

INFINIVERSE™

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

NUMBER 9



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Don't you just hate it when your character successfully escapes from a flaming plane, only to disconnect when opening her parachute? We know we do.

Product Update

Full Moon Draw is at the printer's, and should be in the stores within a week of the time you read this. The release date is True (26).

High Lord of Earth is also at the printer's. Only a rampaging Udatok can now stop this book from making an April ship date. True (41).

Pixaud's Practical Grimoire contains a revised spell laboratory sheet, additional info on spell design, several dozen new spells, and a spell index. By enchanting our editors and artists to work faster, its April release is now True (16).

The Nippon Sourcebook is in the art department. Deceit! Samurai gopog! Chains guns as personal weapons! Martial arts! Corporate wars costing billions of yen! Its May release date is True (19) ... but knowing Kanawa, that could be a lie.

The Kanawa Personal Weapons Catalog is in development. Be sure to contact your local Kanawa representative for details. June release is True (15).

Operation: Hard Sell is the renamed *Ghost in the Machine*. Set in recently liberated California, this adventure has a June release at True (15).

The Orrorsh Sourcebook is in the hands of playtesters. We cleverly man-

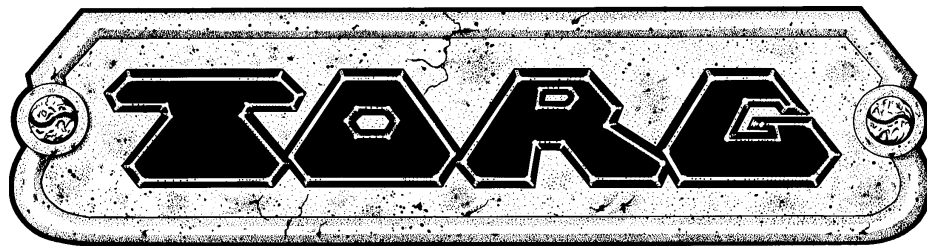
aged to put it behind schedule with work on *Pixaud's*, but its July release is still True (14).

The Land Below is a supplement describing the realm beneath the surface of the earth. Stewart Wieck's first draft was solid enough to send to playtesters. Its August release is True (19).

South America is bracing for the arrival of another realm. This realm is coming in response to the herald message sent at the end of the Relics of Power Trilogy. They are on our side. How unfortunate that they are fighting their own war. And they are losing. This sourcebook is scheduled for October release. True (14).

Brave and Crazy is a new format for us. Dan Greenberg is writing a 15,000 word Nile Empire story, then writing an adventure with the same setting and villains. We hope this blend of fiction and adventure provides a fun read and gives the gamemaster detail and a solid sense of mood for the adventure.

A Storm Knight's Guide to the Possibility Wars is the title for our proposed character handbook. Lou Prosperi is writing ways to flesh out your character and his background. The book also includes rules and descriptions for events such as crossing a maelstrom bridge ... hey, half the fun is surviving getting there.





Rumors and News



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

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the infiniverse. For example, a statement which is false (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better the 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 #7

1. House Liandar, a small but valiant ally of Light, has been accused (perhaps wrongly) of slaughtering Ice Nomads in Aysle's home cosm. True (15).

2. Nippon has been investing in Western United States real estate and supporting the U.S. struggle against Baruk Kaah—in return for sharing intelligence information. True (17)

3. A relatively bloodless conquest of Libya has left Mobius in even greater control of the world's oil supply.

Cyberpapal agents are rumored to be operating in the conquered area. True (16).

4. Provins, a village in the French province of Champagne, has become the central meeting place of the opposition to the Cyberpapacy. True (15).

5. Core Earth areas are seeing a rapid rise in NRRAs (Non-Realm Resident Aliens) as these people flee the strife in their homelands. Many nations welcome the new arrivals openly, but there are rumors of riots and oppression of the new immigrants. False (12).

6. Hantu Limited, the only major independent Nippon corporation, has struck back at the Kanawa empire. They have even begun a campaign to expose "Ryuchi Kanawa" as a High Lord. True (13).

Continuing Report: Issue #6

1. The Links, a New York street gang, have burned a gospog field in Central Park, enraging the edeinosaurs. Holding at 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. Turnaround to True (16).

3. A transformed giant vampyre is stalking Scotland, attacking both Light and Dark forces. Still barely False (11).

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. Falling to True (21).

5. LeRoux, an Ayslish magician posing as a priest, roams France, preach-

ing against the machine-based rule of the Cyberpope. Malraux has ordered his capture. Climbs to True (19).

6. Dr. Paul Stabert, a Victorian scientist, has transformed himself into a monstrous hybrid of Other and human. He is unarmed and extremely dangerous. Slow rise to True (13).

The Wrap Up: Issue #5

1. Dwarves captured and impressed by Mobius in order to use their engineering prowess. Bottoming out at False (11).

2. Edeinos imprisoned in Biosphere II in Arizona as part of experiment to determine the nature of Living Land mist. Closing up at True (20).

3. Cyberpapal infiltration of Milan in order to prep the city for a stela. True (20). A finishing rise.

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

5. Covert conflict between Nippon and the Cyberpapacy is heating up, with Cyberpapal agents manipulating the Nikkei, and Nippon opening manufacturing plants in France. Levels off at True (32).

6. Enemies of Mobius causing Amon statue to kill shocktroopers in order to secure revitalizing secrets of Amet-Hu. Lowers to True (18).

7. Tarot-trademark vampyre-hunter staking a claim in Orrorsh. Rises even more to True (37).

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



The Kanawa File



**ENTER
SECURITY CODE**

3327-A17H52312

**SCANNING RETINA PATTERN.
PLEASE STAND BY ...
RETINA SCAN COMPLETE. GOOD
EVENING, 3327. ENTER COM-
MAND.**

Access File: Kanawa, R.TXT
ACCESSING ...

Subject Name: Ryuchi Kanawa

Numerical Code: None; Kanawa is assumed identity of 3327. Reference file 17H523.

Distinguishing Physical Characteristics: Facial scar, right cheek.

Place of Birth: Donglin Megaplex, Marketplace

Current Place of Residence: Tokyo, Japan, Earth

Status: Owner/Chief Executive Officer, Ursan Industries, Marketplace; Kanawa Corporation, Earth; for further holdings, reference file 17H523.1

Biography: Subject was born to 1901, executive vice-president, Ursan Industries, and 5416, marketing associate, Ursan Industries.

Cross-reference, 1901: Dismissed from Ursan following failed takeover of Weltong Pharmaceutical. Body found in Sebat Megaplex, murdered by person or persons unknown. Computer file search confirms both terminations ordered by 2174.

Subject educated at Ursan Industries Educational Facility. Age 21, subject employed by Ursan Industries as junior marketing executive. Promoted, 22, senior marketing executive; promoted, 23, junior vice-president of

operations; promoted, 24, executive vice president of operations.

Cross-reference, Ursan Industries: Subject and employer, 2174, involved in Donglin food riot. Rioters attack vehicle, and subject injured while protecting employer, suffering knife wound to face. Refused treatment.

Subject worked closely with 2174 on Soru acquisition. Computer records altered by 3327, assets increased, debts decreased. Loss to Ursan from Soru deal, 5 billion credits. 2174 unable to recompense board for loss. Poisons self.

3327 promoted to chief executive officer, Ursan Industries, as well as membership on Marketplace governing body, the Triad.

Cross-reference, Triad: Group composed of CEOs of Ursan Industries, Misaki Computers, and Shori Petroleum.

Subject authors Triad's First Article of Incorporation, stripping non-property owners of all rights under Marketplace law. Subject promotes accord with priests of Palan, radical religious group, then orders Marketplace Security to exterminate same. 5154 clerics killed in beginning of event now known as "Termination." Reference file 23-P24H.

Subject discovers alien artifact (reference file "Daikoku—2D"). Maelstrom bridge technology developed by Ursan Industries. 3327 expands financial empire into other cosms.

Cross-reference, Daikoku: Resemblance to laptop computer belies significant level of as yet unexplained power. Thrives on "possibility energy," and has made it known it will abandon subject if such energy is not delivered in sufficient amounts.

Daikoku imparts knowledge to subject which allows him to clone five duplicates of self and impart portion

of essence into each. Subject and four clones currently on Earth—fifth clone maintaining smooth operation of Ursan Industries and occupying Marketplace Triad seat.

Subject made alliance with Orrorshan Gaunt Man, who had similar pacts with Baruk Kaah of Takta Ker, Mobius of Terra, Uthorion of Aysle, and Malraux of Magna Verita, their object, assault of Earth. Subject established Kanawa Corporation in Osaka; offices later moved to Tokyo.

Progress to date: Attempt to take control of Hong Kong unsuccessful. Living Land stelae removed in California, replaced with Nippon Tech stelae. Maelstrom bridge dropped into Sacramento, and pure zone established.

Japan, Taiwan now under control. Portions of South Korea and China also dominated by 3327. Plans proceeding for further expansion of stelae boundaries.

Close file.

FILE CLOSED.

3327's Personality

Still steadfastly clinging to his Marketplace values, 3327 sees everything in terms of profit and loss. He is completely unaffected by emotions of any sort, save for greed. Although one would think that this might make it difficult for 3327 to deal with underlings and lackeys in the organizations he infiltrates, the High Lord has been able to overcome this handicap by mastering the discipline of psychology, allowing him to predict the behavioral patterns of emotional creatures and act accordingly.

When he speaks, 3327's dialogue is reasoned, carefully planned in advance, and coldly rational. It is almost impossible to shake his composure or force him into taking a rash action, but

he has been known to express impatience with those in his employ who are too slow-witted to comprehend his plans.

To physically slay 3327 would involve killing not only the original High Lord, but all five clones as well. Yet 3327 fears bankruptcy far more than assassination — like any other executive in Marketplace, he could be executed for failing to make a profit. His personal fortune is large enough that he could cover most losses, but his foray into Nippon is the costliest and riskiest venture he has ever attempted. Failure here could result in the loss of his economic power base in Marketplace.

Goals and Ambitions

3327 has a number of goals, each of which are listed here in the order of their importance to the High Lord:

1. Acquire Wealth. Following the tenets of his home cosm, 3327 is trying to acquire as much material wealth as he possibly can. To 3327, and any other native of Marketplace, wealth is linked to personal power, happiness, and longevity. The more money he makes, the longer 3327 will survive, and the more time he will have to attain even greater wealth. It was in pursuit of this goal that he originally became a High Lord.

Thus, in addition to the possibility energy he drains from each cosm he invades, 3327 also takes its riches back to Marketplace, where he maintains a huge treasure vault containing the equivalent of \$6 trillion in plunder. His agents are often sent to seek out objects of value, be they worth a great deal in monetary terms or by virtue of being an eternity shard.

2. Become Torg. 3327 knows that if he can seize the majority of Earth's possibility energy and declare himself Torg, he will live forever and gain formidable new powers, enabling him to accumulate even more wealth.

3. Keep Realm a Secret. 3327's entire plan depends upon keeping his existence as a High Lord a secret from the people of his realm and Core Earth.

If the people of Japan, Taiwan, Korea, China, and California were to realize they were being subjugated by a High Lord similar to those who have landed in Egypt, England, France, and Indonesia, 3327's maneuvers would encounter far stiffer resistance. And if the nations that make up Core Earth were able to confirm he was a High Lord, they would cease all shipments of oil, coal, iron ore, and other resources needed by Japanese industry.

So far, only the other High Lords and 3327's most trusted adviser are aware of his existence. Thratchen has considered revealing 3327's identity to the Japanese public but has so far refrained from doing so, due to the weakness of his own position and his doubts that he could withstand an all-out reprisal by the Nippon Tech High Lord.

The executive directors of the Rauru Block and some of the Grand Masters of the Sons of the Wind have identified "Ryuchi Kanawa" as a possible ally of the Possibility Raiders, but have yet to gather enough evidence to make the charge publicly. Those few realm residents who have positively identified 3327 as a High Lord have met a swift and bloody end before they were able to spread the information. Anyone they have communicated with has also been hunted down and killed, and it is a rare individual indeed who evades the clutch of 3327.

4. Expand the Realm. The more territory the realm encompasses, the more possibility energy that 3327 absorbs. He is well aware of the fact that it is the flow of possibilities which keeps his Darkness Device looking upon him with favor and allows him to seek out new cosms to plunder. He is also aware that expanding his stela bounds gives him leverage against the other High Lords in the struggle to become Torg.

5. Find Eternity Shards. Another means of appeasing Daikoku's hunger is through the use of eternity shards, rare artifacts which can be tapped by a Darkness Device for the possibility energy they contain.

Currently, 3327 has enough eternity shards in storage to maintain his present growth rate for the next seven

to eight months. He has agents searching for shards both within and beyond the borders of his realm, but has met with mixed success due to their scarcity and the interference of Storm Knights.

6. Recruit New Forces: The one thing that 3327 does spend much of his accumulated fortune on is the recruitment of personnel for his organizations on Earth. He is also interested in acquiring and studying new weapons, particularly those constructed in the Cyberpapacy or the Nile Empire.

3327 has recently become even more interested in this particular goal as a result of seeing some of the conflicts between the other High Lords. He is determined to be in a position of strength should one of his rivals challenge him in the future.

7. Contain the Other Realms. In the interests of profit as well as power, Nippon provided aid to the Soviet Union during attempts by the High Lord of Tharkold to drop a maelstrom bridge there, dealing the Gaunt Man's master plan its first serious setback. In addition, agents of 3327 have fostered contacts with Overgovernor Wu-Han of the Nile Empire, in the hope of subverting him and using him against Mobius. Also, Nippon firms have established a relationship with Core Earth United States, allowing them to aid in the fight against the Living Land as well as transform a portion of California undetected.

3327's reasons for these actions are threefold: geographically, his realm encompasses the smallest amount of territory, making him vulnerable to attacks by rival High Lords should any one grow sufficiently powerful; certain realms, specifically Orrorsh, pose a threat to Nippon's plans for expansion, owing to their proximity to still largely unconquered areas like China; and the realms of Baruk Kaah and Dr. Mobius pose a threat to the sources of raw materials Nippon needs to keep its companies producing. Thus 3327 remains on guard against any attempts to interfere with his plans for Nippon, and takes advantage of any opportunity to act as an *agent provocateur* in other realms.

3327's Bases

3327 maintains two major bases of operations on Earth, the Kanawa Corporation building in Tokyo and his private residence, Nijo Castle in Kyoto. Both are protected by security devices, both ancient and modern. Several attempts have been made to slay the High Lord in lairs, but even those which came close to being successful were frustrated by his intelligence service, which saw to it that "Ryuchi Kanawa" was nowhere to be found.

The Kanawa Building

The Kanawa Corporation has its headquarters on the Etai dori in Tokyo, only a few blocks from the main offices of the Bank of Japan. The corporate headquarters is 75 stories tall and houses the main offices not only of the parent company, but of a number of its subsidiaries as well. Also included in the skyscraper are a shopping arcade, a nightclub and 12 floors of private apartments.

The building's elevator only travels as high as the 72nd floor for most riders. To continue to the top three stories, the rider must submit to a retina scan. If he is not cleared for access, the elevator will jam between floors and automatically notify security. 3327 alone knows the access code which causes the car to continue on to the indoor heliport. When the proper controls are manipulated, the slanted roof of the building opens, allowing the Kanawa Corporation helicopter to take off.

3327's office and penthouse are located on the 75th floor of the building. A large desk sits at one side of the room, facing a huge picture window that looks out over Tokyo. Behind the desk is a bank of television monitors, which broadcasts images of the other rooms in the penthouse, the corporate board rooms of Kanawa's subsidiaries, and the living quarters of 3327's lieutenants. Security cameras are mounted in the High Lord's office and every room of his living quarters.

The monitor screens are controlled by a console on 3327's desk. Also on

the desk are a telephone and a personal computer linked to the Kanawa mainframe.

The other major feature of the office are four trophy cases, containing some of the great works of art and antiques 3327 has plundered from this cosm. He takes care not to include in these cases any artifact taken from another realm.

3327's living quarters consist of a living room, dining room, kitchen, bathroom and master bedroom. The kitchen is fully automated, the microwave pre-programmed with the settings for the High Lord's favorite dishes. The centerpiece of the living room is a large, sunken heated pool in which 3327 relaxes while watching monitor banks.

3327 spends a great deal of time in the penthouse, only occasionally traveling to his Kyoto residence (see below). His corporate office is used most often for "Ryuchi Kanawa's" business meetings.

Security in the Kanawa Building is tight. In addition to 3327's omnipresent security cameras, a uniformed security force of 90 roams the building's corridors and a number of heavily armed "undercover" Yakuza operatives are stationed inside as well (the exact number varies, but usually ranges between 10 and 30). Often, Yakuza gangsters posing as winos and bums will loiter on the sidewalk and in the alleys near the building, prepared to challenge anyone who attempts a break-in. There are no accurate estimates of the number of corporate ninja who may stalk the edifice as well.

The building is also protected by a highly-sensitive alarm system, consisting of infrared beams criss-crossing at varying heights in front of the doors and windows on the lower floors. Inside, random corridors are equipped with pressure-sensitive tiles: anyone walking down those corridors after working hours without first passing a retina scan will cause that section of the building to be sealed off and flooded with a powerful sleeping gas (damage value 16).

Kanawa Building Adventure Hook

Recent stock assaults mounted by Windigo, Inc. have revealed tremendous amounts of liquid capital, far more than would be expected based on their annual earnings report. Checks of major banks have uncovered no signs of any bond issues or other types of financing, but the Rauru Block is facing a fierce struggle to hold on to its smaller subsidiaries in the face of Windigo's maneuvers.

The truth of the matter is that Windigo is shoring up its financial position using Yakuza funds which have been sent through the Kanawa money-laundering network. Documents on the Windigo computers might expose the firm's ties to the Yakuza, but they are too well protected for hackers to penetrate and steal them. The Knights will have to break into the heavily-protected Kanawa Building and make their way to the Windigo offices to get the appropriate files. If none of the Knights have the *science (computers)* skill, it might be wise to bring a Kashi hacker along with them.

Nijo Castle

Located in the city of Kyoto, Nijo Castle was built in the 17th century and in the distant past served as the site for key imperial proclamations. Now it serves a more sinister purpose — as a private residence for 3327, the High Lord of Nippon Tech.

The castle was purchased by the city in 1939, but 3327 was able to pour enough yen into the municipal coffers to convince them to let him buy it from them, on the condition that he make no modifications to any of the buildings. This has prevented him from adding obvious security devices, although he has made some alterations in the ancient landmark.

The castle is actually two palaces, Ninomaru and Katsura. The entire estate is surrounded by a 3.5 meter stone wall and a moat, which 3327 has had spiked with acid (damage value 13 for each round that a Knight spends in the water). The water is two meters

deep and 10 meters across. Beyond the moat there is another stone wall. There are two entrances which allow the moat to be crossed, the East Gate and the North Gate. Both feature wooden bridges, which are rigged to collapse at times when 3327 is not expecting visitors. There are two additional gates in the interior wall, on the south and west sides, but these do not have bridges.

Once inside the East Gate, the building immediately to the right is the former Kyoto administration building, which 3327 has converted into a guardhouse. Approximately 30 corporate ninja reside here, while 10 Nagara Security 44TS robots patrol the grounds at all times. In addition, concealed "tiger pits" filled with sharp stakes await the unwary in various places.

Passing through two more gates, the visitor finds himself before Ninomaru Palace, which consists of four buildings linked together by corridors and a fifth set apart and surrounded by its own stone wall. The first building is Samurai Hall, which features a collection of ancient weapons and armor; the second, a large Reception Hall for formal banquets; the third, an Audience Hall where petitioners once met with representatives of the Emperor; and the fourth,

guest apartments for visitors. The corridors are wooden, and set up a horrifying creak at any footfall. Only adept ninja who have passed the rice-paper test can travel these halls without alerting others to their presence.

The fifth building is Shiro-shoin (private apartments), and contains the elaborate Jodan-no-ma (Hall of the Imperial Emissary).

To the west of Ninomaru Palace is another set of stone walls and another, smaller moat. The water in this pool is pure and only about 1.5 meters deep, though 10 meters across. However, the floor of the moat is fitted with shackles (*Strength* 14) which automatically grab the ankles of anyone who breaks the sensor beam built into the stones that line the sides. This allows 3327 to hold captives there until he grows weary of them and has them shot.

Katsura Palace is a huge, ornate building which 3327 makes home on the infrequent occasions when he visits. The palace features over 100 rooms, and is linked by computer with the High Lord's Tokyo penthouse. The building is protected by 25 MarSec agents who make up an elite bodyguard for 3327.

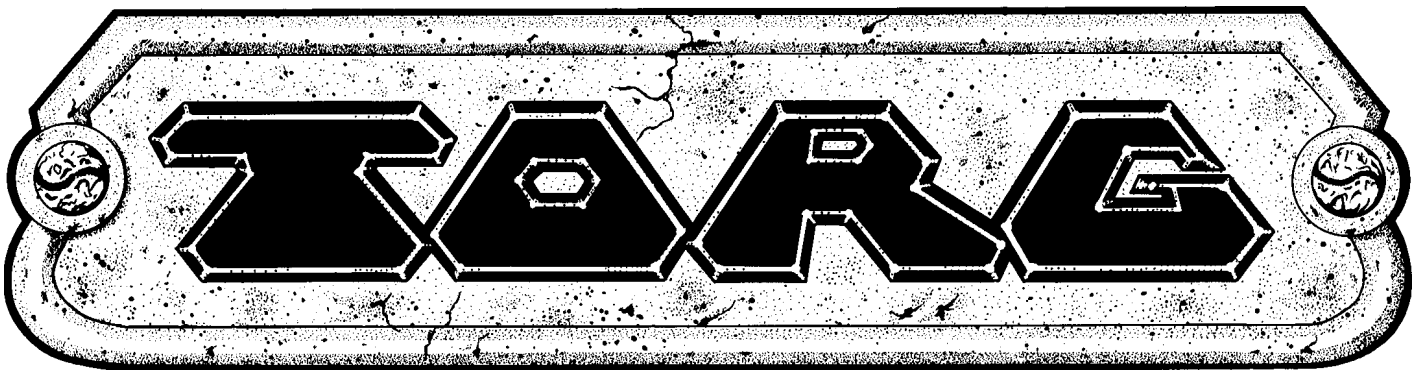
3327 has made an effort to maintain friendly relations with the Kyoto authorities, and is currently negotiating

for the rights to build a helipad on the Nijo Castle grounds. If he wins this concession, he can be expected to add a more sophisticated security system to the estate in the near future.

Nijo Castle Adventure Hook

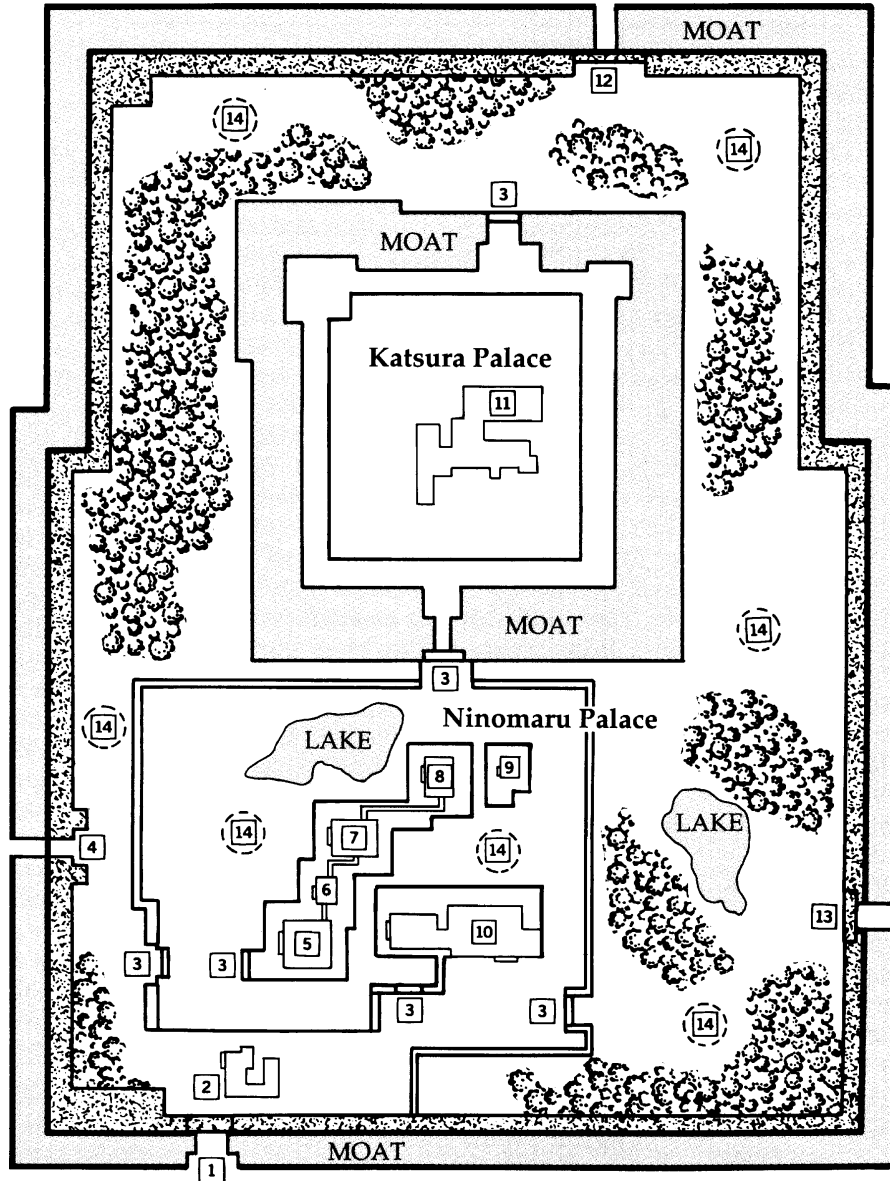
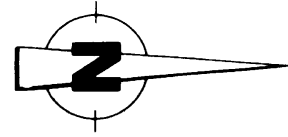
Breaking into Nijo Castle without an army to support you is not a wise maneuver. But that is exactly what a Storm Knight attempted, and he was captured with relative ease by MarSec agents. 3327 is in Tokyo at the moment, and he has reportedly sent MarSec instructions to torture what information they can out of the prisoner and then dispose of him.

The situation is serious enough, but the Knight in question is aware of plans to stage a hostile takeover of a Kanawa undersubsidary, a move that could be blocked by 3327 and cause the collapse of a Rauru Block firm. The Knight must be rescued by his comrades before he is broken and gives this information to MarSec. With the absence of electronic security devices such as retina scanners on the grounds, the Knights may wish to use the human element against the High Lord and rely on their *disguise* skills to get into Katsura Palace and break their friend out.





Infiniverse 9: The Kanawa Files
Nijo Castle



- | | | |
|---------------------------------------|-----------------------|----------------|
| 1. East gate | 6. Reception Hall | 12. West gate |
| 2. Administration building/guardhouse | 7. Audience Hall | 13. North gate |
| 3. Gate | 8. Art gallery | 14. Tiger pits |
| 4. South gate | 9. Private apartments | |
| 5. Samurai Hall | 10. Kitchens | |
| | 11. Katsura Palace | |



Dispatches and Rumors

Dispatches

1

A new hero has surfaced in the section of Baruk Kaah's realm known as the Northern Land. Operating out of a secret base near Fort Smith, just south of the Great Slave Lake, "Major Mapleleaf," as he is widely known, is calling all surviving mounties and able-bodied Canadian citizens to fight the annexation by Baruk Kaah.

The hero has banded together Storm Knights, Ords, and even renegade edeinos against the forces of the High Lord. His favorite tactic seems to be to get a group of 20-30 followers together, move somewhere along the pure zone's border, and then strike quickly and vanish back into the wilderness. His followers seem well-disciplined and more concerned with causing damage to the High Lord's followers than random looting or destruction.

The Storm Knights, seeking "Major Mapleleaf," find instead a large group of edeinos and Living Land creatures camped around his supposed hideout. They realize that Baruk Kaah has set an ambush for the Canadian hero, and they must find some way to warn him before he returns—without getting discovered and killed themselves.

Major Mapleleaf (true identity unknown)

DEXTERITY 15 (12)

Beast riding (horse) 16, dodge 16, fire combat 18, melee weapons 16, missile weapons 17, stealth 16

STRENGTH 11

TOUGHNESS 10

PERCEPTION 10

Evidence analysis 12, find 11, tracking 13, trick 13

MIND 8

Survival 11, test 9

CHARISMA 12 (9)

Charm 15, persuade 14, taunt 13

SPIRIT 10

Intimidation 12

Possibilities: 12

Equipment: padded jacket (Nile gadget), armor value TOU+4/16, and *chameleon* power (duration, six rounds); .455 Webley revolver, damage value 15, ammo 6, range 3-10/15/40; modern compound bow, damage value STR+7/17, range 3-10/100/250; spear, damage value STR+4/14, range 3-5/25/40

Description: "Major Mapleleaf" is really a former Canadian mountie who, on leave in the Middle East when the Possibility Wars began, was transformed into a Nile hero. Since that time, he has operated under many different guises and in many different realms, but has at last found his way back to Canada.

He wears the traditional mountie uniform (red jacket, black hat, black pants with red piping) but he has added a black mask that covers his entire head—including his eyes (it is transparent from his side). The mask is emblazoned with a red maple leaf on the front.

Powers: Two *super-attributes*, *Dexterity* and *Charisma*

Critical Event: The Storm Knights must evade the edeinos and Living Land scouts and track down the Major and his followers. If the Storm Knights are able to warn Major Mapleleaf and help ambush the edeinos, they get a *Good* result (6 or higher). If they cannot find the Major in time, or if they are unsuccessful in evading the ambush (perhaps they lead the edeinos to him), then they get a *Bad* result (no greater than 2).

2

More chaos has appeared in the Aysle realm. The small village of Rye has seen the return of a legend: the Scarecrow of Romney Marsh. But, instead of resuming his freedom-fighting ways, the former smuggler has turned his strange powers and abilities against his former protectorate. He has virtually halted all trade between Rye and London, and his name is whispered with terror amongst the townspeople.

The Scarecrow is thought to be a reincarnation of the original, but with frightening new powers and a cruel and murderous attitude that could only be caused by the Light/Dark struggle of the Patchwork Realm.

Operating out of a hidden base in Romney Marsh, the Scarecrow has so far eluded all attempts at capture or destruction. Waylaying trade convoys, he and his gang of henchmen appear seemingly out of nowhere and vanish into the night, leaving only the Scarecrow's mocking laughter to taunt his frustrated pursuers.

The new Scarecrow of Romney Marsh is not a ghost, nor is he a magical reincarnation. He is a former resident of Rye, transformed by the Aysle axioms into a wizard of no small ability.

The Scarecrow

DEXTERITY 14

Beast riding 15, dodge 16, fire combat 15, lock picking 15, stealth 17

STRENGTH 9

Climbing 11

TOUGHNESS 12

PERCEPTION 12

Alteration magic 13, divination magic 13, find 14, tracking 13, trick 15

MIND 10

Apportation magic 13, conjuration magic 11, test 11

SPiRiT 13

Intimidation 15, reality 14,

Possibilities: 16

Arcane Knowledges: *darkness* 4,
water 1

Spells: *fog*, *mage dark*

Equipment: wheellock dag pistols (2) (enchanted), damage 13, ammo unlimited (see below), range 3-5/10/25; black horse; torches; saddlebags; leather armor, armor value TOU+2/20

Description: The Scarecrow wears the tattered outfit of his namesake, including a misshapen burlap mask. He is over six feet tall, and the outfit is designed to make him look even larger.

The Scarecrow's pistols were the beneficiaries of a *conjuraton metal* spell cast by a fellow sorcerer. Focused into the weapons, the spell causes new ammunition to materialize inside them as soon as a shot is fired, meaning the Scarecrow can never run out of bullets.

Critical Event: The Storm Knights either hear of the disruption of trade through their sources in London, or they actually encounter the Scarecrow on the way to Rye. Either way, they must track him down through the Marsh or set a trap for the Scarecrow and his Ord henchmen. Keep in mind, the Scarecrow, in his secret identity, could be anyone in Rye, and his henchmen are likely scattered throughout the area—keeping their ears open and their mouths shut. Tracking down and catching the Scarecrow is a *Good* (6 or above) result, while letting him escape completely is a *Bad* result (2 or less).

3

Dr. Kelsey Turnbull, a Victorian scientist stationed in Sumatra, was apparently attempting to perform a ritual that would transform *gospog* into harmless vegetable matter. The effect would be placed on an area that *gospog* traveled through frequently and, as they passed, the spell would slowly cause them to decompose.

But something went horribly wrong. Turnbull and a few assistants made an expedition to Borneo and set the trap in a dominant zone near the coast. Waiting offshore in a small boat, they observed the area with a spy glass.

They watched for two days in miserable weather until, in the midst of a thunderstorm, what looked like a First Planting *gospog* shambled up to the area.

The only survivor of the mission, a former Victorian guard named Benedict Kithcairn, describes what happened like this:

"The 'orrible thing shambled up to the Doctor's talisman like nothing was wrong. I could barely see, what with the rain and the lightning flashing every so often, but it seemed that the ritual had no effect. Everybody was moanin' about wastin' time, an' I finally got my turn at the spy glass.

"When I held it up to my eye an' focused on the beastie, there was this great flash o' lightning and it looked to me like it struck the talisman and the creature at the same time. There was this 'orrible scream an', just as everyone was recoverin', the Doctor shouted, "Look!" and pointed at the shore.

"What I saw then, I never 'ope to see again. The creature's arms had straightened out—stiff, like a porcupine's quills—an' lightning was cracklin' between them. Its face was twisted into an evil mask of pain an' rage. It was looking right at us.

"Well, I'll tell you, that was enough for all of us. Everybody started yellin' about rowin' and getting the little steamer started, and we all got busy.

The next thing I remember was the Doctor screaming, 'It's coming; it's coming!' and then this terrible crunch as something hit the side of the boat. The captain started yelling for us to abandon ship and that we were sinking, but I got hit on the head by a spar or something an' knocked out."

Kithcairn was found, half-drowned and delirious, off the coast of Malaya by a group of native fishermen. He was clinging to a board and muttering about lightning and monsters. That was a week ago, and he had been adrift for at least two days.

Critical Event: The Storm Knights have to locate, and destroy, the *Gospog Monster*. It has been sinking ships and terrorizing the coasts of Java, Sumatra, and Malaya. It is apparently amphibious, but it spends most of its time in the water. The natives of Malaya call it

"Joskaltra," "the Sea Evil." Finding and defeating the *Joskaltra* is a *Good* result (6 or higher), while letting it get away virtually unscathed is a *Bad* result (2 or lower).

Joskaltra

DEXTERITY 12

Dodge 14, maneuver 13, swimming 16

STRENGTH 22

TOUGHNESS 18

PERCEPTION 10

Find 11, tracking 13

MIND 5

Survival 12, willpower 13

CHARISMA 4

SPiRiT 10

Intimidation 14

Possibilities: 4

Natural Tools: teeth, damage value STR+3/27; spines, STR+4/30

Note: When the *Joskaltra* has been out of the water for more than six rounds, the electricity imbued in its spines begins to spark. It may then hurl electrical bursts at ranges up to 30 meters with a damage value of 19. Use the *Joskaltra's* raw *Dexterity* to hit (it is, as yet, unskilled in *energy weapons*).

The *Joskaltra* looks like an *Other*, but is bloated and more horrible. When out of the water, its spines (formerly arms) are rigid and sharp. Its mouth is large and filled with shark-like teeth.

4

Even though Sacramento and much of the West Coast has been liberated from the Living Land, there are relatively few Core Earthers remaining in the area. Many people in the southeastern and middle United States are looking to return to the West Coast, and the Delphi Council seems to be encouraging resettlement.

Though the easiest (and safest) way to get from the East Coast to the West would be by boat, few of those looking to return can afford the fares. So, word has gone out from Florida to Texas: "Wagon train!"

An Old West-style wagon train will be leaving from Houston, Texas and heading towards California. The sponsors of the trek, a loose confederation of expatriated Californians calling themselves "Westward, Co.," are calling on realm-runners and Storm

Knights to be escorts. The Delphi Council is concerned about overland travel to Sacramento, since the route goes through the Living Land, but has been unable to stop the firm's plans.

Critical Event: The Storm Knights, employed by Westward, Co., will lead a wagon train through the Living Land to the Sacramento area. They will have to contend with edeinos, Spartans, and the machinations of the Delphi Council. The Council and Spartans, however, will not act overtly until the train is well within the Living Land—the liberation of Sacramento has been such a boost to the country's morale, even the Delphi Council doesn't want to spoil it.

A *Good* result (6 or higher) means the Knights get most of the wagon train into the Nippon pure zone around Sacramento (there should be about 20 wagons; if 15 make it, that's good). A *Bad* result (2 or lower) comes if the Knights can't get the train through or if almost all of it is destroyed.

Rumors

1

Sailors in the Mediterranean have witnessed strange events of late. Ships bearing the flag of CyberFrance have been sailing the sea at night and dropping large, box-shaped objects into the water. Some witnesses state that, when the box hits the water, there is a brief, bluish flash and a crackling sound before the strange object sinks like a stone. Those who have ventured towards the area afterwards (waiting, of course, until the ship has departed), swear the smell of ozone lingered in the air.

Three incidents of this sort have been reported, and the latest is said to have taken place only a few miles from the shores of the African continent.

The objects may be the altar-shaped stelae of Jean Malraux I. If so, this could mean the Cyberpope is setting up a line of stelae between CyberFrance and the Nile Empire. When he gets close enough, Malraux can drop a stela in the middle of any of Dr. Mobius' triangles, converting it instantly to a Nile-Cyber mixed zone. This could open up the Nile Empire for a CyberFrance invasion.

2

Reports from the West Coast indicate that the effectiveness of the Spartans in "relocating" Core Earth resistance communities has increased dramatically. The new Nippon-Living Land mixed zones seem partially responsible, but some believe that Kanawa agents have been teaming up with the Delphi-run Spartans.

The Nippon agents have been working mainly on eliminating the remaining edeinos and other Living Land denizens from the mixed zones, and the Spartans have been making raids deeper into Baruk Kaah's territory. The customary ruthlessness of the Spartans in their "relocation" efforts has been augmented greatly by Kanawa-supplied weaponry.

3

Some reports state that Jean Malraux I, the Cyberpapal High Lord, is having some difficulty with his home cosm of Magna Verita. While CyberFrance is currently under his sway, things across the maelstrom bridge are less than ideal.

Malraux, after leaving Magna Verita, installed Cardinal-Bishop Gerrard-Pierre as Papal Legate, and instructed him to rule for the duration of the Cyberpope's absence. While he believed the Cardinal Bishop to be loyal, Malraux desired assurances—

he still took the precaution of "bugging" the man's cybernetic eyes, and installing a Faith chip in the legate without his knowledge.

Or so the Cyberpope believed. Recently, the output of the "bug" has been frequently interrupted and is threatening to cease altogether. There is a rumor that some of the remaining 21 Cardinals of Magna Verita have discovered his ploy and have convinced Gerrard-Pierre that his position is in jeopardy. If this is true, the Cyberpope could have a serious threat to his rule ... coming from his home cosm.

4

Though there has been little contact between the Islands and the mainland in some time, it is believed that Hawaii has not suffered at the hands of the Possibility Raiders. Moreover, rumors state that the Hawaiian Islands may have declared themselves independent.

The Delphi Council neither confirms nor denies these rumors. They have been very tight-lipped on the subject of the Pacific state. It is thought that the Council has either decided Hawaii is too remote to govern, or that there may be forces at work they are ill-equipped to handle at the present time.

Whatever the true story, Hawaii, and Honolulu especially, has become a sort of modern-day Casablanca: an area where people can go to do business away from the interference of governments ... or High Lords.

Hawaii, a service-oriented state in a paradisaical environment, has become a favorite retreat of the wealthy—and of those who follow the wealthy: sycophants, prostitutes, and those looking for employ. It is said that, in Hawaii, any pleasure can be had and any service can be purchased ... for a price.



Your Letters

Aysle is fantastic and I love the honor/corruption laws. I did notice a few things I needed to ask about:

In *Infiniverse #1*, you mentioned a character template called "Unwilling Seer." Are you going to publish it in a later book or *Infiniverse*?

In *The Possibility Chalice*, you said there would be more on the *Uvwe*. So, where is it, guys?

Also, to Valerie Valusek and Daniel Home: the illustrations were beautiful. Keep up the good work.

—J. Higginbotham
Litchfield Park, AZ

Unwilling Seer

DEXTERITY 11

Beast riding, dodge, melee weapons, stealth, swimming

STRENGTH 7

Climbing

TOUGHNESS 10

PERCEPTION 12

Divination magic 15 (tag skill), find, first aid, land vehicles, language, water vehicles

MIND 9

Apportation magic, artist, test of will

CHARISMA 9

Charm, persuasion

SPIRIT 8

Faith (Catholic or a Protestant religion), reality

Skill Notes: The unwilling seer, not being a full-fledged magician, only receives nine points for arcane knowledges and spells.

Cosm: Aysle (transformed)

Background: It was a blessing and a curse. As your grandmother before you, you had "the gift." Dreams, more real than unreal, would warn you of upcoming events. Always the dreams were accurate. Always the events were

tragic. While the dreams were rare, they scared you and would cause you to be an outcast if you told anyone. The dreams didn't mix well with your strong religious beliefs. You couldn't tell if they were a blessing from God or an evil curse.

When reality shifted, you investigated the new ways of magic. You have slowly learned spells that help you to interpret your dreams. It is your destiny to use these visions for the good of your family and village. You have told no one and try to keep your actions secret, but there is comfort in knowing that you can alter the events the dreams portend.

Personality: Your visions no longer scare you as much as they once did. Your interest in magic is high, but commitments to your family keep you close to home. You are quiet and often unsure of yourself, an expression of your inner conflicts and your desire to reconcile your religious beliefs with your magical abilities.

Equipment: Herbal teas; scrying cups; mace, damage value STR+4/11; leather armor, damage value STR+2/12

Quote: "It is time to take fate in our own hands. We must act now or risk tragedy."

Skill Notes: Visions appear to the unwilling seer in dreams and are used solely at the gamemaster's discretion. All of your visions are accurate and since learning the ways of magic you can divine information from these visions and change the fate shown in your dreams.

The *Uvwe* appear in the "Beachhead" scenario in *Queenswrath* (pages 23-25).

Does the Nile Empire have time travel? If yes, why isn't it mentioned in The Nile Empire Sourcebook (this

could be a vital weapon in Mobius' arsenal)? If no, why is it mentioned in both the Worldbook and The Destiny Map?

One more comment: more dispatches! In issue #6, there is only one new dispatch. Three continuing ones are okay, but how about two new ones, for a total of five per issue?

Keep up the great work! Thanks!

—Stephen Crow
North Liberty, IA

Time travel, at this point, is only a plot device and it is quite unpredictable. There are plenty of theoretical questions that have to be ironed out before anything is made official. For example, what prevents Storm Knights from going back in time to halt the invasion or killing the Gaunt Man before he found his Darkness Device?

Could illusions be better explained? The rules for casting are sketchy.

—John Maurer
Nashville, TN

Illusions are magical "cheats" because they use magic to simulate reality and may be disbelieved. Other spells are real for their duration.

Disbelieving takes an action (*Mind* or *willpower* check). Anyone not choosing to disbelieve accepts the illusion as real. Find the value of the believers on the One-on-Many chart and add it to the disbelief difficulty for other characters. Only characters within the spell's area of effect or whose senses are affected by the spell are used for the Many-on-One (for example, if 1,000 people have believed an illusory bridge, but none of them can see it or are within the spell's effect, they are not used for the Many-on-One). The gamemaster shouldn't tell the characters a spell is an illusion; they must decide for themselves what they will attempt to disbelieve. Characters can

waste several rounds trying to disbelieve a spell that is real.

Characters from Nippon Tech and the Living Land are apt to disbelieve because magic doesn't work in their reality. In Aysle, magically trained individuals will attempt to disbelieve; most common people often can't distinguish between real magic and illusion magic. Once a character has accepted something as real, he will not attempt to disbelieve until prompted to disbelieve the spell.

The spell ends once anyone disbelieves the illusion. To those who disbelieved, the spell's effect disappears. Those who believed will perceive reality but also will have lingering perceptions of the illusion. In the example on page 114 of the *Torg Rulebook*, the falling characters will see the bridge slowly fade from sight as they fall toward the ground.

What are the pre-tech axioms and link difficulties for Magna Verita?

—Michael Levay
Roscommon, MI

The *Cyberpapacy* sourcebook explains Magna Verita. Only the Tech axiom changed during the transformation (it was originally Tech 15).

The first number is the difficulty for a character from that realm to link in Pre-Surge Magna Verita. The second number is the difficulty for a Pre-Surge Magna Verita character to link in another realm:

Realm	Difficulty	
Core Earth	11	8
Living Land	12	14
Nile Empire	11	3
Aysle	11	3
Orrorsh	10	3
Nippon	12	11
Cyberpapacy	11	3

1) *How do you do damage for explosives? For example, someone caught in the blast of a grenade would not take the same damage as he would if he was shot.*

Herald Messages

Know all that LeRoux is neither a fraud nor a sorcerer. His noble martyrdom has secured the True Cross and crashed the GodNet for two days.

Karzak the Unholy has invaded Antarctica! Chilean government is most concerned.

— Mark L. Chance
Scho Bks, HI

Polyphebo,

It has come to Our attention that the Storm Knight Olin and his out-worlder comrades are riding from Land's End to Oxford. It is Our will that they not reach Pella Ardinay. If you wish to retain Our favor, do not fail.

— Thorfinn Bjanni

Mobius is working on some sort of gizmo that when powered by an eternity shard will allow the sphinx to rise, walk and terrorize the countryside.

— Chad Fretz
Columbia Falls, MT

S/W/M Storm Knight seeks sensitive, intelligent S/W/F. Must enjoy Weird Science, moonlit walks on the beach, and grinding High Lords into a mangled, bloody pulp. Ability to reload quickly a plus. No fatties or lycanthropes please.

The original Rider-Waite Tarot deck has been found in Madrid, and seems to be an eternity shard. Is this linked to recent vampire hunter activity in Orrorsh? Film at eleven.

— Brian Schoner
Lake Worth, FL

The master assassin, Rathsten, has been captured by Storm Knights and turned over to Lady Ardinay after a protracted search throughout the southern parts of Aysle.

— James Stoner
Troy, NY

The Victorians seem to have a new combination of magic and technology. Flying steam-powered boats with 15-pound cannons have been sighted by Australian flyers. How the Victorians have done this is unknown at this time.

— Sandy Addison
Burnaby, BC, Canada

The Pacific Northwest is changing ... it doesn't appear to be hostile, just different ...

— Scott Shafer
Delaware, OH

2) *What do the cyber-enhancements look like? Do they look like normal limbs?*

3) *When do weapons overheat and blow up?*

— Stephen Zabinski
Warminster, PA

1) While weapons do different kinds of damage, only the amount of damage matters for healing, first aid and other game mechanics.

2) Cyber-enhancements can appear identical to human limbs when covered with NeuraSkin. Most people with cyberware prefer it to be easily identifiable both to intimidate foes and show their faith in the Cyberpope.

3) This is beyond the detail of the game as it now stands. Send in your ideas...

Folk,

Thanks for coming up with the first original and worthwhile role-playing game system I have seen in a long while. Enclosed is a check for my Infiniverse subscription. I am stepping into this in midstream, so to speak, so is there any way to purchase back issues?

— Dennis M. Bohannon
Los Angeles, CA

Thanks for the kind praise and we'll do our best to keep interesting products coming your way. Back issues of *Infiniverse* are available direct from West End Games for \$2.00 per issue.