the army were two Core Earth companies whose weaponry was to be used at a critical moment to turn the battle. Opposing them were perhaps 35,000 Vikings, trolls, goblins and giants with a few barbarians and even minotaurs.

The northern horde had far more stormers than expected. The battle began badly for the Army of Light, and rapidly worsened. A possibility-rated griffin carried an Aysle talisman into the ranks of a Core Earth company; it is presumed the griffin is the familiar of a powerful sorcerer in league with Uthorion. A troll charge quickly annihilated the Core Earthers whose weapons no longer worked. Panic seized the Army of Light; the rout began. By the next morning fewer than 7,000 survivors straggled to the rendezvous point.

Oxford courtiers used hushed tones to talk about the battle. Rumors are flying that Tolwyn Tancred opposed using the army so soon, and that Pella only ordered the attack because she



had fallen under the influence of Drakacanus.

The courtiers talk about the adventures in the "East Viking lands" of Scandinavia with gusto. There Storm Knights have scored a number of victories. The defeat of Amethyst, and the destruction of several other dark forces in Sweden has switched an area from dark Aysle to the light. The area straddling the sea between Sweden and Finland is now "L 18."

Rumors of the return of King Arthur and Merlin are common. The return of Arthur is so far just hopeful storytelling. Some mages of repute, particularly those of the Arcane Academy of the Three Towers, have begun investigating phenomena and sightings which might be attributed to Merlin.

Dwarven merchants in London have a rosy projection for Conjurer futures. Models developed by the London School of Economics used in collaboration with Dwarven sources indicate the number of Ayslish conjurers should expand, allowing for considerable economic growth.

Aysle has planted no new stelae.

## Cyberpapacy

Jean Malraux I is cautious. His priests have discovered Kanawa factories operating side-by-side, or even within, the Cyberpope's own. Those discovered are immediately shut down. Still, Kanawa technology of production is allowing the opposition to receive larger amounts of quality cyberware than would otherwise be possible. Kanawa can produce cyberware at a lower cost than French factories, but profit motive has kept the prices high.

Cyberpriests and other Malraux agents are being sent to South America in record numbers. Rallies for the Catholic Church of Redemption have drawn huge crowds in Caracas, Venezuela, Bogota, Colombia and Sao Paulo, Brazil. The rallies have been muted in Quito, Ecuador and Lima, Peru for reasons as yet unknown.

Violence in Spain has increased on both sides of the stelae boundaries. Spain's democracy is threatened by hardliners within the government,

who see civil rights as a luxury too dangerous for the current crisis, and cyberpapal agents who use terrorist tactics against any region not susceptible to the preachings of Avignon's false Pope.

Constant Storm Knight, Core Earth and Kanawa activity has stopped the growth of CyberFrance's space program, forcing it to a small, irregular and secretive launch program.

Resistance to the Cyberpapacy has manifested itself in concerts called SeraFests or CheruBlasts, irreverent references to the GodNet angels. The concerts are held in the GodNet, often during evening mass when traffic in the net is high enough to strain the detection limits of the Cyberpapacy.

The Cyberpapacy has planted no new stelae.

## Living Land

The war in the Living Land has seen important victories for both sides. Core Earth is celebrating the apparent liberation of Sacramento, and the return of technology to much of California. See the notes on Nippon Tech for the full story.

- 1) From the northeast corner of Nevada, about 25 miles at eight o'clock.
- 2) In Idaho, about 100 miles at seven o'clock from Butte, Montana.
- 3) 50 miles at four o'clock from Casper, Wyoming.
- 4) East of Pueblo, Colorado just shy of the Kansas/Colorado border.
- 5) Near the Colorado river, just south of the Arizona/Utah border.
- 6) 50 miles at four o'clock from Santa Fe, New Mexico.
- 7) The central stelae of the new groups is 25 miles east of the Utah/Colorado border, along the 40th parallel.

The restan groups were aided by Orrorshan advisors, whose knowledge of navigation, trigonometry and the occult let the groups easily pinpoint the best locations for planting stelae.

Baruk Kaah's plan to eliminate storytellers is working. While singers and oral storytellers were targets which made sense to the Edeinos, Orrorshan

understanding of society targeted a prominent photo-journalist and up to one-third of the syndicated cartoonists in the US, especially editorial cartoonists.

The earliest gospog fields are now ready for replanting. The rapid expansion of Baruk Kaah's realm has provided plenty of bodies to be sown.

## Nile Empire

Mobius took the considerable advantage the recent surge of possibility energy gave him and split his resources among perhaps a dozen convoluted plans. These plans kept Storm Knights busy. As usual, the Storm Knights stalled or defeated the plans they came across. Unusual was the fact that some of Mobius' schemes actually made progress. His madness might have a method after all.

Increased immigration and forced-labor conscription to the Sahara has succeeded in converting 16 mixed areas to dominant Nile reality. The sixteen areas were drawn from the regions ruled by Overgovernors Sesetek, Paterski, and Herunut. The sudden influx of residents has snapped Sesetek from his extensive preparations for the afterlife. He now rules his region more firmly than before.

Mathematicians have been kept busy casting the *oasis* spell in an attempt to provide water for the thousands of new residents. The task would have been impossible, but the geography-bending power of the Nile realm worked its will on the now dominant area. Underground rivers were discovered. The rivers may lead to the Land Below, but now they are seen as a source of vital water.

The surge of possibility energy has been used by the Kefetiri idol to manipulate the moment of transcendence to create literally hundreds of new stormers. Most of these villain operate independent of Mobius, but have personal reasons to dislike certain Storm Knights. Nemesis subplots are more common than bad coffee at Cairo Red's diner.

Mobius plans to use the Darkness Device to *soulstain* (see page 88 of the *Torg Rulebook*) the Nile Empire. During this period, stormer teams, per-

sonally organized by Mobius, plan to use the few Ravagons in the Nile Empire to hunt down possibility-rated characters. A priority is the capture of Nippon Tech and Cyberpapacy stormers and Storm Knights. The captives are to be returned to Luxor to undergo a reality storm with the Kefertiri idol, transforming them to the Nile reality.

One bright spot for Storm Knights is that the growth in the number of Weird Science laboratories has stopped. More exactly the number of Weird Science laboratories put out of commission by Storm Knights equals the number of new laboratories completed. This lack of growth has a beneficial side effect of angering Mobius enough that he takes his wrath out on the scientists whose laboratories were destroyed, depriving the High Lord of the some of the very people he needs.

The Nile Empire has placed no new stelae, being kept busy replacing those the ever-active Storm Knights have destroyed or disrupted.

## Nippon Tech

Nippon Tech has expanded its holdings. This time they only grabbed one stelae area, but it signalled an important shift in Kanawa strategy. Nippon

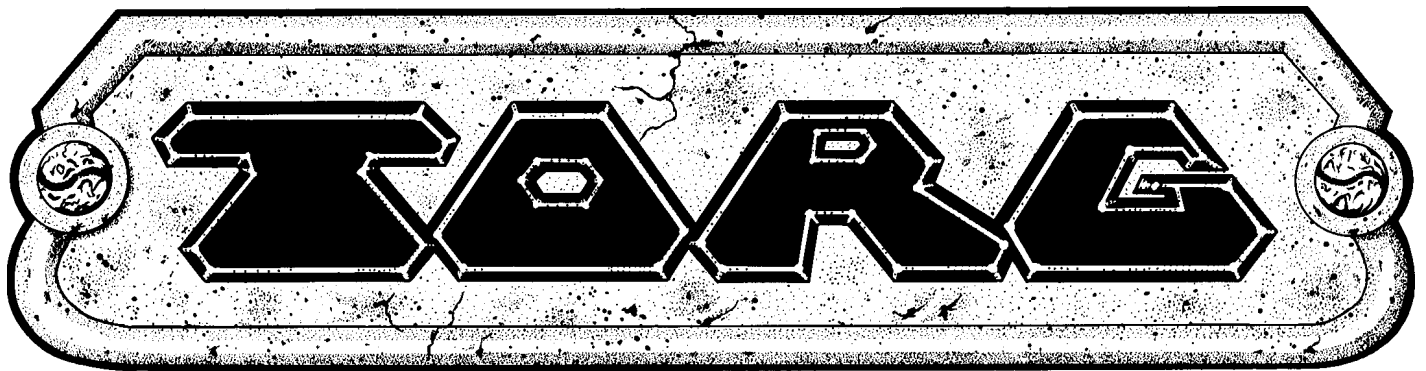
Tech tore out the Living Land stelae which surrounded Sacramento and replaced them with their own. Of course, the plot is more twisted than that.

For months Kanawa has been bankrolling operations against the Living Land. Nippon Tech operatives encouraged Storm Knight activity in the Western Lands. Eventually glory results were won in the Sacramento area. Stories were told. The people were reclaimed. Storm Knights then ripped out two stelae. The stelae were promptly replaced by Nippon operatives who were monitoring the Storm Knight groups. The Storm Knights believe, at least for now, that they have reclaimed the area for Core Earth. When the maelstrom bridge dropped into Sacramento (nearly invisible from the outside as are all Nippon bridges), the area became a Nippon Tech pure zone.

The areas which had mixed stelae, some from Nippon, some from the Living Land, also changed. The adjacent area to the southeast became a mixed zone of Living Land and Nippon Tech reality. The other adjacent areas covering parts of northern California and Oregon also are mixed zones. Core Earth press is treating the "Miracle in California" as a huge victory for Core Earth and the United States.

Delphi Council spokespersons and Nippon infiltrators are both claiming Core Earth victory. As the nature of reality conflicts is not clear to the vast percentage of Core Earth residents, the propaganda blitz is effective. The fog which persists in the Sacramento area is from the nearby Living Land areas (the mixed areas are still dense, humid living jungle). That Core Earth equipment now works in the mixed zones is simply a side effect of the Miracle of California. Nippon is pouring in "aid" to rebuild California. Within weeks Nippon factories will be producing goods at a rate unthinkable to Core Earth engineers. Just more of that wartime spirit and productivity, Nippon spokesmen will say.

Operations in China have slowed. Nippon reality goes against the grain of a communist gerontocracy. Many Chinese officials are "expiring of natural causes at the end of great lives." The harsh economic reality of Marketplace is being ferociously resisted by the Chinese. The Law of Profit, combined with exploitive labor practices on the part of Kanawa subsidiaries, has left many Chinese destitute. Most fare far worse than they did in socialist China. Chinese Storm Knights are being created in large numbers, and the Sons of the Wind are finding able and willing pupils.



# Orrorsh

Thrachten realizes that he cannot yet expand the realm. Nippon's previous activities have subsided a little, but the techno-demon has no doubt that Kanawa is the most dangerous High Lord he faces — not counting the Gaunt Man, of course. Thrachten has persuaded a number of the Nightmares, the Gaunt Man's lieutenants, that Nippon is the greatest threat. Direct aid to the Living Land is one way of combatting Kanawa. The other is to spread the Power of Fear to Nippon.

Nippon Tech is a society in which a large number of its citizens live one corporate cutback away from economic ruin. They live in danger of losing their identity as a person as a result of economic forces. Such a society is already filled with fear. Thrachten is just trying to harness their fear for the service of Orrorsh.

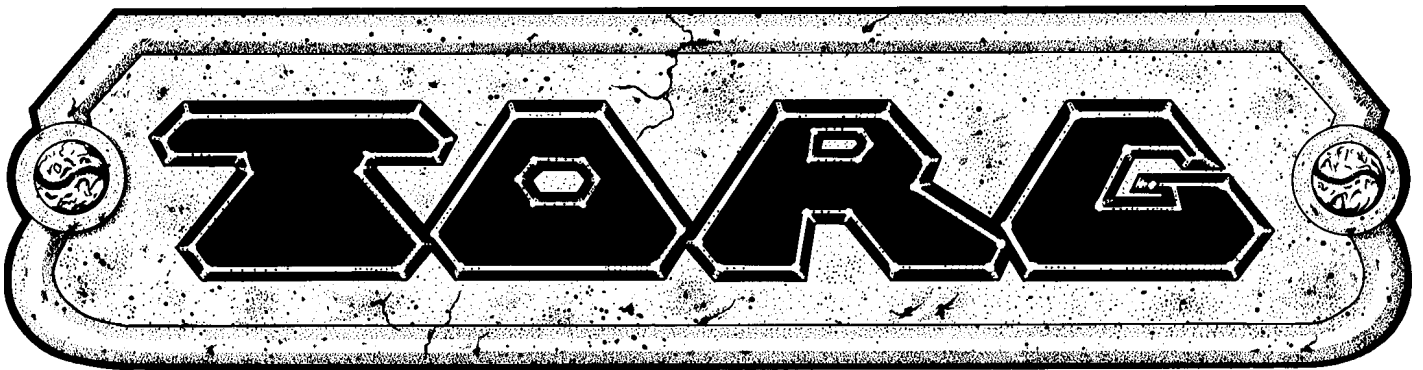
Occultists are reading or searching out forbidden texts containing the lore of talismans. The talismans are carried by agents into Nippon. One important success is an occultist's summoning

the vengeful spirits of Nippon executives who died because of betrayal by their partners. These spirits guide Orrorsh's hand against Nippon. The most spectacular success so far has been closing the entire Nikkei stock exchange for nearly two hours, subjecting key computers to supernatural attack. The timing was chosen to maximize the losses of those corporations or individuals chosen by the spirits. The losses ran into the tens of billions of Yen.

In Orrorsh the number of Victorians has increased over twenty-fold since the start of the invasion. Some Indonesian cities have been renamed by the Victorians; Padang is now New London. Some of these cities have become little more than collection of sweatshops supporting a few rich Victorians. The workers live in tin shanties crowded together under coal-smoked skies. The jungle rains are already turning acid around these cities. The transformed and disconnected work their 12-hour days, go to the services held by the Sacellum and pray for that night's horrors to pass them

by. The Sacellum tells them the righteous can prevail, that faith can defeat the horror. The Sacellum is often right. The militia and constables make quick, sweeping dawn patrols to whisk away the evidence of the times the horror proved stronger than faith. But rumors keep the Indonesians fearful. The Nightmares want it that way.

Jakarta, Indonesia is a Core Earth hardpoint. It has fallen on hard times. Nippon has slowed the amount of weapons and supplies given to the Indonesians; the operation against Orrorsh had little profit potential. Jakarta still offers Indonesians their best opportunity to resist the invasion. They have tenaciously defended their city against both Orrorsh and Victorian incursions. They are learning from their struggle. A group called the Promise of Islam is forming small military units from men of great religious conviction. These units patrol the perimeter of the city against creatures from Orrorsh. The casualties taken are high, but they have stopped many of the horrors.







# Dispatches and Rumors

## **D**ispatches

1

The Weaponsmaster, a Terran Mystery Man whose recent operations have revolved around the Nile Empire city of Thebes, has stumbled upon a strange happening that may bode ill for the people of Aysle.

Having infiltrated Mobius' main "weird science" research center near the capital in the guise of a technician, the Weaponsmaster was part of a team sent to aid the High Lord in an experiment centered on the dreaded artificial sun. While it has great destructive capability and tremendous value as a threat to keep rebellious regions in line, Mobius had become convinced that the principles of its construction could be used in the creation of other, more lethal, devices.

Weeks of research and testing ensued, and though much of the work was cloaked in secrecy, the Weaponsmaster was satisfied that nothing of consequence could occur without his knowing about it.

Finally, Mobius unveiled the results of his project: what appeared to be a miniaturized version of the Luxorian sun. "It is far more than that, you fools," Mobius had sneered. "It is a man-made simulation of the Ayslish aquatic star. Of all the other realms, only Aysle rivals us in recognizing the power of the heavens. Now that shall be their undoing."

The Weaponsmaster was unable to find out any more without risking exposure. He has sent out a call for Storm Knights to gather in Thebes to investigate the situation, and determine exactly how Mobius plans to use his artificial star, and whether it repre-

sents a serious threat to the people of Aysle, the Nile Empire, or any other realm.past.

**Critical Event:** Successfully infiltrating the "weird science" research center to get close to the aquatic star project will provide the players with a *Good* result (6 or above). Failure to break into the center will be a *Bad* result (adventure outcome of 2 or less).

2

Brazilian authorities have begun a crackdown on Core Earth environmentalist groups in the wake of a series of murders in the rain forest over the past several weeks.

According to police reports, 14 workers who were employed clearing the forest to gather raw material for industry were found strangled, with as many as four victims being claimed in a single day. As the Brazilian deforestation policies had sparked a great deal of controversy prior to the outbreak of the Possibility Wars, it is believed this might be an attempt by radical groups to draw the world's attention back to the situation.

But representatives of Greenpeace, Earth First, and other environmentalist organizations have denied any knowledge of the killings, and the Delphi Council is believed to be backing their story. According to a source inside the Council, Brazilian police have been unable to find any footprints other than those of the victims in the soft earth around their bodies. All of those murdered were apparently strangled with some sort of cord, while in the act of cutting down a particular kind of vegetation, the rhadangea, noted for the rapid growth of its vines.

Living Land experts in the government believe that these deaths may be the first wave in a South American expansion by Baruk Kaah. Others have

stated that the killings may have occurred as a result of Ayslish plant magic, and that the vines themselves may have strangled the workmen.

**Critical Event:** Killing (or capturing) a rhadangea to learn more about its peculiar nature. Doing so nets the Knights a *Good* result (6 or above) — failure to kill one, or prevent further attacks by them, is a *Bad* result (2 or less).

### Rhadangea

#### DEXTERITY 10

Unarmed combat 13

#### STRENGTH 13

Lifting 14

#### TOUGHNESS 10

#### PERCEPTION 10

Find 11, trick (14)

#### MIND 7

Survival 10, test (15)

#### CHARISMA 5

Charm (20), persuasion (18), taunt (20)

#### SPIRIT 4

Intimidation (20), reality 8

#### Possibilities: 2

**Natural Tools:** vines, damage value STR+2/15

**Note:** Due to its complex root system, the rhadangea cannot *maneuver* and takes a -3 penalty when attempting to *dodge*

3

Despite protests by Germany and non-member Spain, the North Atlantic Treaty Organization voted last week to deny approval of any military action against CyberFrance.

"Despite the reports of human rights abuses by Cyberpope Malraux's church, we remain convinced that there is no longer any military threat to the world coming from that direction," said Thomas Hill, the Delphi Council liaison with NATO. "We've got dinosaurs in New York,

werewolves in Singapore, and an unstable situation in the Middle East. We have kept an eye on the Cyberpapacy's operations in the Americas, and don't feel open warfare in Europe is called for at present."

This decision brought a harsh reaction from German leader Helmut Kohl and Sweden's King Carl XVI, who claimed to have proof that Malraux was allied with the Ayslish invaders currently in Scandinavia.

Representatives of CyberFrance denied these charges, and launched a blistering attack on Germany for its alleged role in the sabotage of the Cyberpapal-funded communications satellite program. "This is blatant persecution on the basis of religion," Cardinal Alexandre de Montesquaine stated.

Despite the negative vote, Kohl said that Germany would continue to be vigilant and take whatever action it felt was necessary to protect itself. "We know Malraux's church has expanded into Spain, and we know attempts have been made to win converts in Germany. We have made it known that we will cooperate with any Storm Knights who wish to investigate Malraux's doings, and we have gratefully accepted an offer of aid in this matter from the Japanese government."

Kohl also said that Germany had agreed to ship military equipment to Turkey, which is concerned about the possibility of war with the Nile Empire in the coming months. *ave failed.*

**Critical Event:** Stop Descadieu and the cyberpriests and recover Torquemada's vestment before it can fall into Cyberpope Malraux's hands. Achieving this results in an adventure outcome of *Good* (6 or above). Failing to defeat the cyberpriests is a *Bad* result (2 or less).

#### Pierre Descadieu, High Inquisitor

##### DEXTERITY 10

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

##### STRENGTH 9

##### TOUGHNESS 9

##### PERCEPTION 10

Evidence analysis 11, trick 11

##### MIND 9

Test 10

#### CHARISMA 9

Charm 10, persuasion 10, taunt 10

#### SPIRIT 10 (12)

Faith (Cyberpapist) 15/13, intimidation 13/11, reality 13/11

**Possibilities:** 11

**Equipment:** interdermal plate (head and body), TOU+7/16; ManoFique; BiV arm, STR+5/14; kreelar tendons; EM eye; chipholder 3; slicers, STR+2/11 (on BiV arm), damage value 15; NeuraCal

**Cyber Value:** 18

**Miracle:** Net Damnation (see page 35 of the *Torg World Book*)

**Description:** Despite his high station, Descadieu does not believe he has done enough to serve the Cyberpope. He is obsessed with proving his worth to Malraux, and believes that obtaining the vestment of Torquemada will surely ensure him a place in Heaven.

#### 4

The people of Belize are in a panic, as rumors that the Possibility Wars have finally spread to that tiny country are rampant. Despite official denials, many people have claimed that the dead are walking in that region, with a number of witnesses swearing that the animated corpses they have seen had apparently had their hearts removed.

While police will not admit to an investigation, it is known that there has been a revival of voodoo in Belize, Haiti, and other Caribbean nations since the invasion of Earth. Incidents of kidnapping and ritual sacrifice have risen sharply, and reports of zombies — and worse — come in every day.

In many areas, these sightings have been discounted as hysteria, but some believe that Orrorshan agents may be at work in Haiti attempting to pave the way for a future invasion. Storm Knights there recently smashed a demon cult that had murdered four young women in Port-au-Prince, and later had the fight of their lives when the victims rose as vampyres.

**Critical Event:** Preventing Mantibo from successfully raising an army of zombies is a *Good* result (6 or above). Failing to stop this legion of the dead from marching on Port-au-Prince is a *Bad* result (2 or less).

#### Mantibo

##### DEXTERITY 9

Dodge 10, melee weapons 10, stealth 10, unarmed combat 10

##### STRENGTH 8

##### TOUGHNESS 9

##### PERCEPTION 10

Alteration magic 13, divination magic 11, find 11, trick 11

##### MIND 12

Conjuration magic 13

##### CHARISMA 9

Charm 10, persuasion 10, taunt 10

##### SPIRIT 9

Intimidation 10, reality 10

**Possibilities:** 13

**Arcane Knowledges:** *death 10, darkness 6, inanimate forces 5*

**Spells:** *sense undead, create zombie, mage dark, lightning*

**Description:** Mantibo is an agent of Thratchen's who has been ordered to destabilize Core Earth areas through occult means. Though he does intend to take over Haiti and other nearby islands, he is not responsible for the incidents in Belize.

## Rumors

#### 1

The mood in Pella Ardinay's court is reportedly a somber one: reports have filtered down the bridge from the disk-world of Aysle that House Liandar, a small but valued ally of the Light, has been implicated in the wanton slaughter of a tribe of Ice Nomads.

According to Cedric Liandar, leader of the House in the realm, a group of Ice Nomads were hunting in the Frozen Land, mere miles from the island of Liandar. They were set upon by armed knights who massacred the tribe, leaving only a small child alive. Rescued by a Freetrader vessel, the young boy stated that the murderers of his people wore the oak tree — the symbol of House Liandar — on their breasts.

This incident has resulted in a complete break between the Liandars, who maintain their innocence, and the Ice Nomads. The other Houses — including Tancred and Vareth, who never cared about the Nomads before — have demanded an accounting for the



killings. Without the support of the Ice Nomads, House Liandar is now vulnerable to an attack by the forces of House Daleron which would result in its utter destruction.

Ardinay is reluctant to commit members of her court to investigate the matter or come out in support of the Liandars, since it would lead to accusations that she was willing to overlook atrocities committed by her allies. She is hoping that Storm Knights will accept her invitation to travel the maelstrom bridge and discover the truth or falsehood of the charges against House Liandar.

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2

Facing increasing pressure from the Cyberpapacy and the Soviet Union, Nippon is working to strengthen its "alliance" with Core Earth United States. Real estate subsidiaries of the Kanawa Corporation have begun investing in land around Silicon Valley, the Core Earth hardpoint which frustrated Baruk Kaah's forces in the past.

In addition, Japan and the Delphi Council have signed a pact which authorizes the sharing of intelligence information. Japan has requested any data on the activities of Cyberpope Malraux and the situation in Orrorsh. The Council has been primarily interested in information on edeinosaurs deployment, as well as any speculation on Aysle. Many Council members have expressed doubts that Pella Ardinay is as reliable as she appears, and are concerned that the existence of "forces of Light" may be no more than a blind by the Dark High Lord to keep Core Earth forces from attempting to retake England.

Thus far, most of the information provided by the Japanese has been basic and of questionable worth. They have, however, received a large number of satellite photographs of Cyberpapal installations which have been passed to the offices of the Kanawa Co.

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3

Nile Empire forces have conquered Libya and made inroads into Tunisia in their first major expansion in

months. Mobius' troops have been occupied with converting mixed zones to dominant ones within the realm, and so have been largely unable to concentrate on new territory.

The relatively bloodless conquest of Libya has left the Nile Empire with greater control of the world's oil supply, something of great concern both to the U.S. and Nippon Tech. In addition, Italian sources believe Mobius may have designs on the islands of the Mediterranean and perhaps on Italy itself.

This land grab has also attracted the attention of the Cyberpapacy. Malraux is known to have his own interests in Rome. The CyberFrench embassy in Tripoli was ordered closed by Mobius immediately after the invasion, although there are reports that a cyberpriest working for the Nile Empire has jacked into the GodNet from that location and is spying for Mobius.

Libyan leader Moammar Qaddafi applied for, and received, temporary asylum in Algeria, and is rumored to be planning terrorist strikes against Mobius' realm. An attempt to bomb government offices in Thebes was thwarted by shocktroopers, and the leader of the suicide squad was consigned to the Omegatron, where he will suffer for eternity but not be granted the peace of death.

In other developments, Mobius has signed a non-aggression pact with South Africa, and has obtained rights to send engineers to several diamond mines, for purposes as yet unknown.

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4

The Cyberpapal Inquisition has stepped up its investigation of the village of Provins in the French province of Champagne. The town is believed to be a hotbed of rebellion against Malraux's regime, but efforts to quell the uprising there have been unsuccessful. Frustrated Inquisitors have reported that it seems the heretics simply disappear before they can apprehend them.

Provins has become the central meeting place for the various groups opposed to Malraux: the French Resistance, Magna Verita natives, the Knights Templar, the modern-day

Catharii, and others. They have found refuge in a network of prehistoric tunnels underneath the village, used by the original Knights Templar and Catharii to hide from their persecutors. The tunnels are vast, and connect with virtually every building in Provins. The walls are decorated with graffiti, some of it dating back to ancient times, all of it detailing the struggles of men against those who would oppress them.

The Cyberpapacy believes its foes are planning a massive blow against them, possibly directed at the Data Cathedral in nearby Troyes. The total destruction of this center could cause a serious disruption in the northeastern section of the GodNet.

For this reason, cyberpriest concentrations have been doubled throughout the area, and a number of cyberdeck users have been arrested, tortured, and forced to confess part in a conspiracy they were not even aware existed. Each confession fuels the belief that Troyes is the target, and leads to more vigorous detentions and interrogations of villagers by the Inquisition.

No information has yet been uncovered relating to when or how the cathedral will be attacked, or by how great a force. Cyberpapal authorities believe that no one could penetrate their security measures around Troyes, but their confidence is being undermined by the mysterious appearances and disappearances of the Provins Resistance members.

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5

Core Earth areas, including the United States, Australia, South America, and portions of Africa are seeing a rapid population rise as denizens of other realms risk disconnection to emigrate and escape the violence in their areas.

The most common immigrants seen are from Aysle, where both the cosm and the realm are wracked by civil war. Dwarves, particularly those who do not make much use of their inherent birth magic, have found their financial acumen and mechanical skills highly prized in Core Earth. Also crossing over a good deal are Terrans who

find the Nile Empire a bit too crowded with sharpies and grifters, and see the Core Earth areas as being filled with “easy marks.”

Of course, it is easier for some to cross realm boundaries than others. While a Terran can, with some effort, adjust to life in Las Vegas, it is not so easy for an edeinos to remain inconspicuous outside of the Living Land. Even those who are peace-loving and have no love for Baruk Kaah find themselves jeered at and driven away by angry and frightened people. Hate groups have sprung up in several areas of the world, warning that people from other realms will pollute the genetic strain of Core Earth humans and calling for the extermination of all NRRAs (Non-Realm Resident Aliens). Several mob attacks on Ayslish have been reported in the western U.S., particularly in those towns closest to the battle front.

Meanwhile, many of these refugees have found sanctuary with religious and peace groups, particularly those which are demanding an end to the Possibility Wars and a negotiated peace with the High Lords. Often, friendly edeinos are held up as an example of the true nature of the invader, and proof that coexistence is possible with the Living Land.

While Nile denizens seem to prefer the U.S. and Europe, the Ayslish have been made welcome in South and Central America, where their elemental

plant magic has been put to good use by those seeking to improve their crops of illegal drugs. As most of the Ayslish immigrants tend to lean toward the Light, an inordinately large number of marijuana fields have mysteriously withered and died in recent weeks.

The Delphi Council has been publicly solicitous of the NRRAs, primarily so that they can gather intelligence information from them. Privately, however, there has been talk of internment camps for those immigrant groups who can most easily be spotted (dwarves, elves, and the like) to prevent their spying for their respective realms. As yet, there has been no public airing of this plan.

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## 6

Incidents of industrial espionage have increased dramatically in Nippon in recent weeks, as the Kanawa Corp. and its subsidiaries have stepped up their war with Hantu Limited.

Thus far, it has not gone well for 3327's forces. A corporate ninja team sent to penetrate a Hantu factory never returned — a second team ordered to bomb the offices of Hantu's chairman were returned with their minds apparently wiped clean of all knowledge of their art, or even their own identities (they were later executed for their failure to complete their mission).

Hantu has struck back at the Kanawa empire by luring Core Earth

clients away, and by supplying equipment to other High Lords which has been put to use to disrupt Nippon operations overseas. There have even been attempts to plant stories among the world press that “Ryuchi Kanawa” is a High Lord, but fears of libel have prevented their publication.

### Miko Tzun

#### DEXTERITY 12

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

#### STRENGTH 10

#### TOUGHNESS 10

#### PERCEPTION 12

Evidence analysis 13, scholar (espionage) 13, trick 13

#### MIND 10

Willpower 11

#### CHARISMA 12

Charm 13, persuasion 15, taunt 13

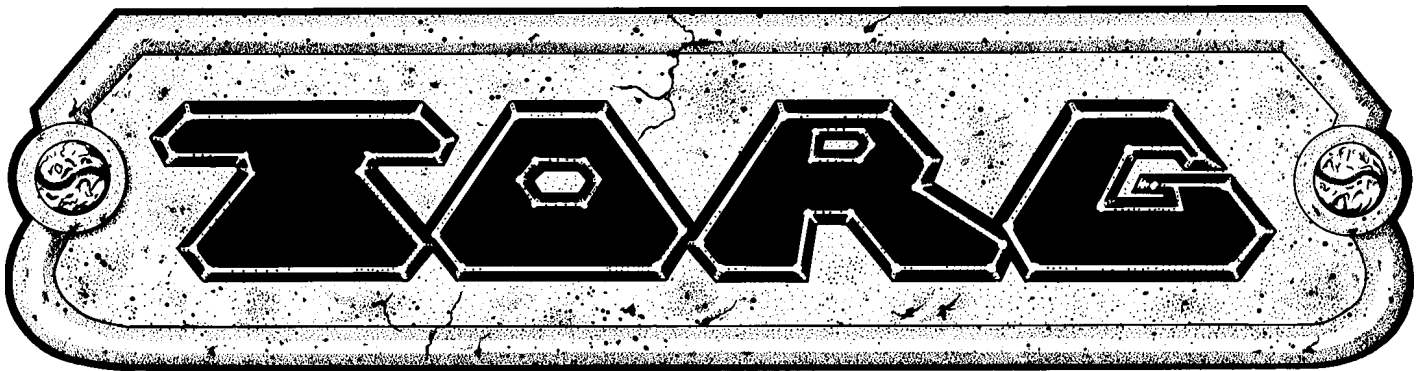
#### SPIRIT 9

Intimidation 11, reality 10

#### Possibilities: 19

**Equipment:** stiletto, damage value STR+3/13

**Description:** Radiant and charming, Miko uses her wiles to disarm opponents before finishing them off. She is a woman of many secrets — how many of them are known even to the directors of Hantu Ltd. is a matter of debate.





# Your Letters

**1)** *That stelae planted in Egypt that connects to seven other stelae — that's some sort of weird science by Mobius, right? I mean, it's not possible for you to make a mistake, is it?*

2) *Could you do an Infiniverse article explaining Core Earth psionics (i.e., clairvoyance, astral travel, the Soviet Psychic Group, et al)?*

3) *How about a Delphi Council supplement?*

4) *Finally, a game question: do the ways of Light and Dark in Aysle constitute a significant enough difference in realities that different hardpoints and talismans are created to support either Honor or Corruption?*

— Patrick Flanagan  
Freehold, NJ

1) There should not be a line subdividing the Core Earth dominant zone on the map (page 15 of *The Nile Empire* sourcebook). There is only one Core Earth dominant zone in that realm. So yes, it is possible.

2) Core Earth psionics are too large a topic to be adequately covered in *Infiniverse*. However, a sourcebook is certainly a possibility.

3) There are no plans for a Delphi Council product at this time. You tell us: Would you like to see a Delphi Council sourcebook? What do you want in it? Personality descriptions? Adventures like *The Cassandra Files*? More intrigue and backstabbing? Spartan adventures? Let us know your thoughts!

4) Light and darkness can support their own talismans and hardpoints.

*According to the Aysle sourcebook Knowledge Interaction Chart (page 82), there is no knowledge which can serve as a pattern for a result of True Knowledge. Similarly, the two examples of Time as a result (page 64)*

*are not possible since only Magic can be used as a pattern for a result of Time. What gives? Fantastic spell design system though; the best I've seen.*

— Randy Wilde  
Long Beach, CA

The Knowledge Interaction Chart will be corrected in *Pixaud's Practical Grimoire*, due in April.

*If a Cyberpriest isn't in the Cyberpapacy, but has a satellite up/down link and a Cyberpapacy talisman (or is at a hardpoint), could he still send and receive information from the GodNet?*

— Robert Maxwell  
Athens, GA

If the Cyberpriest is not possibility-rated and is in a non-Cyberpapacy pure or dominant zone, the answer is no. Uplinking to a satellite is a long-range contradiction.

*A character in my game has spent all his possibilities in the reality skill. If a possibility-rated enemy gets nasty, the rest of the party runs and Travis invokes a reality storm. The transformation of the enemy usually makes for a much easier battle. How can I, without being dictatorial, circumvent invoked reality storms?*

— John Maurer  
Nashville, TN

A few encounters with gospog and powerful ords, with the possibility-rated foe being the same sort of being as most of the ords should help change this tactic. Remember that in almost every case a reality storm is a dramatic conflict, even if the encounter began as a standard conflict. Create a villain whose *reality* skill is slightly higher than the Storm Knight's. Invoking a reality storm against such an opponent with the cards favoring the villain is dangerous to the invoking char-

acter and his friends (as they get battered to within an inch of their lives by the effects of the storm).

1) *What is the Toughness of a Maelstrom Bridge?*

2) *After fifth-planting gospog are harvested, does a field become useless? Can another set of first planting gospog be planted?*

3) *Is it possible for a character to invoke a reality storm against another citizen of her home cosm?*

4) *Does an object in a hardpoint work even if its power source is outside the hardpoint? For example, would there be electricity in Philadelphia, a known hardpoint, if its power plant was in a Living Land Pure Zone? What if the power plant worked but the power lines pass through a pure zone?*

— Dan Viger  
Bronx, NY

1) Maelstrom bridges have a Toughness ranging from 50 to 75. To destroy a bridgehead, the average Toughness is 55. The Toughness of an entire bridge is 75 or more. When Eddie Paragon blew up California's Living Land bridge in *The Nightmare Dream*, he either rolled a 215 (for a bonus of +46) or played a martyr card.

2) The field may be used for a new planting of first-generation gospog.

3) Reality storms may be invoked against characters in their home cosm (if transformed, they switch to the other cosm). If two characters are from the same cosm, a reality storm may not be created.

4) Moving the electricity is a long-range contradiction. It would be possible for possibility-rated characters in a mixed or dominant zone, or in a pure zone providing a reality bubble was created.



## Herald Messages

New information on the neo-Nazis. At least some are scouts for a new realm known as "the World Empire." Technologically, das Weltreich is on a par with Core Earth, it has a higher magic axiom, and the social and spiritual axioms are lower.

— Randy Wilde  
Long Beach, CA

People of Leningrad: Be on the lookout for a large metal golem with NATO markings walking in from Aysle realm (we hope he doesn't explode when he arrives).

And a warning to all Storm Knights: never give firearms to a priest! You'll regret it!

— Jim Ogle  
Socorro, NM

In order to stop the spread of Keta Kalles, President Quartermain called a Constitutional convention to repeal the first amendment. Any religious congregation not previously granted government approval will be met with tear gas and arrested. Any practitioner of Keta Kalles will be executed for treason!

— John Maurer  
Nashville, TN

Be on the lookout for storm riders! These beings come from a storm cosm (or is it an elaborate plot?) and seem to increase the storm's power. Some were seen in the storm surrounding the Cyberpapacy. Are they real? Will they help or hinder the Storm Knights?

— Peter Joyce  
Yonkers, NY

I have received word of an underwater city approximately 20 miles off the

southern coast of Iceland. My sources say that it is surrounded by some sort of oxygen dome. No life was noted.

— Scorpion  
(Inner Circle)

The Living Land has a new weapon courtesy of Orrorsh. A tribe of lycanthropes has been found in Washington, DC. Wereshessers, werokoltras and wererufkas have been positively identified, but there may be other types. Silver doesn't seem to bother them...

— Dan Viger  
Bronx, NY

Tharkhold is preparing for another invasion attempt. Storm Knights needed in the Soviet Union immediately.

— John Christopher  
Gloucester, NJ

Kanawa attempt at controlling Hong Kong rebuffed at heavy cost. Bridge dropped, but destroyed by "Wanderer" operatives. Premature removal of stelae causes heavy civilian casualties. Japanese and American consulates looted and burned.

— John Day  
Lincoln, NE

On day 12 of the invasion, what came into my spa?

12 contradictions,  
11 mad borr aka,  
10 optants chanting,  
nine drunk edeinis,  
eight human converts,  
seven happy benthe,  
six airborne stalengers,  
five dying tra,  
four restan groups,  
three dead guards,

two ravagons,  
and a High Lord named Baruk Kaah!  
— Dominick Riesland  
Milwaukee, WI

All Storm Knights beware reality war paranoia. Not all orientals are Kanawa agents. Not all tall, pale Eastern Europeans are vampires!

— Steve Tanner  
S. Glamorgan, UK

When flying in the Living Land, all I can say is, "It's all in your glide path."

— Duster

Avatars of Neith are highly susceptible to trick actions involving pointing behind them and shouting, "Look, it's Ra!"

— Ashley Kenneth Lovins  
Winston, GA

The Martian invasion of Terra has been crushed by an alliance of Storm Knights and ord super-heroes known as "Astrologers for Justice." All of them have training in divination magic and will now attempt to undermine Mobius' home base in exchange for the Knights' aid.

— Gregory W. Detwiler  
Williamsburg, PA

While investigating Neuschwanstein castle, we found a map that led us into the Nile Empire to recover (drumroll, please) the Holy Grail. Pursued by Nile Shocktroopers through the Land Below, we reemerged in Canada and extinguished the flame of the Northern Lands, Testacha.

— J. Higginbotham  
Litchfield Park, AZ

*How can a shape-shifter increase skill adds by spending possibilities? Does one possibility raise one skill for each form or only one skill for one form?*

— Michael Levay  
Roscommon, MI

Shape-shifters have two separate forms. Possibilities spent for skill adds only affect skills for one form.

*What is the active attribute/skill used for breath weapons? What is the appropriate defense?*

— Oscar Simmons  
Beverly Hills, CA

Breath weapons use the *unarmed combat* skill to hit and *dodge* for defense.

*Some spells in the Torg Rulebook have been updated slightly in the Aysle sourcebook. Do the original details become void?*

— Steve Tanner  
S. Glamorgan, UK

Different versions of many spells exist, all constructed with varying degrees of skill. The spells in *Pixaud's Practical Grimoire* and the *Aysle* sourcebook are more potent and reliable, but they are difficult to find unless one

studies at the Arcane Academies. The *Torg Rulebook* spells are far more common.

*How about some guidelines on how to handle ords in a dominant zone. The rules give the impression that they can sometimes use technology in hostile dominant areas.*

— Sandy Addison  
Burnaby, BC, Canada

Ords in hostile dominant areas can cause contradictions as long as they are touching the object and do not fail a contradiction check. Ords may not cause long-range contradictions.