

# INFINIVERSE™

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

NUMBER 10



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*By the time you read this, Earth should have seen and survived another Opening Day of baseball season. We hope. We are going to keep looking at the clouds, just in case.*

### Crystal Ball Time

*Torg's* schedule is moving along its normally bumpy path. Here we look through the mists of time to the far future (1992). As we haven't written any time travel rules yet, you can imagine how accurate these projections are. If you see any glaring gaps, any products we are not doing that you *absolutely must have*, now is the time to let us know. If you want to sway the editors of West End about the content of one of the products below, write us now.

The *Tharkold Sourcebook* is under contract. It becomes the first sourcebook produced because of *Infiniverse* play and pleas. Believe it or not, we thought the Tharkoldu were through when they were defeated in the Soviet Union.

*A Storm Knights Guide to the Possibility Wars* is Lou Prosperi's name for the character handbook. More detailed ways of building characters, new rules, fancy background material ... looks like a solid proposal.

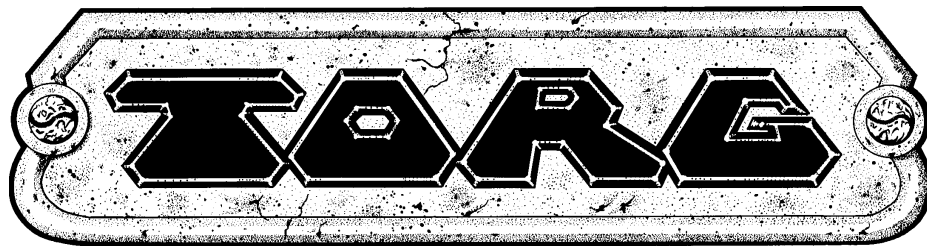
Nigel Findley has more tech up his sleeve. First up is a heavy weapons catalog. Having successfully pen-

etrated the personal arms market, Kanawa seeks to expand its niche. A vehicles book is also in the early planning stages.

We have a slew of adventure proposals, and a few rough drafts inhouse. *Central Valley Gate* and the *Temple of Rek Pakma* are two proposals which have received on-acceptance contracts, the break from the gate in the arduous race to publication.

*Paris Jaz* is a proposal for a full-blown campaign book on Paris. It appears that Jean Malraux has decided enough is enough. A raging battle is fought in Paris Liberte. The book details Paris, the dangers of its neighborhoods, the street gangs, the politicians, and should have maps galore.

*The Infiniverse Update* brings the Possibility Wars up to date. It will contain material from *Infiniverse*, so you will have seen some of it before. But several thousand *Torg* players have no idea what you guys have been doing. You have changed the Possibility Wars through your responses to dispatches, rumors, and adventures. Your notes and herald messages have changed product decisions and added depth to the *Infiniverse*. We think it has been an exciting experiment; we want to let others know how it is working. Originally planned as a 64-page book, we now think this will just shoe-horn itself into a 128-pager.





# 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*.

As most of you have probably already noticed, last month's *Infiniverse* rumor results were in error. True (40). Our apologies to all of you.

## Rumor Report

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

### First Indication: Issue #8

1. The House Liandar, a small but valiant ally of Light, has been accused (perhaps wrongly) of slaughtering Ice Nomads in Aysle's home cosm. False (12).

2. Nippon has been investing in real estate in the western United States and supporting the U.S. struggle against Baruk Kaah — in return for sharing intelligence information. An impressive True (35).

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 (24).

4. Provins, a village in the French province of Champagne, has become the central meeting place of the opposition to the Cyberpapacy. True (21).

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. True (15).

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 (23).

### Continuing Report: Issue #7

1. Uthorion's possession of Thorfinn Bjanni commonly known. Assassination plans in the making. True (17).

2. Unusual rise in radiation levels near Siberian site of mysterious explosion of 1908. Japanese and Cyberpapal agents may be investigating. True (19).

3. Entertainment industry responding to war effort, including the popular Five Realms role-playing game. Ty Gardner planning to run against Dennis Quartermain for President. True (15).

4. Subliminal messages placed in movies by Kanawa subsidiary. Ichi Enterprises trying to build popular

support for Nippon involvement in the United States. True (15).

### The Wrap Up: Issue #6

1. The Links, a New York street gang, have burned a gospog field in Central Park, enraging the edeinosaurs. Drops slightly to True (19).

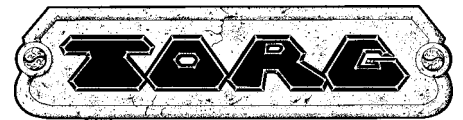
2. Mercurius, a Nile villain who is a master of disguise, has infiltrated a Storm Knight cell in Memphis, and is betraying its members to Mobius. Holding at True (15).

3. A transformed giant vampyre is stalking Scotland, attacking both Light and Dark forces. Still barely False (12).

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. Finishes at True (21).

5. LeRoux, an Ayslish magician posing as a priest, roams France, preaching against the machine-based rule of the Cyberpoppe. Malraux has ordered his capture. Drops to True (17).

6. Dr. Paul Stabert, a Victorian scientist, has transformed himself into a monstrous hybrid of Other and human. He is unarmed and extremely dangerous. Climbs to True (15).





# The Villains of Terra



hen the Mystery Men discovered that their old foe, Dr. Mobius, had escaped to another cosm, there to pursue his mad dreams of conquest, the heroes wasted no time in pursuing him. Now they battle the Nile Empire High Lord throughout the Middle East and Africa, alongside Storm Knights from Core Earth and other realms.

But what of the world they left behind? Abandoned by its most powerful protectors, Terra has become a playground for costumed villains and their violent gangs, and the heroes who remain on that beleaguered planet are hard-pressed to contain their evil.

Thus, the Mystery Men have asked that any Storm Knights who have the courage should travel to Terra, there to challenge some of the most insidious foemen ever to darken a rogue's gallery. Mystery Men founder Dr. Alexis Frest has built a gizmo similar to the one he constructed on Terra, which will allow Storm Knights to pass breach the barrier between cosms. But the machine will only work once before being destroyed by the energies unleashed, so Knights who go to Terra must be prepared to search out Mobius' maelstrom bridge while there to have any hope of returning.

Among the villains currently stalking Terra are:

## Conundrum

As a child, the man who would one day become Conundrum was consistently blamed for acts he had not committed, and brutally punished by his parents. This had the combined effect of embittering him toward all authority, and leaving him with a pathological fear of apprehension and punishment.

Conundrum's first criminal act was the murder of his parents, accom-

plished by tampering with the brakes on their car in such a way that it resembled normal wear and tear. In one evening, he set fires at his home, the school he had attended, and the hospital in which he was born, effectively destroying all records of his existence. Now for all practical purposes a man with no identity, he became Conundrum, a master criminal whose signature, strangely, became crimes without any clues left behind.

Even with the relatively primitive police science (seen from a Core Earth perspective) of Terra, Conundrum's career might have ended quickly had he not encountered the Silent Partner, a mysterious man of apparently unlimited means who outfits and advises pulp villains in exchange for a small percentage of their take. He provided Conundrum with a black bodysuit woven from a special "weird science" material that would leave no fibres behind at a crime scene. In addition, the Silent Partner gave Conundrum the formula for a chemical solution that would bestow the *dispersal* power upon him. Finally, he gave him instructions on how to create dispersal grenades using the formula.

Combined with his own natural abilities, the potion and costume allowed Conundrum to slip in and out of crime scenes unnoticed. His fear of capture leads him to carefully eliminate all possible clues after committing a crime, making him extremely difficult to track down. Though the Mystery Men have frustrated a number of his schemes, they have never caught him, nor even learned who he is behind his ebony mask.

### Conundrum

**True Identity:** Unknown  
**DEXTERITY 13**

Dodge 16, lock picking 14, maneuver 15, missile weapons 16, stealth 17, unarmed combat 14

**STRENGTH 10**  
**TOUGHNESS 11**  
**PERCEPTION 10**

Evidence analysis 12, find 14, scholar (criminology) 11, trick 13

**MIND 9**

Science (chemistry) 11, test 12

**CHARISMA 11**

Charm 13, persuasion 15, taunt 12

**SPIRIT 11**

Intimidation 13, reality 15

**Inclination:** Evil

**Possibilities:** 21

**Powers:** *dispersal*, adventure cost 5, value TOU+10, DEX -4 penalty when in use (see page 70 of *The Nile Empire*). Conundrum's *dispersal* power has a *stymie flaw* — if he is unmasked, he is stymied anytime he uses his power until he gets the mask back on or the scene ends. The flaw is worth three Possibilities when invoked.

**Equipment:** black bodysuit and mask; dispersal grenades, blast radius 0-5/10/15. These have the *dispersal* power at a value of the target's TOU+10. Duration of the attack is a number of rounds equal to the target's raw *Toughness*. The grenades are effective against both organic and inorganic matter, and Conundrum normally carries four on a job. Conundrum must be to solid to throw a grenade.

**Description:** Mystery Men files list Conundrum as probably being in his late 20s, cunning and intelligent. He tends toward theft rather than murder, but has been known to kill without compunction when in danger of being captured.

## Mind-Master

Dr. Matthew Kent was a highly successful police psychologist when he decided there was more profit to be had on the other side of the law and assumed the mantle of Mind-Master.



No one had realized that his triumphs with hardened criminal patients stemmed from a head injury he had suffered as a child which left him with the power to cast illusions into the minds of others. Kent was able to transmit comforting images to patients when they behaved correctly, and frightening ones when they did not.

For a while, Kent experimented with manipulating his patients into committing crimes for him, but found second-hand evil lacked the thrill he desired. Eschewing violence, he embarked on a criminal career in which he pitted the power of his mind and illusions against the minions of the law.

Of all the Mystery Men, only Dr. Frest has been able to consistently resist the power of Mind-Master's illusions. The villain has made numerous attempts to kill Frest, but failed each time. Now that the scientist has left Terra, Mind-Master is bent on destroying all of Frest's inventions that remain behind.

#### **Mind-Master**

**True Identity:** Dr. Matthew Kent

#### **DEXTERITY 10**

Dodge 12, fire combat 12, maneuver 11, stealth 11, unarmed combat 11

#### **STRENGTH 10**

#### **TOUGHNESS 10**

#### **PERCEPTION 13**

Evidence analysis 15, find 14, trick 17

#### **MIND 17 (14)**

Science (psychology) 19, test 18, willpower 19

#### **CHARISMA 12**

Charm 14, persuasion 14, taunt 13

#### **SPIRIT 11**

Intimidation 13, reality 14

**Inclination:** Evil

**Possibilities:** 25

**Powers:** Mind-Master has the *illusion* power, adventure cost 6, value MIN+2 (see page 71 of *The Nile Empire*). He also has one *super-attribute*, applied to Mind, for an adventure cost of 3. Mind-Master has a stymie flaw — if one of his targets shakes off an illusion in the round it is cast, Mind-Master is stymied until the scene ends, or he successfully casts an illusion on that target.

**Equipment:** Mind-Master carries a police-issue .38 revolver, damage value 14, ammo 6, range 3–10/25/50

**Description:** Mind-Master hides behind a facade of respectability, and uses his position in the police department to gain hot tips about payroll shipments, valuable museum exhibits, and the like. He is not above using his illusions to attempt to frighten foes to death.

## The Raptor

Klaus Schmidt was an aerial ace during the last of Terra's World Wars. Decorated by his government and lauded by his people as a hero, Schmidt thoroughly enjoyed his newfound fame.

Unfortunately, as people learned more about Schmidt, they grew less enamored of him. He was a gambler, a wastrel, and, it soon turned out, a murderer: during a crucial bombing mission, Schmidt had shot down one of his own squadron so that he could be the first to hit the target (and reap the attendant glory).

Reviled by the press and cast aside by the public, an angry Schmidt decided to use his talents to make war on society and reclaim the notoriety he so cherished. Schmidt fashioned a costume for himself, consisting of his old aviator's uniform with a mask attached to the helmet, then assembled a gang of crooked barnstormers. Together they broke into a military base and made off with six Gu88-Herusers ("terror hawks").

The citizens of Terra's large cities soon came to fear the frightening scream of the Gu88s. As "The Raptor," Schmidt demanded ransom payments from various Terran metropolises, and when the municipal governments failed to pay, he and his Flock made strafing runs down midtown streets, bombed train stations and radio towers, and reduced defiant citizens to cowering sheep.

The Raptor's reign of terror was temporarily halted when "Diamond" Jack Murphy took to the air in a plane of his own devising and shot down half of the Raptor's Flock. Schmidt returned to his secret base and over the coming months recruited and

trained a new group of pilots. With the aid of the Silent Partner, Schmidt rebuilt his private air force and has recently renewed his attacks on the cities of Terra.

#### **The Raptor**

**True Identity:** Klaus Schmidt

#### **DEXTERITY 11**

Acrobatics 12, dodge 13, fire combat 14, melee weapons 13, missile weapons 15, prestidigitation 12, unarmed combat 13

#### **STRENGTH 10**

#### **TOUGHNESS 10**

#### **PERCEPTION 16 (13)**

Air vehicles 19, find 17, scholar (air combat techniques) 18, tracking 17, trick 18

#### **MIND 10**

Test 11

#### **CHARISMA 10**

Charm 12, persuasion 12

#### **SPIRIT 9**

Intimidation 10, reality 12

**Inclination:** Evil

**Possibilities:** 16

**Powers:** *super-attribute* applied to Perception, adventure cost 3

**Equipment:** 9mm Luger, damage value 15, ammo 8, range 3–10/25/40; dagger, damage value STR+3/17; Gu88-Heruser, speed value 400/250/15, TOU 18, pass. 2 — armament, four .55 Onslaught machineguns, damage value 26, ammo 8, range 3–250/1k/2k, .30 Khaifu machinegun, damage value 25, ammo 11, range 3–250/1k/2k, bombs (4), damage value 25, burst radius 0–3/8/15

**Description:** The Raptor is an arrogant, egotistical man, who desires attention, positive or negative, above all else. The sky is his element, and he specializes in daring aerial maneuvers designed to catch an opponent off-guard.

#### **Typical Flock Pilot (11)**

#### **DEXTERITY 8**

Dodge 9, fire combat 9, melee weapons 9, missile weapons 9, unarmed combat 9

#### **STRENGTH 8**

#### **TOUGHNESS 8**

#### **PERCEPTION 10**

Air vehicles 13, trick 11

#### **MIND 8**

Test 9

#### **CHARISMA 7**

Charm 8, persuasion 8

**SPIRIT 7**

Intimidation 9

**Additional Skills:** two at +1 adds**Inclination:** Evil**Possibilities:** some (40)**Equipment:** K08 pistol, damage value 15, ammo 8, range 3–10/25/60; dagger, damage value STR+3/17; GU88-Herusernt (see above)

## The Syndicate of Sin

Formed to be an evil counterpart to the Mystery Men, the Syndicate of Sin was forced to drop its plans for revenge when the Mystery Men vanished from Terra. The Syndicate took advantage of their absence to go on a crime spree, only to be challenged by the Stellar Squad, a group of former sidekicks who joined together when their mentors departed to pursue Mobius. Led by Kid Mystico (who mistakenly believed his guardian, Dr. Mystic, to be dead), the Stellar Squad encountered the Syndicate during a bank job, and were murdered in cold blood by the villains.

Flushed with this victory, the Syndicate of Sin has gone on to bigger and better crimes, and none of Terra's remaining solo heroes have been able to stop them. The Syndicate occasionally breaks down into teams when on a caper.

The Syndicate's membership varies, but the core of the group includes:

### Cerebrum

Leader of the group, a "weird science" genius and accomplished mind-reader. His ability to sense disloyal thoughts in his allies has allowed him to quash rebellions quickly. In addition, though he is not the combatant some of his fellows are, he is able to use his power to anticipate his opponent's actions and move to counter them. Cerebrum's chief weapon is his Synapsitron, which scrambles the mental processes of his foes.

**Cerebrum****True Identity:** Professor Angus Martine**DEXTERITY 9**

Dodge 10, energy weapons 12, maneuver 10, melee weapons 11, stealth 12, unarmed combat 10

**STRENGTH 9****TOUGHNESS 9****PERCEPTION 12**

Evidence analysis 16, find 14, scholar (criminology) 14, trick 15

**MIND 13**

Hypnotism 15, test 15, weird science 18

**CHARISMA 11**

Charm 13, persuasion 13, taunt 14

**SPIRIT 10**

Intimidation 13, reality 13

**Inclination:** Evil**Possibilities:** 28

**Powers:** *mind-reading*, adventure cost 5, value MIN+5, range 25 meters (see page 72 of *The Nile Empire*). The power comes with a *shock flaw* — if a *mind-reading* attempt fails, Cerebrum takes a shock point per round until he makes a successful effort, the target who resisted him is killed, he falls unconscious, or the scene ends. This flaw is worth three Possibilities whenever applied.

**Equipment:** silver-headed cane, damage value STR+4/19; Synapsitron, damage value 0, ammo 12, range 3–10/40/50. The Synapsitron does not cause any direct physical damage, but instead scrambles the electrical impulses in the target's brain. Anyone struck by a blast from this weapon has his *Perception* and *Mind*-related skills reduced by -3 for five minutes. At the end of that time, all skill levels will return to normal.

**Description:** Cerebrum is middle-aged, and vastly prefers planning crimes to taking an active part in them. He tries to stay in the background during combat, but keeps within range of his mind-reading ability.

### Barracuda

Once she was a petty thief named Margaret Allen, until the Silent Partner hired her as the subject for a genetic experiment. When it was over, she had the ability to breathe underwater, enhanced strength and swimming ability. She pulled a series of bold thefts on the water making full

use of her amphibious talents, coming to the attention of Cerebrum in the process.

**Barracuda****True Identity:** Margaret Allen**DEXTERITY 13**

Dodge 15, maneuver 15, melee weapons 16, stealth 14, swimming 17, unarmed combat 15

**STRENGTH 15 (12)**

Lifting 16

**TOUGHNESS 14****PERCEPTION 9**

Find 10, tracking 12, trick 10

**MIND 9**

Survival 11, test 11

**CHARISMA 10**

Charm (13), persuasion (13)

**SPIRIT 9**

Intimidation 12, reality 11

**Inclination:** Evil**Possibilities:** 15

**Powers:** *swimming*, *water breathing*, and one *super-attribute* applied to *Strength*, total adventure cost 8 (see pages 73–74 of *The Nile Empire*). *Swimming* and *water breathing* have left Barracuda with a *roll again vulnerability* to flame or heat attacks. This is worth six Possibilities when invoked, unless she takes no damage from the attack, in which case it is worth three Possibilities.

**Equipment:** trident, damage value STR+4/19

**Description:** Margaret Allen was, at one time, a very beautiful woman. But the treatment which gave her her powers left her with scaly skin and gills. She is extremely sensitive to taunts about her appearance, suffering an automatic *stymied* result in any round where a successful comment is made about her looks.

### The Mammoth

A circus strongman caught in the explosion of a "weird science" research center who suddenly discovered he had the power to grow up to 18 feet in height. His strength and toughness increased as well, and he became an unstoppable juggernaut until finally laid low by the Guardian. Cerebrum coordinated his escape from jail and offered him a position in the Syndi-

cate, which he gladly accepted.

### The Mammoth

**True Identity:** Wolf Menkenkopf  
**DEXTERITY 10**

Dodge 11, melee weapons 12, unarmed combat 14

**STRENGTH 13**

Lifting 15

**TOUGHNESS 11**

**PERCEPTION 8**

Find 9, trick 9

**MIND 8**

Test 10

**CHARISMA 9**

**SPIRIT 11**

Intimidation 14, reality 12

**Inclination:** Evil

**Possibilities:** 13

**Powers:** *grow*, adventure cost 5, value STR+7, TOU+7

**Description:** Mammoth considers Cerebrum and Alterox his best friends, and will react violently to any attempt to harm them. He and Raze hate and distrust each other.

### Alterox

Gifted with the ability to instantly change his appearance, Alterox made a fair living as a con artist until Cerebrum showed him much more profitable uses his power could be put to. Alterox's successful impersonation of Kid Mystico in the midst of the battle with the Stellar Squad contributed a great deal to the eventual defeat of the heroes.

### Alterox

**True Identity:** Sam Bascombe  
**DEXTERITY 11**

Acrobatics 13, dodge 13, fire combat 14, lock picking 12, long jumping 12, maneuver 13, melee weapons 13, stealth 12, unarmed combat 13

**STRENGTH 9**

**TOUGHNESS 9**

**PERCEPTION 10**

Land vehicles 11, trick 13

**MIND 9**

Test 11, willpower 11

**CHARISMA 12**

Charm 15, persuasion 16, taunt 14

**SPIRIT 9**

Intimidation 10, reality 11

**Inclination:** Evil

**Possibilities:** 15

**Powers:** *chameleon* power, adventure cost 5, value CHA+5 (see page 69 of *The Nile Empire*).

**Equipment:** .22 revolver, damage value 12, ammo 6, range 3-10/15/25; brass knuckles, damage value STR+3/17; stiletto, damage value STR+3/17

**Description:** Alterox is suave, charming, and can talk his way out of virtually any situation — or at least confuse his opponent long enough to plunge a stiletto into his back.

### Raze

Capable of absorbing electrical energy of any kind and discharging it through his hands, Raze is able to cause

immense destruction. Along with Mammoth, he is the raw power of the Syndicate, and his talents are most frequently used to blast holes in bank vaults.

### Raze

**True Identity:** Richard Lang  
**DEXTERITY 11**

Dodge 12, energy weapons 14, maneuver 12, unarmed combat 12

**STRENGTH 10**

**TOUGHNESS 10**

**PERCEPTION 9**

Find 10, scholar (electronics) 11, trick 10

**MIND 9**

Test 11

**CHARISMA 9**

Charm 10, persuasion 10

**SPIRIT 9**

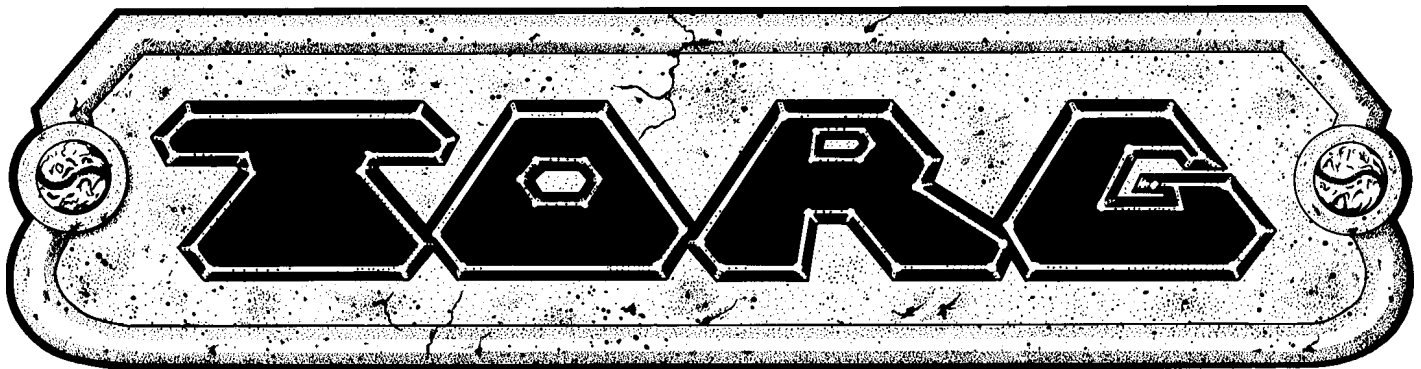
Intimidation 12, reality 11

**Inclination:** Evil

**Possibilities:** 15

**Powers:** *electro-ray*, adventure cost 4, value STR+10 (see page 70 of *The Nile Empire*). Raze has a *roll-again vulnerability* to water-based attacks. This is worth six Possibilities when invoked, unless he takes no damage from the attack, in which case it is worth three.

**Description:** Raze is a young, hot-tempered man, who has vowed vengeance not only on Terra's costumed heroes, but on the Silent Partner as well. Richard Lang had been Margaret Allen's lover, and hates what "weird science" has done to her.







# Dispatches and Rumors

## **D**ispatches

### 1

Strange happenings have been reported in Florida in recent days. Although the ActionLand theme park is closed for renovation, neighbors report bizarre happenings on the grounds in the middle of the night. Lights come on, music plays, and rides start running. When the authorities arrive, however, everything is quiet once again.

Last week, park security decided to set a trap for the pranksters. Several guards disguised themselves as workers and hid throughout the park when everyone went home. According to observers, the lights came on, the music played, and then gunshots and screams were heard. The next day, the guards' bodies were found, mangled in gruesome ways. One had been run over by a roller coaster, another had had the park's receipts safe dropped on his head. One more had died from horrible burns when a custard pie laced with sulfuric acid was slammed into her face.

Security cameras picked up nothing but the guards' movements and demise — no villains were in evidence. It was as if they were fighting imaginary foes.

The true story behind these events is that Dr. Mobius has decided to expand his influence into the United States while Baruk Kaah is occupied by the war with Nippon. His agents, led by the mysterious villain Imagineer, engineered the breakdown of the park, and they are now causing the "strange happenings" with "weird science" devices. If this test of their

abilities is successful, they will go on to "haunt" government facilities and financial centers, wreaking havoc in Core Earth.

#### Imagineer

##### DEXTERITY 8

Dodge 10, missile weapons 14, unarmed combat 10

##### STRENGTH 8

##### TOUGHNESS 9

##### PERCEPTION 12

Evidence analysis 13, find 13, language 14, scholar (master criminal) 15, tracking 14, trick 15

##### MIND 13

Test 15, weird science 17, willpower 15

##### CHARISMA 15

Charm 17, persuasion 17, taunt 18

##### SPIRIT 13

Intimidation 14, reality 16

##### Inclination: Evil

##### Possibilities: 15

**Equipment:** invisibility belt, value 17, adventure cost 2, duration one minute; K08 pistol, damage value 15, ammo 8, range 3–10/25/60; five "acid-cream pies," damage value 23, range 1–3/5/10; long red cloak; red mask; red body armor (TOU +3/11); illusion device, value MIN+2, adventure cost 4, range 1,000 meters, duration equal to power value (see page 71 of *The Nile Empire Sourcebook*).

#### Henchmen (2)

##### DEXTERITY 10

Dodge 12, fire combat 12, maneuver 11, stealth 13, unarmed combat 11

##### STRENGTH 10

##### TOUGHNESS 9

##### PERCEPTION 10

Find 11, trick 12

##### MIND 11

Test 12, willpower 12

##### CHARISMA 8

Charm 9, persuasion 9, taunt 9

##### SPIRIT 8

Intimidation 10, reality 9

##### Inclination: Evil

##### Possibilities: 5

**Equipment:** K08 pistol, damage value 15, ammo 8, range 3–10/25/60; bulletproof vest, armor value TOU+4/13, -1 to all Dexterity-based actions; invisibility belt, value 17, adventure cost 2, duration one minute; illusion device, value MIN+2, adventure cost 4, duration equal to power value (see page 71 of the *Nile Empire Sourcebook*).

**Critical Event:** The Knights must stop the Imagineer and his henchmen. The modus operandi of the villains is to create illusory figures based on the characters in the park to distract opponents, and then, using their invisibility power, to dispatch their foes in gruesome ways appropriate to the theme of the park.

If the Knights defeat the Imagineer and expose his connections to Mobius, they get a *Good* result (6 or above). If the Knights fail to defeat the villains, they get a *Bad* result (2 or less).

### 2

The Japanese government is investigating the appearance of a creature on the island of Mikurajima. The beast is over five meters tall and has been terrorizing the island's 200 residents. The government is slowly evacuating the island, but poor weather is hampering efforts. The Storm Knights have been summoned by a wealthy Tokyo scientist, who wants them to discover the origins of the creature and capture it (preferably alive).

The Storm Knights will have to charter a boat or plane to get to the island and will face opposition from local officials. Upon arriving at the island, they will find that only about twenty people have been left behind. The Storm Knights are made welcome if

they offer to save the people from the monster.

Asking a few questions reveals that a team of Kanawa operatives landed several days ago, and headed toward the cliff's on the southern part of the island. If the Storm Knights follow the trail, they will find that all but one of the investigators was killed by the creature. The surviving Kanawa agent will explain that they were exploring some caves when the beast attacked. The creature left them for dead and wandered away.

The creature, a werligar, is a new arrival from the Land Below and has taken residence in the caves, occasionally venturing outside for food. If the Knights investigate the caves, they will encounter the creature very quickly. If they prefer to wait, it will emerge in a couple of days and head for the town.

If the Knights defeat the beast and decide to investigate further, they may get lost in the caves for a lengthy period of time, encountering a significant number of monstrosities.

#### Werligar

##### DEXTERITY 14

Unarmed combat 17

##### STRENGTH 19

##### TOUGHNESS 16

##### PERCEPTION 4

Tracking 9, trick (8)

##### MIND 5

Survival 9, test (12)

##### CHARISMA 4

Charm (16), persuasion (21), taunt (14)

##### SPIRIT 3

Intimidation 11

**Possibilities:** none

**Natural Tools:** shell, armor value TOU+3/19; bite, damage value STR +3/22; tail whip, damage value STR +2/21; poison stinger, damage value 19

**Description:** The Werligar is a creature created by the reality flux in the initial days of the Possibility Wars. It survived for some time in the caves by feasting on weaker creatures, but eventually it discovered an opening to the surface and went searching for other prey. The creature has very good olfactory senses, but minimal sight.

The werligar is over five meters tall, with red interlocking shells. The

creature has four limbs, all used for walking, and a huge tail with a poison stinger on the end. Its maw is lined with oversize teeth. With careful exploration, the characters may correctly conclude that the cave network of the Land Below connects most of the realms on Core Earth.

**Critical Event:** Defeating and capturing or killing the werligar nets the Knights a *Good* result (6 or above) — failure to stop the werligar is a *Bad* result (2 or less).

### 3

The Storm Knights are summoned to Memphis, Egypt by a longtime ally, who explains that the mad High Lord Mobius has finally perfected a time machine. Several agents have been sent to December of the year 1941 to assassinate Winston Churchill. Once the Core Earth time line has been altered, the resulting invasion of England by Germany will allow World War II to continue for several more years. Mobius is preparing his armies for global conquest once the "time ripple" catches up to the present. He believes that the other High Lords and the nations of Core Earth will be paralyzed with disorientation.

The time machine has been built inside a weird science research center (see pages 46–52 of *The Nile Empire*). Every item of scientific interest has been removed except for the time machine, which is a huge monstrosity, taking up the entire R&D building. Numerous wires, coils and unidentifiable devices are hanging from the many appendages of the machine.

The "time machine" is actually a trap set for unwary Storm Knights. Any character who sees the machine can make a weird science skill total. On a result of 15 or higher, she is able to figure out that the device is actually a booth containing seven disintegration rays, each having a damage value of 35.

The booth is designed so that it can only hold one Storm Knight at a time, who must be working the controls. Mobius has gone to great lengths to deceive the unwary — there are "chronological controls," indicating dates and times the user can travel to, and

there are even controls that appear to govern how long a person would stay in the past.

The Knights must first break into the lab containing the "Time Machine," and then defeat a group of shock troopers who guard the machine. They believe the device is real.

If the device is activated, each observer may make a *Perception* or *evidence analysis* roll. A total of 14 will allow them to figure out that the person in the booth was not transported to the past, but utterly vaporized.

Weird scientist Ari al-Kesar has remained with the device to ensure that the Storm Knights enter. Al-Kesar has fallen out of favor with the High Lord, although he is unaware of this. He has just been assigned to "the project" and has not had a chance to examine it. Once he takes a close look at the machine, he will realize it's an elaborate trap and try to escape before the Storm Knights injure or kill him.

#### Ari al-Kesar

##### DEXTERITY 7

Maneuver 8

##### STRENGTH 6

##### TOUGHNESS 7

##### PERCEPTION 14

Evidence analysis 16, find 16, scholar 15, trick 15

##### MIND 14

Science 17, weird science 17

##### CHARISMA 11

Persuasion 13, taunt 12

##### SPIRIT 7

Intimidate 9

**Inclination:** Evil

**Goals:** To serve Dr. Mobius and become renowned as one of the greatest scientists who has ever live

#### Nile Shocktroopers (15)

See 49 of the *World Book*.

**Equipment:** KK81 semi-automatic, damage value 19, ammo 24, range 3–40/400/1k

**Critical Event:** If the Knights successfully break into the lab and determine the device is a trap, without losing one of their number to it, they get a *Good* result (6 or above). If the Knights fail to break into the lab, or lose one or more Storm Knights to the device, they get a *Bad* result (2 or below).



Conjuring futures in Aysle are soaring. Dwarven traders are suspicious that something may be going wrong and hire the Storm Knights to find out the truth behind the market surge. The Storm Knights discover that a trio of investors are directing this burgeoning growth. Two are operatives of Nippon Tech, and will be using the profits to finance Nippon oil drilling in the North Sea and other manufacturing operations in Aysle. The Nippon agents are quietly sending out assassins to kill off moderate and low-level conjurers to continue driving up the value of those remaining.

The final investor is more of a mystery man, and is, in fact, a Cyberpapal agent. He is also encouraging the assassination of conjurers, but has secretly established a new school of magic in the northernmost region of Norway. The school will accomplish two objectives:

1) When the new mages enter the Aylish economy, they will cause the bottom to fall out of the conjurer's market (leading to huge losses for Nippon);

2) The new mages are being so indoctrinated as to feel fanatic loyalty to Uthorion, which will give the Dark High Lord a great advantage in the long term. The school currently has over 300 students.

The gamemaster should feel free to make this dispatch a long term adventure, or even have the Storm Knights fail to find out about the Cyberpapacy's involvement. If the plan succeeds, Aysle will see an incredible shift of power almost overnight.

**Critical Event:** The Storm Knights must find out the cyberagent's plan, probably by going to Norway and discovering the school. If they are able to warn the Aylish about the plot (and supply proof) and protect the good conjurers, they get a *Good* result (6 or above). Any other result is *Bad* (2 or less).

**Note:** If the Knights somehow are able to protect the Aylish mages but make both the Cyberpapacy and Nippon take a bath in the market, then they might get a bonus — perhaps a reward from Pella Ardinay.

## Rumors

### 1

The federal government in Houston faces a new threat. A radical new movement is calling for mass secession and the formation of a new Confederate States of America. The most vocal secessionist group, Legacy of the Confederacy, claims the federal government is too incompetent and unstable to hold the union together, and feel the Southern states should go their own way once more.

The idea of a new Confederacy is quickly gaining widespread support because it is widely believed that the Houston government and the Delphi Council are inefficient and on the brink of collapse. Critics point out that the United States has made minimal gains while the enemy still dominates a large part of the country. The Alabama and Georgia legislatures are considering bills to withhold all Federal revenues.

Delphi Council operatives have been reassigned to Atlanta to observe a rumored secret meeting to organize a new government. The Council is considering a nationwide crackdown to control the secessionists and "any other organization or body that would endanger the health and future of the Union."

### 2

Storm Knights in Orrorsh have ventured over to the cosm of Orrorsh in an attempt to stem the flow of Victorian immigrants. It is believed that they have met with some success after conversations with important scholars and businessmen. The Storm Knights reportedly gained access through an unguarded bridge on Java.

However, Thratchen, the "regent High Lord," is unhappy with this development. Already confronted by a hostile Darkness Device and beset by other High Lords, the techno-demon is taking action. He has sent minions back up the bridge to destroy those Knights and to bring down even more horrific monsters from the cosm.

Specialists believe that Thratchen may have gone insane with despera-

tion. The monsters he contemplates bringing down to the Orrorsh realm are ones the Gaunt Man had left behind to dominate his cosm in his absence. If Thratchen's ploy succeeds, the Orrorsh realm will erupt in chaos and bloody violence that will make the present situation seem like a holiday.

### 3

Australian extremists may have been responsible for a bomb planted in an NRRRA (Non-Realm Resident Aliens) camp which killed over 250 immigrants from Orrorsh. A terrorist group calling itself "Australians for Genetic Purity" (AGP) is suspected. The Australian government has been threatened with similar bombings from groups such as "The Red Knights" and AGP, and it is believed that a secret branch of government, similar in power and intent to the Delphi Council, may be created to contain domestic problems.

The existing government is naturally resisting such an action. They are afraid of declaring martial law, for fear of an armed coup, but there have been rumors of secret agencies being set up to work for the government, but outside its regulations. Many of the agents employed are supposedly Storm Knights from other realms.

On the surface, the Australian government seems to be doing its best to control the situation. However, major corporations are reportedly looking to relocate as other extremist groups are predicting large scale food riots, massive unemployment and outbreaks of disease due to unsanitary living conditions. More and more opposition leaders have started to vanish from public view, some never to return, others coming back and renouncing their former radical views.

### 4

An edeinos Storm Knight has been sighted driving through the ruins of Detroit on a souped-up Harley Davidson. Calling himself "Elvis," he has taken to imitating "the King of Rock and Roll" — in his own special way. The only thing he truly knows about Elvis is what he has read in old

newspapers like the *Meteor* and *Teen Age Trivia*.

He carries an electric guitar on his back (with a battery pack, of course), and gives impromptu concerts at edeinovillages and resistance communities alike. His strange manner amuses the war-weary denizens of the Living Land and he has gained quite a following.

Although he appears to most to be a buffoon, Baruk Kaah, for one, is taking him seriously. Though the new Elvis seldom indulges in acts of violence, his songs have had the effect of reclaiming some of the people under Kaah's yoke of oppression. The Storm Knights who find him will be able to accelerate the stelae-ripping process dramatically—if Baruk Kaah doesn't find him first. A major record label is reportedly trying to sign him to a multi-album deal.

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5

Mobius is threatening to use his aquatic star (*Infiniverse* #8) to kill all Aylish born in the month of Asten. Envoys sent to discuss terms of surrender with Lady Pella Ardinay will demand that she turn over control of the realm to Mobius' agents and pay a

tribute of 10 million crowns. Mobius plans to use the England as a springboard for a future invasion of the Cyberpapacy. If Ardinay resists, the device will be activated immediately.

House Daleron has learned of the device and is planning to pledge its loyalty to Mobius in exchange for the right to govern Aysle. Manfred Daleron feels that he would be better suited to govern the realm, and would provide ample resources and manpower to aid in Mobius' many schemes.

Ardinay has publicly expressed a willingness to negotiate with Mobius and House Daleron, but is secretly incensed. She has not only called upon all trusted Storm Knights to go and destroy the device, but she is rumored to have put out a Queenswrath on Manfred Daleron. She would like nothing better for her birthday than the leader of House Daleron's head on a pike.

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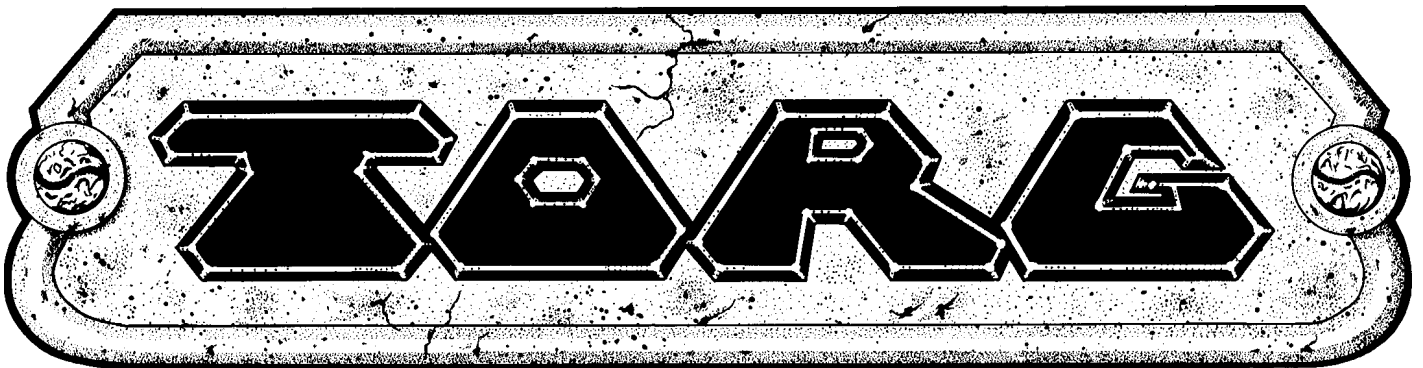
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6

Spirit chips from GodNet Purgatory are reporting the existence of entities from The Deep. Several chips from the factories in Avignon report

that they encountered a huge glowing cylinder, with a myriad of cybernetic attachments of an alien nature. They claim to have been summoned to the cylinder, at which time their VX selves grew neural jacks, several cybernetic tentacles and other horrific attachments. The cylinder extended and reformed one of its limbs, connecting with the lost soul. The victims reported being linked with several other souls in Purgatory, all of them united in thought and perception. Visions of horrible creatures tormenting souls in what appeared to be heaven flooded their minds. The cylinder transformed into a flailing monster, and a voice boomed, it seemed, from everywhere, "I am your salvation and damnation! I am pleasure beyond eternal torment! Necrar has risen!"

Anyone encountering such a chip will find its personality paranoid and self-destructive. The chips will have all skills reduced by one add and the chip will attempt to kill anyone who it gains domination over. Spirit chip manufacturers seem unable to detect chips of this nature, and rumors indicate that the Cyberpapacy may cease Spirit chip production until the mystery can be solved.





# Your Letters

# A

Can a character with pulp powers use them in the GodNet? If I built an invisibility gizmo using a cyberdeck as the housing, would that increase the deck's stealth rating? What would the modifier be for Keta Kalles and Egyptian miracles performed inside the Cyberpapacy?

If a realm's maelstrom bridges are destroyed, what would happen to the realm?

—J. Higginbotham  
Litchfield Park, AZ

If a Nile hero somehow found herself within the GodNet (a scary thought in and of itself), she would find that her powers worked — to some extent. Nile powers are part of that person, so would be part of that person's VX self. However, certain powers would be ineffective within the GodNet — the *super Attribute of Strength*, for example — *illusions* would work, however, as long as the hero had that as a power.

Devices, however, would have to be left behind when the decker enters the GodNet. The Nile hero, like everyone else, would have to obtain programs to increase the *stealth* of the deck. A gizmo like you describe would only work outside the Net. See *The GodNet* supplement for further information about the GodNet.

As for using Keta Kalles or Egyptian miracles inside the Cyberpapacy: it can be done, but it is difficult. The difficulty modifiers are listed on page 67 of *The Cyberpapacy Sourcebook*, but here they are anyway:

**Keta Kalles:** Increase the DN by 7  
**gyptian:** Increase the DN by 5

As for the maelstrom bridges, as long as the Darkness Device remains within the realm and still has stela surrounding it and feeding it Possibility energy, the realm remains intact. However, this situation would seri-

ously mess with the plans of any of the High Lords, as they could no longer bring anything from their home realms across until a bridge was reestablished.

*With all the shifting stela boundaries, the maps in the worldbooks/sourcebooks are already becoming pretty obsolete (and we're not even a year into the Possibility Wars yet)! How about putting out an all-realms update toward the end of this year listing the major changes, and maybe doing them as annual supplements? Obviously there wouldn't be much long-term appeal (who'd want a '91 supplement in '93?) unless you included a couple of adventures/new ideas?*

—Steve Tanner  
S. Glamorgan, UK

We are planning to do an update of the Possibility Wars soon. Currently, we are trying to decide when the best time for its release would be. We would like to get all the sourcebooks for all the realms out first, and then consider the letters and responses from all our *Infiniverse* subscribers. At the present time, the update would be a synopsis of events since the war began, plus updates on the realms, plus new stuff and new adventure hooks.

The plan will probably be changing even as you are reading this. *Torg* was designed to be a dynamic, ever-changing game that kept the characters in the campaigns moving forward. The game system remains the same, but the campaign simulates real time. In this way, the Possibility Wars are affected by events described by our *Infiniverse* subscribers.

I wouldn't worry about the appeal of an "update" after future updates were produced. To you, someone who began playing *Torg* near or at the "real time" beginning, updates would need to be current to be useful. However,

someone who starts running a campaign today or next year would probably want to start with the beginning of the Possibility Wars and continue from there. They could buy back issues of *Infiniverse* and plug the updates into their campaign in sequence.

We try to be as thorough as possible in our "Realm Update" section of *Infiniverse*. If you are keeping up with them, then you should be on track ... for now.

*If a character is under the effect of the Cyberpapacy miracle Fanaticism and then receives a flurry from Drama Deck card play, does she receive any additional actions that round?*

—Tony Perkins  
Layton, UT

Yes and no. (Don't you just love those definite answers?) Say the character under the effect of the *Fanaticism* miracle has it working for three rounds. That means, for the next three rounds, she has an automatic *flurry*—regardless of what the Drama Deck says.

If a *flurry* result should come up during those three rounds, the player would enjoy the benefits of that conflict line result in addition to the remaining effects of the *Fanaticism* miracle. A player with a three round *flurry* from a miracle would then have four *flurry* rounds. This will be fair to the Knights and the game master, but will prevent silliness like four separate full actions in one round (followed by the playing of a *haste* card, most likely).

Keep in mind, though, that other Drama Deck cards could affect the miracle in another way. A *hero setback* would probably cause the miracle to stop working entirely.

*Now that Uthorion has been rendered powerless, what happens to Aysle? Does Ardinay succumb to the*



## Herald Messages

In the Cyberpapacy, Cardinal de Payen has established a Data Cathedral in Dteppe (primary data path to Roven, secondary to Atratnes and St. Wandrille). The Cardinal has taken several Kanawa factories and "converted" them to the Cyberpapacy, instantly making Dteppe a major producer of holy cyberware.

— Sean Holland  
Oregon City, OR

Iberian Storm Knights beware!  
No one expects the Spanish Inquisition!

— Tony Perkins  
Layton, UT

Attention is being turned towards space. Several large objects have appeared (the largest appears to be 8,000 km in length) near Earth's orbit. Each apparently acts as a hardpoint for a new reality. The High Lords are silent!

— Scott Shafer  
Glenmont, OH

A Nile hero whose costume resembles a large rabbit has obtained an invisibility belt. He fights crime under the *nom de guerre* of "Harvey."

The obese "Doctor Zap," a confused Nile hero, succeeded in fighting off a band of MarSec agents, but only by accidentally immolating one of his compatriots.

A British corporation called Arbor Inc. has been recruiting Storm Knights for strikes against the High Lords. Operations planned in Orrorsh and CyberFrance. Where do the corporation's loyalties lie?

— Stephen Kenson  
Merrimack, NH

Lady Pella Ardinay, in the name of the Realm of Aysle, sends her warmest wishes to Karinna Wave-Runner of the Uvwe and the valiant Storm Knight Kevin Middleton on the occasion of their forthcoming marriage.

— Steve Tanner  
S. Glamorgan, UK

It is believed that lottery tickets for such contests as (Canadian) 649 and Wintario, the Irish Sweepstakes and several American lotteries are being manipulated by the Kanawa Corporation ...

— John M. Kamane  
Ottawa, Ontario Canada

A joint Soviet-Sudanese thrust into the Nile Empire has yielded spectacular success. With the aid of the Soviet Psychic Group, six stelae were deactivated. In retaliation, Mobius has had four psychics murdered by Nile assassins. In other developments, commandos from Battlegroups Wu Han and Sesetek have captured Crete and Cyprus.

— Patrick Flanagan  
Freehold, NJ

"Viking settlements in Scandinavia suffer under Plague.

"Mental hospitals hold captive Storm Knights.

"Indonesian Boat People reach Australia.

"Quartermain links to Japanese Conglomerate revealed."

— This week's top headlines

S/W/M Storm Knight *still* 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 freaks.

*whispers of the Darkness Device, forcing the Storm Knights out of that realm until he can gather the necessary power to bring to bear upon her, or what? To be honest, the PC Storm Knight hadn't expected to do so well—but then a few Eternity Shards have been a great deal of help as of late.*

— Duane R. Tant  
Fairfax, VA

Um, ah, yeah, Duane ... I just bet they have.

To tell you the truth, Uthorion involving himself in and losing a reality storm, not to mention being transformed, caught us at WEG completely by surprise. And Ardinay? Well, gee, maybe she will "go over" if Uthorion is gone. You know, maybe you'd better keep us posted on the situation ...

Oh, and by the way — you're dealing with a Dark High Lord who has the habit of leaving one body and possessing another, and he usually has a contingency plan ready in case of defeat. So maybe your Knights should be certain to post a guard when they camp, hmmm?

*Get someone to do a sourcebook on the Land Below.*

— Gregory W. Detwiler  
Williamsburg, PA

Okay.

Actually, the first draft of just that product currently being revised by the author, and the final draft is expected on our collective desk in a matter of weeks.

*Is there a way to get back issues of Infiniverse?*

— Mark Carnes  
Phoenix, AZ

As a matter of fact, there is. We will sell back issues, from Issue #2 on, of *Infiniverse* to anyone who wants them at a cost of two dollars an issue. If you are interested in purchasing back issues, please send a check or money order to:

West End Games  
Sales Department  
R.R. 3 Box 2345  
Honesdale, PA 18431  
wegsales@aol.com

With your order, *please* include a clear listing of which issue numbers you would like. We are sorry, but copies of Issue #1 are not available (except on this site).