

INFINIVERSE™

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Here is the second card face for the action deck. It is designed for the Nile Empire, but it can be used in other realms as well.

Hero Fails

This card may be used by the player who draws it, or it may be traded to another player. The card is then set out facing the gamemaster.

With the *Hero Fails* card, the gamemaster has the right to negate any successful action by that character at any point in the adventure (similar to an *Opponent Fails*, but enacted upon the character). Once an action has been negated, the gamemaster removes the card from play. At the end of the adventure, the character receives three additional possibilities.

In addition to negating the action, the gamemaster should also introduce a setback that affects all of the characters.

This card shows how the best plans and most intelligent play sometimes

fail miserably, creating more danger for everyone involved (in the true spirit of the Nile Empire).

Danger

A *Danger* that appears on the conflict line indicates a new danger which is in effect for only the round. The danger may be a support beam that falls scant inches from the characters, an unexpected explosion or a stray sword swing that topples a stack of crates.

The *Danger* result adds a +3 difficulty modifier to all *Dexterity* and *Strength* actions for that round. *Danger* affects both sides of the conflict.

Due to the Law of Drama, all characters whose reality is the Nile Empire suffer a +5 difficulty modifier instead of +3.

For the Actions conflict line, any Storm Knight who succeeds at a multi-action receives a card.

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The pace quickens!

S: H Danger V —

D: V Trick/test H Danger

Act: ANY MULTI-ACTION

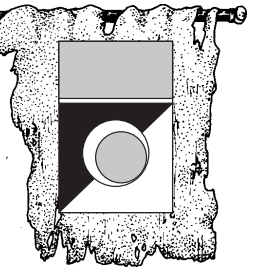
Skill Complication

If played, the gamemaster may negate one of your character's successful actions. If played, gain three possibilities at the end of the adventure. Set this card out facing the GM.

Hero Fails

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Rumors and News



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

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 #11

1. Dwarves living underground in Norway have succeeded in raising their *Tech* level to 16. True (13).
2. Resistance in France planning expedition to Magna Verita. False (13).
3. The Guildmaster, a mysterious and powerful organizer of Stormers, appears in Hawaii. True (13).
4. Cyberpapal-controlled computer companies producing propagandistic arcade games. False (13).
5. 3327 acting to prevent Senator Ty Gardner's run for US President. True (13).

Continuing Report. Issue #10

1. Secession movement in the South gaining popular support. Delphi Council considering drastic measures to preserve the nation. Rises to True (20).
2. Storm Knights in Gaea trying to convince Victorians to end immigration to Core Earth. Leaps to True (31).
3. Australia facing internal strife from extremist groups, with food riots and other disasters looming on the horizon. Flips to False (15).
4. Edeinos calling himself Elvis is helping people in the Living Land reconnect with their reality. Elvis lives, and this rumor is True (17).
5. Mobius threatening to kill all Aylish born in the month of Asten with aquatic star. Flips to True (11).
6. Spirit chips reporting GodNet entities from The Deep. Many of these chips have been driven insane by the encounter. Slight rise to True (17).

The Wrap-Up. Issue #9

1. Cyberpapacy ships dropping mysterious crates into the Mediterranean, only miles from the shores of Africa. Another increase, to end at True (55).
2. Nippon agents eliminating edeinos from California mixed zones while Spartans "relocate" resistance communities. Finishes at True (20).
3. A possible threat to Malraux's rule emerging among the Cardinals of Magna Verita. Papal Legate Cardinal-Bishop Gerrard Pierre may have discovered the "bugging" of his cybernetic eyes. Ends at True (19).

4. Hawaii, largely untouched by the Possibility Wars, has become a modern-day Casablanca. Hawaii may have declared independence. Delphi Council refuses to comment. Finishes at True (18).

Product Update

The *Orrorsh* sourcebook is on schedule, and should be on the shelves by the time you read this. *Monsters! Eternal corruption! The Power of Fear! The Gaunt Man! Storm Knights marked for death!* Sounds like fun to me.

The Land Below goes into production mere days from this writing, and looks cool. Is it a world within a world, or do the tunnels and caverns beneath the Earth's surface lead to a whole new cosm, full of wonders and menaces the like of which no one has ever seen before? You'll have to buy the book to find out. It's set for an August release.

September brings *Crucible of Pain*, a combination short story/adventure set in the Nile Empire. Dan Greenberg's work on this product is innovative and spectacular, and we're very proud of this book.

Work is still proceeding on our big November release — it's been kept under wraps, but this much we can say: after this book, the Possibility Wars will never be the same.

Next month: a realm update! ☒

Subscriber Submissions



his issue we highlight submissions from our readers. Michael Levay wrote the Uvwe entry, Steve Crow wrote the Ghanta, Patrick Flanagan designed the Nile Powers (with an assist credited to West End), and Shawn Perry designed the "Character Spells Summary." Thanks, guys.

Uvwe

Contrary to what many Ayslish people may believe, the destruction of the Uvwe settlement at Lyonesse hasn't eradicated the Uvwe presence on Earth! There is another fair-sized settlement, on the east coast of England, near Flamborough Head. It was a contingent of Uvwe from this settlement who, under the leadership of Karinna Waverunner, aided a group of Storm Knights in defeating the dark mage Amethyst (see *The Possibility Chalice* for more information on this).

As has been stated in earlier texts (*The Possibility Chalice* and *Queenswrath*) the Uvwe are a generally peaceful race opposed to the violent ways of Uthorion and his followers. They possess the unique (in Aysle) ability to shapeshift into the form of a seal. In human form, the Uvwe can be distinguished by the slight greenish tinge of their skin and vestigial webbing between the fingers. Uvwe seal-form is similar to the harp seals of Earth, which frequent the waters around Greenland.

Although they are intelligent and civilized, the Uvwe are considered as *enchanted* rather than *folk* according to the Ayslish system of magic. This means a great many of the standard Ayslish spells are useless to them. Uvwe mages have created equivalent spells, in some cases using the *enchanted* knowledge in place of the *folk* knowl-

edge. Uvwe mages are quite rare, so knowledge of these spells is very hard to find. Since the Uvwe are not folk, they do not receive any birth magic skill or knowledge.

The magical boon that the Uvwe do get at birth is their ability to shapeshift. A newborn Uvwe starts out with one add in *shapeshifting* (to seal form only). As the Uvwe matures, he hones his shapeshifting ability. The average Uvwe has three adds in *shapeshifting* by the time he reaches adulthood. This is considered to be the Uvwe's tag skill. Since shapeshifting is an innate ability, it is an easy task for an Uvwe to change form (difficulty number of 5). If an Uvwe is wounded, it becomes more difficult to change forms. With a single wound, an Uvwe needs a *shapeshifting* total of 8 to change forms. When *heavily wounded*, changing forms requires a *shapeshifting* total of 12, and *mortally wounded* Uvwe need a total of 15 to change shape.

An Uvwe's shapeshifting ability and her very existence as an enchanted being require a magic axiom of 10 or greater. Using her *shapeshifting* ability in a cosm with a magic axiom lower than 10 causes a contradiction. A disconnected Uvwe suffers from the wasting disease (see page 133 of the *Aysle* sourcebook). An Uvwe must return to Aysle and be healed by a priest of her people to recover from the disease.

Uvwe shapeshifting is not a curse or disease like that of the were-creatures of Orrorsh. Uvwe shapeshifting can only be transmitted genetically. There is no chance of unwanted shapeshifting, and an Uvwe gains no attack resistance due to the ability. An Uvwe may remain in either of her forms indefinitely. Uvwe shapeshifting only allows for two forms, human and seal.

Uvwe shapeshifting is a *Mind*-based ability. When an Uvwe changes form,

his *Perception*, *Mind*, *Charisma* and *Spirit* all remain unchanged. Only his physical attributes may change. An Uvwe's seal form has a higher *Dexterity* than his human form. An Uvwe's *Dexterity* may be up to four points higher in seal form, distributing up to two points each from *Strength* and *Toughness*. Uvwe in seal form may have *Dexterity* above 14, the normal cosm maximum. When in human form, the 14 maximum applies.

Seal-form attributes are set during an Uvwe's youth. Once set, they may never be adjusted. When spending possibilities to raise a physical attribute, the attributes in both forms are raised. The cost is that of the higher attribute. This differs from the *shapeshifting* skill of Orrorsh.

Example: Althea is an Uvwe with a Dexterity of 12 in human form, 14 in seal form. To raise her Dexterity by one point she must spend 45 (15 x 3) possibilities. This will give her a Dexterity of 13 in human form and 15 in seal form.

The attributes of an average Uvwe are given in both *The Possibility Chalice* and *Queenswrath*.

While in seal form the Uvwe has a different set of limit values than humans and other land-based creatures.

Running	4
Swimming	10
Jumping	5 (0)
Lifting	5

The act of jumping has a limit value of zero if attempted on land. Climbing is not possible in seal form. While seals are strong, their lifting is low because it is difficult for a seal to grasp large or heavy objects. As a seal, the Uvwe has a natural bite attack with a damage value equal to his *Strength* +3.

Although as seals the Uvwe may stay submerged for periods up to

twenty minutes, they cannot breathe underwater. Uvwedragge is a town that is built in part on land and extends down across the shore into the sea. Fully-underwater cities such as Lyonesse are extremely rare and always have magically enchanted buildings that hold breathable air within them.

Racial Interaction Note: A few Uvwe dalliances have proven Uvwe can mate outside of their race with either humans or harp seals. To date, the offspring have always been Uvwe children rather than human or harp seal young.

Tibetan Ghanta

Tibetan Ghanta

Cosm: Core Earth

Possibilities: 23

Tapping Difficulty: 17

Purpose: To facilitate transportation between distant places.

Powers: Anyone attempting to navigate a course receives a +3 to their *scholar (navigation)* skill, and is considered skilled if they do not have this skill.

Group Power: *Gate*

Restrictions: Possibilities tapped from the ghanta can only be used for the skills of *air, land, space* or *water vehicles*, or the use of *scholar (navigation)*.

A ghanta is a small metal bell about three inches high. It has no clapper, but is struck with a small padded mallet. This ghanta is made of bronze, with no other details. Unlike some eternity shards, apparently blue and red coloring is not present.

The Holy Ghanta was first crafted by Tibetan monks during the 17th century. It was kept in the small monastery of Det-sen, located on the lower slopes of the mountain now known as Everest.

Some fifty years after its creation, pilgrims brought word to the monks of Chinese bandits in the area. The peaceful monks feared for the safety of the ghanta, for it was the only holy relic they possessed. They believed (and rightly so) that the bandits had gotten word of the ghanta, and would attack the monastery to relieve the

monks of the only valuable item in their possession.

At that time, a mysterious traveller was in the area. He offered to take the ghanta to safety. The monks, knowing that the bandits would have no interest in them if the ghanta were not present, believed the traveller's promise that he would one day return, although perhaps not for many hundreds of years. The traveller departed with the ghanta. The bandits behaved as expected, departing the monastery after searching it.

It was not until the first quarter of the 20th century, when Det-sen monastery was once more in danger, that the ghanta was returned. This time Det-sen was besieged by the legendary creatures known as the Yeti (see page 46 of *The Forever City* for Yeti stats.)

A descendent of the traveller, or perhaps the traveller himself, appeared once more. He left the ghanta in the keeping of the monastery, then aided the monks against the Yeti. After Det-sen was safe, the traveller left, never to have been seen since.

During its absence from the monastery, the ghanta had picked up strange abilities, somehow becoming imbued with possibility energy. The Det-sen monks sensed the new energy within the ghanta. Having no experience with most vehicles, they never became aware of its ability to augment travel. They did discover that by striking the ghanta in certain ways, so as to produce a variety of tones, they could open gates leading from one point in space to another, much further point.

The monks had little use for such an ability. They continued to revere the ghanta as a holy relic, keeping it safe within the monastery until 1959.

It was at this time that the People's Liberation Army moved into Tibet to quell uprisings against the Chinese invaders. They levelled many monasteries, forcing the Det-sen monks to flee. It is now uncertain where the ghanta is. Some stories say that it was taken to another shrine, possibly the great temple of Potala. Other stories report that the ghanta now lies in the hands of the Chinese government. Some claim that certain officials know of its power and have made occasional

use of it, while others believe it lies gathering dust in a vault, its true value unknown.

Nile Pulp Powers

The powers listed below differ slightly in format from those given in The Nile Empire sourcebook. We have included a "System Limit" stat, which is the power's system limit value when incorporated into a gizmo. Thanks for your attention, now back to the powers.

Absolute Vision

Adventure Cost: 3

Value: *Perception* + 6

Range: self

Tech Rating: 25

System Limit: 12

Absolute vision endows the character with two sensory enhancements: exponentially increased eyesight and 360-degree vision. When attempting to see an object normally within a character's field of vision, the power value is used rather than the character's *Perception*. If using the power to see a full 360 degrees, the character must use the power as one of his actions, suffering the One-On-Many multi-action penalty. This action does not require a die roll, and the player may choose to place the 360 vision action last among his choices.

Example: *Hawkeye McManus, while investigating a dark alleyway in Luxor, hears a gruff voice behind him, saying, "Move only the parts you want shot, buddy." He calls on his absolute vision to get an image of the surroundings behind him. He also wants to throw a knife back over his shoulder at his assailant. That's two actions. Hawkeye's player declares that the more important action is the throw, which is at DN+2. The absolute vision action would be a DN+4, but no roll is required.*

Hawkeye's player rolls well, spoiling the thug's aim by pinning his coat-sleeve to a crate. Hawkeye then says, "I always look a man in the eyes before I kill him. If you don't tell me who you are working for, I'll turn around and look into yours. One, two..." The thug caves before Hawkeye reaches three.

Brainbuster

Adventure Cost: 3
Value: *Mind* + 5
Range: 15 meters
Tech Rating: 28
System Limit: 10

Brainbuster inflicts mental damage upon a target. When used, the character must make eye contact with the target for a full round. If the contact remains unbroken, the character generates a power total against the target's *Mind*. The result points are read as damage on the combat results table. *Brainbuster* cuts both ways; if the target's *Mind* proves too powerful and the attacker achieves negative result points, the attacker receives damage as if he were the target.

Example: Doctor Dynamo confronts Doctor Mobius. Staring intently into the hood, Dynamo is surprised he can make eye contact with the High Lord. He has a power value of 17, rolling a 9 to generate a

total of 16. Mobius has a *Mind* of 23; $16 - 23 = -7$, so Dynamo takes seven combat result points. This equals a knockdown, a K and two shock points. The hero drops like a stone as the hooded Pharaoh cackles.

Magnetism


Adventure Cost: 2
Value: *Strength* + 10
Range: 30 meters
Tech Rating: 28
System Limit: 13

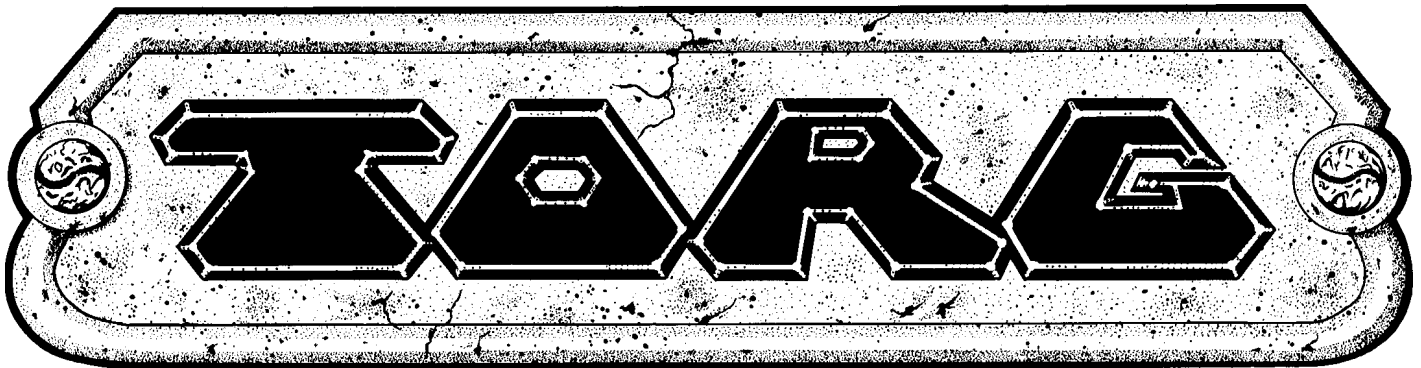
Magnetism grants power over those substances affected by magnetic forces, particularly ferric metals. The power gives the wielder the ability to temporarily "polarize" himself and act as a living magnet. When "polarized," the character either attracts or repels most ferric material within the power range.

To polarize, the character generates a *magnetism* total. Generating a positive bonus means the power has succeeded, and the user is "polarized" as he wishes. A zero bonus (roll of 11 or

12) means the polarizing forces cancel out; the character neither attracts nor repels metals, so the power fails. If the character generates a negative bonus, the bonus is treated as a positive number and is added to the power value, but the character is "polarized" contrary to his wishes — a potentially disastrous event.

The *magnetism* wielder may attract or repel a total weight of matter equal to their *magnetism* total. Matter pushed or pulled moves at a speed value equal to one-half the *magnetism* total.

Polarization lasts for five rounds. If an already "polarized" character wishes to reverse the polarization, a new total must be generated. If the character generates a positive bonus, the "polarization" is indeed reversed. Turning off the power before the polarization naturally expires also requires a new total; in this case, positive and zero bonuses cancel the power. 





CHARACTER SPELLS SUMMARY

CHARACTER:	HOME COSM:	MAGIC AXIOM:
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PERCEPTION:	ALTERATION:	MIND:	APPORTATION:
	DIVINATION:		CONJURATION:

ESSENCES	DEATH:	LIFE:	TIME:	TRUE KNOWLEDGE:			
PRINCIPLES	DARKNESS:	LIGHT:	MAGIC:				
MIXED FORCES	INANIMATE FORCES:		LIVING FORCES:				
ELEMENTS	AIR:	EARTH:	FIRE:	METAL:	PLANT:	WATER:	
KINDRED	AQUATIC:	AVIAN:	EARTHLY:	ELEMENTAL:	ENCHANTED:	ENTITY:	FOLK:

PROCESS THEOREMS	CAST TIME:	CONTROL:	DURATION:	RANGE:	SPEED:	STATE:
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SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
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DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	
SPELL NAME	AXIOM LEVEL	SKILL	BACKLASH	EFFECT VALUE	RANGE	DURATION	MANIPULATIONS
DESCRIPTION			DIFFICULTY	BONUS NUMBER TO		CAST TIME	



Dispatches and Rumors

ispatches

1

Peruvian authorities are puzzled by a number of strange events in the general vicinity of the ancient Incan city, Machu Picchu. Local police stations have been flooded with calls reporting sightings of Incan warriors in the great fortress, and even as far away as the outskirts of Cuzco. Attempts to apprehend or speak with these figures have resulted in frustration, as they wink out of existence whenever someone draws too near.

Calls to cordon off and search Machu Picchu have been rejected, with the official explanation being that these incidents are indicative of "mass hysteria." Privately, Peru has been applying to its neighbors for pledges of aid in the event this presages an extension of the Possibility Wars.

These fears have been heightened by reports that people claiming to have psychic abilities have been suffering sudden, blinding headaches, even occasional convulsions, accompanied by visions of the very same phantom Incan warriors.

The Colombian government, aware of a recent series of bizarre killings and unexplained apparitions in Belize, Guatemala and Mexico, are wary of this situation, and there is talk in the local press of closing the borders as a means of preventing espionage by agents of the High Lords.

Calls have gone out through unofficial channels for Storm Knight aid, particularly from those operatives who dealt with the manifestations of Mayans and Aztecs in Guatemala of late. Whether there is any connection between that mystery and the events

in Peru is unknown, but no one is interested in taking any chances.

The illusions are actually manifestations of the mental powers of beings who lie dormant deep inside Machu Picchu. Their nature and the scope of their powers is as yet unknown.

Critical Event: The Knights must determine that the apparitions are not ghosts or sorcerous illusions, but something other, and pass this information on to the Peruvian authorities. If they accomplish this, they get a *Good* result. If they are unable to discover any information about the apparitions, or fail to convince government officials, they get a *Bad* result.

2

Panic has swept through Cambridge University in England following the revelation that Mistress Mathea, a visiting magister from the Ayslish Academy of the Two Towers, has apparently gone mad. For no apparent reason, her magic ceased to work — shortly after that, she began missing classes, apparently having lost all concept of time. Finally, she was placed under restraint after hurling a flask of bat's blood at a colleague, screaming about "dead things."

This was originally believed to be the dark work of Uthorion's agents, but since her breakdown, Core Earth men have approached various other faculty sorcerers and warned that the same fate could befall them if they do not receive "protection." The men demanded 20,000 trades, or the equivalent in US currency, to guarantee that they will not lose the use of their powers and go mad.

At first, the faculty members refused, but when a second of their number, Rollodorius, failed at his attempt to do a simple levitation spell and then

wandered off the campus in a daze, they changed their minds.

The truth behind this situation lies in a cunning plot hatched by a Core Earth syndicate head named Alexander Pelkington. Through a contact in the Spartans, Pelkington learned of the discovery of some engraved stones in the Living Land, which seemed to be able to shut down weaponry even in Core Earth dominant areas. Pelkington believed them to be talismans, mobile hardpoints containing the axioms of the primitive reality. Through blackmail and pay-offs, he obtained four of the stones, planning to use them in Core Earth.

But the heat was on after the disappearance of the stones, and Pelkington decided to try his luck in Aysle. Through various experiments, he had discovered that within a 1.5 meter radius of the artifacts, a Living Land pure zone existed. He had one of his enforcers slip close to Mistress Mathea at a Cambridge gathering and slip a stone into her magic pouch.

Shortly after, she lost her magic, and Pelkington put the rest of his extortion scheme into action. He now has the entire school in a grip of fear, and though they are reluctant to notify the authorities, one of the professors did get a note to some Storm Knights.

Pelkington is aware of the fact that the effects of the talismans will only last a few weeks, but he figures that is all the time he'll need to clean out the sorcerers and make his getaway. He has only one talisman left, and has already been approached by agents of Uthorion who wish to purchase it, and possibly use it against Tolwyn of Tancred.

Alexander Pelkington

DEXTERITY 11

Dodge 14, fire combat 15, maneuver 14, unarmed combat 13

STRENGTH 10
TOUGHNESS 11/17
PERCEPTION 12

Evidence analysis 16, find 15, land vehicles 14, trick 17

MIND 11

Test 16, willpower 16

CHARISMA 11

Charm 15, persuasion 17, taunt 13

SPIRIT 9

Intimidation 17, reality 14

Possibilities: 18

Equipment: Heckler & Koch HK 4, damage value 15, ammo 8, range 3–10/25/40; GS-7 stun grenades (2), damage value 27 (stun damage only), blast radius 0–3/8/15; bullet proof vest, armor value TOU+6/22

Description: Well-tailored, extremely cool, not given to rash actions. Plans his coups with care, and regards opponents as fools who can be bought off, frightened off, or disposed of if they get annoying.

Enforcers (5)

DEXTERITY 11

Dodge 14, fire combat 14, lock picking 12, maneuver 13, melee weapons 13, stealth 12, unarmed combat 14

STRENGTH 11

TOUGHNESS 11

PERCEPTION 9

Find 11, tracking 10, trick 11

MIND 9

Test 11

CHARISMA 10

Charm 11, persuasion 11

SPIRIT 9

Intimidation 15, reality 11

Possibilities: 3

Equipment: Uzi SMG, damage value 17, ammo 11, range 3–15/40/100; knife, damage value STR+3/17

Living Land Talisman

Spirit: 3

Range: 1.5 meters

Effect: creates Living Land pure zone

Critical Event: The Knights must stop Pelkington and his men from extorting money from Ayslish sorcerers, as well as selling his final talisman to Uthorion's representatives. If they accomplish this, they get a *Good* result. If they fail, they get a *Bad* result.

3

While exploring the GodNet, a Resistance member named Madeleine DuPree chanced upon some fascinating information. She discovered that the French town of St. Quentin is the site of one of the larger institutions devoted to the creation of Cyber Knights.

Within the grounds of the St. Quentin Institute for the Criminally Insane, Cyberchurch physicians work to equip street warriors with all manner of advanced weaponry. It is a virtual treasure trove of cyber gear, and though protected by cyberpriests, there are holes in the security system.

Unfortunately, Madeleine is not aware that she had been tagged shortly after entering the Net, and this information was placed where she could access it as part of an elaborate trap for her comrades. The institute does, indeed, have a connection with the CyberKnight project — it is where the poor unfortunates who succumb to cyberpsychosis while undergoing “enhancement” are left to rot.

The facility is lightly defended on the outside, with only three cyberpriests patrolling the grounds. On the inside, the Knights will find tantalizing clues about the CyberKnight program (some true, some half-true, some false), as well as cyber components used to make weaponry. They will also discover six fourth-planting Cyberpapal gospog.

Clues will lead the Knights deeper into the asylum, where they will eventually find a data bank filled with substantive material on the objectives of various CyberKnight squads in and around Lille (the institute was ordered evacuated of CK personnel in a hurry, so not all data was wiped in time). They will also encounter a fifth-planting gospog, also known as an “Angel of Death,” who has been ordered to see to it that no one leaves the asylum alive.

Cyberpriests (3)

See page 35 of the *Torg World Book*, or page 83 of *The Cyberpapacy* sourcebook.

Possibilities: 3

Fourth-Planting Gospog

See pages 85–86 of *The Cyberpapacy* sourcebook.

Fifth-Planting Gospog

See page 86 of *The Cyberpapacy* sourcebook.

Critical Event: Getting out of the asylum with the information on the CyberKnight program is a *Good* result. Escaping without the information is a *Bad* result.

4

A strange and frightening gang has struck repeatedly in the city of Beni Suef, near the heart of the Nile Empire. The villains appear clad as figures from the Major Arcana of an Egyptian Tarot deck — the Emperor, the High Priest, the Fool, and the Hierophant. Together, they have committed a number of daring robberies, and frustrated all attempts by the Mystery Men to apprehend them.

Their modus operandi never varies — the High Priest will send a message to the president of a bank or the head of a casino, warning him that he is about to be robbed and resistance will be futile. Often, he will send other notes to individual guards predicting their deaths. This can be most unnerving, especially since the High Priest will kill them himself to ensure his predictions come true.

The Emperor, the Fool and the Hierophant join with him to pull off the job. When they are done, they leave a Tarot card behind as a clue to their next job. Most recently, they dropped the Death card as they departed, and rumor on the street has it they have been retained to assassinate Suleiman Hassan, editor of the *Cairo Clarion*.

The Emperor

DEXTERITY 12

Dodge 15, fire combat 14, maneuver 13, melee weapons 14, unarmed combat 15

STRENGTH 12

Lifting 14

TOUGHNESS 12

PERCEPTION 11

Find 13, trick 14

MIND 12

Test 15, willpower 16

CHARISMA 13

Charm 17, persuasion 16, taunt 15

SPIRIT 10

Intimidation 14, reality 14

Possibilities: 12

Inclination: Evil

Powers: *force field* (value 22), *mind control* (value 17)

Power Flaw: *stymied* whenever he fails in use of a *Charisma*-based skill. Receives three Possibilities when this occurs.

Equipment: .38 revolver, damage value 14, ammo 6, range 3–10/25/50; bullwhip, damage value STR+2/18

Description: The Emperor wears the garb of an Egyptian pharaoh, and relies on his commanding presence, knowledge of mind control, and powerful force field to cow opponents into submission.

The High Priest

DEXTERITY 10

Dodge 12, melee weapons 12, prestidigitation 13, stealth 12, unarmed combat 11

STRENGTH 10

TOUGHNESS 10

PERCEPTION 11

Egyptian religion 13, evidence analysis 13, hieroglyphics 14, tracking 12, trick 13

MIND 10

Test 12

CHARISMA 11

Charm 12, persuasion 15, taunt 14

SPIRIT 13

Faith (Egyptian) 16, focus 17, reality 15

Possibilities: 10

Inclination: Evil

Miracles: The High Priest has access to all the miracles in *The Nile Empire* sourcebook (pages 98–102), but the ones he uses most frequently are *curse*, *portent*, *prowess*, *snake staff*.

Equipment: staff, damage value STR+3/18; stiletto, damage value STR+3/17

Description: The High Priest dresses like exactly what he claims to be. He is the most devoted to the ways of ancient Egypt of the four men, the rest of whom are taking advantage of Egyptian lore purely for their own profit.

The Hierophant

DEXTERITY 11

Dodge 12, lock picking 13, maneuver 12, melee weapons 13, stealth

14, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 14

Evidence analysis 17, find 16, first aid 15, scholar (master criminal) 17, trick 18

MIND 15

Test 17, weird science 18

CHARISMA 9

Charm 10, persuasion 12, taunt 13

SPIRIT 10

Intimidation 11, reality 14

Possibilities: 11

Inclination: Evil

Powers: *super-attribute* (*Mind*), *illusion* (value 17)

Power Flaw: *stymie* flaw (three Possibilities when invoked) whenever an illusion is successfully disbelieved.

Equipment: machete, damage value STR+5/20

Description: The Hierophant wears a long hooded robe, and rarely speaks, save to give his minion directions prior to a job. He allows the Emperor to play at being the gang's leader when in public, but in truth, he is the brains.

The Fool

DEXTERITY 13

Acrobatics 14, dodge 16, energy weapons fire combat 14, long jumping 14, maneuver 15, melee weapons 16, running 14, stealth 15, unarmed combat 15

STRENGTH 11

TOUGHNESS 11

PERCEPTION 9

Find 10, trick 12

MIND 9

Test 11, weird science 11

CHARISMA 11

Charm 14, persuasion 14, taunt 15

SPIRIT 9

Intimidation 11, reality 13

Possibilities: 11

Inclination: Evil

Powers: teleportation

Power Flaw: none

Equipment: electro-staff, damage value 20; .45 Colt, damage value 16, ammo 7, range 3–10/15/40

Description: The Fool dresses in brightly-colored rags, and is the youngest and most agile of the gang members. His primary weapon is his electrically-charged staff, which resembles a plain wooden walking stick.

Critical Event: Stopping the Tarot Gang is a *Good* result. Failing to stop

the Tarot Gang is a *Bad* result.

Rumors

1

A number of Storm Knight parties in the southern portion of Majestic, in the realm of Orrorsh, have reportedly been decimated by treacherous comrades. Various Knights, in apparent fits of homicidal mania, have slaughtered their fellow party members, and then slain themselves before authorities could apprehend them.

Occult experts believe that these Knights are the victims of demonic possession, augmented by a discovery by Hellion Court member Dr. Willhelm Sconce. Rumor has it that Sconce has discovered a means of drawing the human soul out of a possessed body and trapping it within a marionette. This allows the demon use of the body without the annoyance of struggling with a strong-willed Knight's spirit. Also, after the Knight's body has been destroyed, the soul lives on in the puppets, allowing Sconce to torture it further to obtain information useful to Thratchen.

2

Following his mysterious disappearance, and even more sudden re-appearance, Jeff Mills, creator of the *Five Realms* roleplaying game, has found himself the center of Delphi Council attention. Mills was kidnapped some months ago, and it is believed there may have been a connection between that incident and the fact that the events depicted in his game mirrored Possibility Wars incidents that he should not have known about.

The Delphi Council made it known that they wished to bring Mills in for "debriefing." Shortly after that, he and several key staff members of S&W Games vanished. Witnesses spotted them in the vicinity of Medford, OR, which is currently enjoying an apparent return of Core Earth reality, at least in spots.

In fact, Mills was abducted by Nippon agents, who were curious as to

how he managed to discover so much information. 3327 has expressed some concern that Mills might at some point expand his game, and name Nippon as a sixth realm. Exactly what went on during his captivity is unknown, but he did flee to an area rife with Nippon agents.

Friends of Mills, speaking from their own hiding places, have stated with certainty that he will continue to publish the game, although distribution may only be through the black market. Much depends on how seriously the Delphi Council takes the situation, and how much pressure they apply to distributors.

3

Security leaks from Core Earth officials and those of other realms have become a serious problem in Thebes, with much classified information falling into the hands of Dr. Mobius. Ac-

ording to reports, visiting dignitaries have stated that they felt "compelled" to leave packets of information in isolated areas of the city, but had only a hazy recollection of doing it the next day.


The common factor in all of these incidents is that of all the victims stayed at one time in the Pharaoh Suite at the Anubis Arms Hotel. None of them could recall anything strange about the room or anyone they encountered there, however.

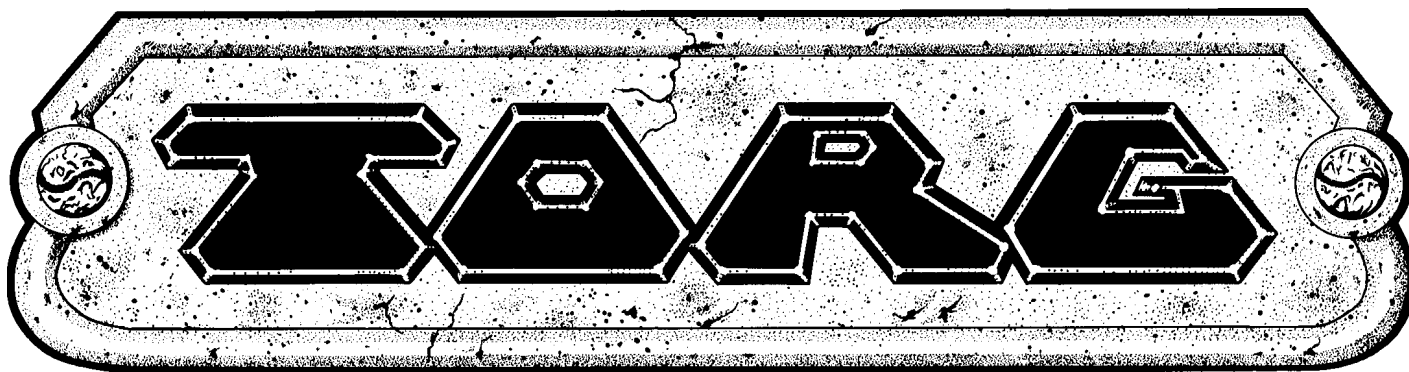
In fact, Mobius has rigged the flashing billboard on the building across the street to act as a hypnotic device, with its power focused on that suite. The dignitaries were helpless before its brain-numbing rays, and dutifully rendered unto Mobius what was most definitely not his.

4

Tokyo has been suffering for some weeks the predations of literally blood-thirsty assassins. A number of high-ranking executives of both Kanawa and Rauru Block corporations have been slain, ninja style, and then had their blood drained from their bodies.

The culprits are a team of four ninja who were sent some time ago into Orrorsh on an espionage mission. While there, they were captured and killed by the vampyre Maletretius, and rose again as vampyres. They were dispatched back to Nippon by Thratchen, with instructions to wreak as much havoc as possible.

Although this bizarre combination of traits and abilities causes frequent reconnection problems, these particular ninja have a high enough reality skill that it has not posed a significant threat to their continued existence. They have discovered that any drawback is far outweighed by the ability to penetrate a target's building in mist form, and then resolidify and assassinate him. 



Your Letters

I have a few questions about Torg and wonder if you could answer them for me.

1. Can a ninja learn other disciplines besides ninjutsu once he has become a master?

2. Does the Niyoki camouflage suit offer a plus to the character's Toughness, as in silk lining.

3. The Nippon Tech sourcebook states that ninjas can't use Possibilities to reconnect, or any reality-based skill. But you can't use Possibilities to reconnect anyway. Is this correct? Also could a ninja use a Hero card to reconnect?

4. Can a ninja use his martial arts skill as a dodge?

5. Can characters use the maelstrom bridges for intercosm travel, i.e., can a character travel up the bridge to visit, say, Marketplace, Takta Ker, etc.

6. In a desperate struggle to defeat a dangerous opponent, could a Storm Knight transfer Possibilities from himself to the Storm Knight in the fight?

—David Quinton
Suffolk, England

Obviously a ninja fan.

1. Yes, he can. But remember, as long as he possesses knowledge of ninjutsu, he suffers the penalty for it, as detailed in the Nippon sourcebook.

2. No. The Niyoki only provides a bonus to the character's stealth value.

3. To answer your questions in order: yes, you can use Possibilities to reconnect, unless you possess knowledge of ninjutsu. What you cannot do is collect any Possibilities due you at the end of an act or adventure while disconnected. You may continue to spend those you have, and perform any action that does not create a contradiction in the realm you're in.

There are no "reality-based" skills. The reality skill is what's used to reconnect.

No, a ninja cannot use a Hero or Drama card to reconnect, as that is the same as spending a Possibility.

4. Only against a missile weapon attack, not against a fire combat or energy weapon attack.

5. Sure, providing they can gain access to the maelstrom bridge in the first place (usually not an easy thing to do).

6. No. It is possible for players to trade cards (i.e., I give you a Hero, which you can use as a Possibility, for an Adrenaline). The only exception to this rule is martial arts duels, which a character can fight only using his own cards.

The only other opportunity to do something along the lines of what you're asking about is using the group power Shift Possibility, for which you would need an eternity shard with that power in it. This is fully described on page 110 of the Torg Rulebook.

1. Aren't Core Earth Storm Knights who get cyber-implants setting themselves up for a miserable existence as handicapped people after the war? Won't the population of France (and any other region Malraux overruns) be literally crippled after the last Cyberpapal stela is ripped out?

2. Can laser weapons destroy vampyres? After all, a laser beam is concentrated light.

3. Won't Kanawa start to be strapped for raw metals due to the Living Land's expansion? The Rocky Mountain region (which Baruk Kaah just took) has a good many mines in it.

4. Is Thratchen STILL unable to create new stelae to expand Orrorsh? Does he have any "spares" left?

—Greg Detwiler
Williamsburg, PA

Good questions, Greg.

1. The answer is yes, which means a

way must be found to win the war without such a tragedy coming to pass.

Impossible, says you? Wait until you see what November brings, says we.

2. Traditionally, vampyres are vulnerable to sunlight, a specific kind of light. So he would not necessarily be vulnerable to the light from a laser.

Also, keep in mind that Orrorshan vampyres are not traditional vampyres. In that realm, not all vampyres are vulnerable to sunlight, and some might even have a resistance to energy weapons. In addition, even though a vampyre might be "killed" by a conventional weapon, unless the method used was that of his true death, his soul will simply return in another form to menace the Knights.

3. Yes, and don't think 3327 isn't aware of the problem. His agents are scouring the globe looking for new sources of all raw materials, and he's already taken several steps to toss the edeinos out of California.

4. Thratchen will be unable to get new stelae created and charged until he finds and masters Heketon, the Orrorshan Darkness Device. He does not have any stelae at present, which is why his realm has been unable to expand.

Does an eternity shard have to be present for the bearer of its power to use the power?

Once an eternity shard is empty of Possibilities, what happens to it?

—Scott Mitchell
Chicago, IL

No. Provided your group has found and purchased the group power in the shard, actual possession the shard is not necessary for its use.

Most shards have a large number of Possibilities, so emptying them would be a chore. Obviously, once a shard

Herald Messages

Wanted: Egyptian revivification potion to reverse the effects of mummification. Contact Angus Cage at the *Cairo Clarion*.

— Greg Detwiler
Williamsburg, PA

A Terran Rocket Ranger succeeded in stealing the Nocturna from his comrades, who have been corrupted by the Tome of Darkness.

The plan resulted in the deaths of two Storm Knights, as well as a very angry JazFighter.

— Scott Mitchell
Chicago, IL

The shuttle base at Valbonne was destroyed by warlock Antoinne De Araque; cyberlegger Andre Puegos; secret agent Josette; GodNet raider Genevieve Rieceleaux; and Hospitaller Jean-Paul Sterling, who valiantly gave his life detonating a proton bomb. False IDs were forged in the heavily-protected base constructed by Genevieve, who was well-hidden by Andre's skill at stealth

— Robert Garofalo
Old Forge, PA

Delphi Executive Order 5Q756B
Re: John Hammer

This Spartan operative has been con-

tacted by the Order of the Shard. Is aware of Council's operation in conjunction with the Kanawan High Lord. Is attempting to disseminate this knowledge to fellow Spartans. Liquidation of Hammer and the Order of the Shard is authorized.

— Steve Crow
North Liberty, IA

Arbor Inc.'s Storm Alpha team saved the True Cross from Nile and Cyberpapal agents, but were forced to use it to "send" the soul of their comrade, Dr. Alexander Warlock, out into the cosmverse.

— Stephen Kenson
Merrimack, NH

Fred the Galactic Guardsman is dead. He detonated four grenades, destroying himself and an Orrorshan occult object and saving the lives of his comrades and the entire resistance community of Shelby.

Fred was a Storm Knight's Storm Knight, and he never teased me about wearing the crown of King Pellinore everywhere. We gave him something called a "Viking funeral" in the Living Land. He will be sorely missed.

— Skippy the Edeinos

Try out that "Five Realms" roleplaying game. I hear it's got a good system behind it.

— Donald L. Weis
Newport News, VA

Storm Knights adventuring in Aysle, beware cursed treasure! Noble comrades have been going mad with greed, murdering one another over gold seized from Uthorion's minions.

— Richard Byers
River View, FL

The ancient Mayan ruins seem to be some sort of storage facility for possibility energy. They may even be eternity shards.

— Bradly Auston
Storm Knight

Eternity shard located on Liberty Island recovered, lost to Nile agents, recovered, lost to Nippon agents, stolen from Nippon by Nile agents and at last recovered by Storm Knights, only to have it teleport to France. Shard was bronze plaque set in base and has teleport power. Gearing up for trip to Cyberpapacy. Er Crakken driven off, but not killed.

— William Gill
Corpus Christi, TX

has been emptied, it can no longer be tapped for Possibilities or used to enhance skills. Those parties who have already purchased its group power can continue to use it, and it is possible for others to buy the power from the shard in the future.

1. Does the effect of a stymie result last after the scene is over? Can a character be stymied multiple times, losing two, three or more chances to reroll?

2. What are the attribute maximums for characters from the Living Land?

3. A few Cyberpapacy templates don't add up. The Cyberdecker has one extra attribute point for a total of 67. The Street Punk has attributes totalling 68. And I think I've discovered why the Disillusioned Hero is disillusioned — life shortchanged him, giving him only 65 attribute points.

4. If martial arts can be used in place of melee weapons or missile weapons, why would a character waste

skill adds or Possibilities learning the latter two skills? Yet the various martial artist templates list these skills.

5. Does the knowledge of the use of the major discipline of invisibility cause the -2 penalty to Perception and Mind skills?

6. With true invisibility, what must the martial artist generate a total against to remain invisible?

— Randy Wilde
Long Beach, CA

1. A stymie effect only lasts one round. They do not continue for multiple rounds, nor can a character be stymied more than once in a round.

2. The attribute maximums for the Living Land are 13, the same as for Core Earth. Edeinos have an armored hide that effectively provides TOU+1 armor. Game products never made this distinction clear because this is armor which cannot be removed.

3. Lower the Cyberdecker's Strength by one point to 8; lower the Street

Punk's Perception and Spirit to 10; raise the Disillusioned Hero's Toughness to 11.

4. It's true, someone with the ability to learn martial arts doesn't really need the *melee* and *missile* skills. But since the latter two skills are so much cheaper (at least initially), a character like the Ronin (with *melee* for a tag skill) might opt not to learn martial arts at all.

5. No. Only the use of invisibility causes the -2 penalty.

6. To use true invisibility, you must generate a martial arts total every 10 minutes against the highest Perception or find of the people you are trying to deceive. ☒

