

# INFINIVERSE™

Volume 1, Number 14

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

September, 1991 — \$2.00



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*The Possibility Wars rage on. But, now, just as things seemed to be settling down a little, some new arrivals are coming just to keep everyone on their toes (check November and February) ...*

### Product Update

**August:** *The Land Below*, by Stewart and Stephan Wieck. What lurks below? Creatures. New cultures. Caves. Lots of caves. And a few surprises. Right on schedule for an August release.

**September:** *Crucible of Pain*, by Daniel Greenberg. Part fiction, part adventure, and humming through the Production Department with no foreseeable obstacles.

**October:** *Creatures of Aysle*, by *Infiniverse* subscribers. See your work in print. Lots of new beasties to keep Storm Knights under control. True (20).

**November:** Two big releases. First, the *Kanawa Heavy Weapons* book, by Nigel Findley. A companion volume to the *Kanawa Personal Weapons* book. Looks to be right on schedule. True (18).

Second, the mystery sourcebook ... *The Space Gods*. Editorial is burning the midnight oil to get this one in, but it's looking very interesting. Summoned by the lighting of the signal fire at the end of *The Forever City*, they're here to see how humanity has progressed in the past few centuries. Unfortunately, they're not quite as perfect and benevolent as we'd all been hoping. True (13).

**December:** *Cylent Scream*, a new short adventure collection in the tradition of *Full Moon Draw*. True (16).

**January:** *The Storm Knights' Guide to the Possibility Wars* by Lou Prosperi. The final draft should be arriving in-house fairly soon. True (14).

**February:** Just in time for sweeps, it's officially Techno-Demon month.

Paul Hume is working at a feverish pace to get the *Tharkhold* sourcebook finished. *Tharkold* features Occultech™, a synthesis of magic and technology. Christopher Kubasik is working on *Rage of Angels*, an adventure set in the new Techno-Demon realm. Both at True (13).

### BBS News

For those of you with computers, West End Games is involved with two national bulletin board systems. For GENIE subscribers, both *Torg* and *Star Wars* listings can be found under the Scorpia page, while the *Paranoia* listing is under the TSR page. West End Games editors are on-line two or three times a week to answer questions, run contests and just generally poke around to see what's on everyone's mind.

The new SUMMIT Games Network BBS will also be featuring West End Games on-line (True 65). We plan to have our section on the system up and running within a month (True 11).

### Fewer Gregs at WEG

*Greg Gorden, the head designer for Torg, the man who really got the Infiniverse going, and an all around great guy, is leaving the WEG editorial offices in Honesdale, although he still will be doing editing for us after he has finished relocating to Oregon. Greg has been responsible for getting all of us newer guys (Greg Farshtey, Bill Smith, and Ed Stark) up to speed and at one point Torg was described as "Greg in a box." We wish him best of luck and just wanted to publicly embarrass him by telling him how much we were going to miss daily retellings of his "weirdness magnet" in action.*

*Good luck!*

*— Greg, Bill and Ed ☒*

# 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*.

## 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 #12

1. Edeinos Storm Knight has unearthed the crown of King Pellinore, and roused the legendary Questing Beast. Both headed for the Cyberpapacy. Begins at False (13).
2. Victorian officials losing control of their bodies and slaying themselves, possibly as a result of the occult. True (11).
3. A mysterious net-runner named "the Phantom" operating from a terminal hidden in the Paris Opera House. To the strains of an organ solo, True (13).
4. American media making celebrities out of transformed edeinos,

through such avenues as *Things* magazine. Apparently not, it's False (15).

5. Members of Orrorshan Hellion Court convinced Tharkold plans a second invasion. Thratchen disturbed. Resoundingly True (19).

6. Soviet ambassador to Japan kidnapped by Mobius, who hopes to learn secrets of psychic powers. Not this time, it's False (13).

### Continuing Report: Issue #11

1. Dwarves living underground in Norway have succeeded in raising their *Tech* level to 16. Rises to True (18).

2. Resistance in France planning expedition to Magna Verita. Flips to True (17).

3. The Guildmaster, a mysterious and powerful organizer of stormers, appears in Hawaii. Drops to True (11).

4. Cyberpapal-controlled computer companies producing propagandistic arcade games. A reversal to True (15).

5. 3327 acting to prevent Senator Ty Gardner's run for US President. Flips to False (13).

### The Wrap-Up: Issue #10

1. Secession movement in the South gaining popular support. Delphi Council considering drastic measures to preserve the nation. Ends at True (40).

2. Storm Knights in Gaea trying to convince Victorians to end immigration to Core Earth. A slight drop to finish at True (30).

3. Australia facing internal strife from extremist groups, with food riots and other disasters looming on the horizon. Holds at False (15).

4. Edeinos calling himself Elvis is helping people in the Living Land re-

connect with their reality. Elvis has left the building, and this ends at True (20).

5. Mobius threatening to kill all Ayslish born in the month of Asten with aquatic star. Flips for a second time to finish at False (11).

6. Spirit chips reporting GodNet entities from The Deep. Many of these chips have been driven insane by the encounter. Moves upward again to end at True (18).

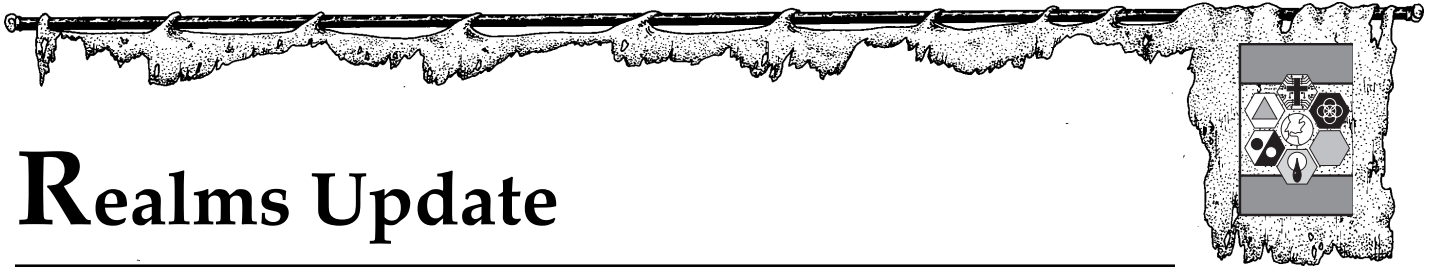
## Nippon Note

Kanawa Corp. stocks rose three points with the announcement that the Militech Arms Co. has been absorbed by the mega-corporate-controlled Sarinan Industries. Militech will now go by the name of its parent firm. (Militech is a trademark of R. Talsorian Games Inc. West End's use of the term Militech should not be considered as a challenge to R. Talsorian's trademark.)

## Origins '91

As this is written, the WEG staff has just returned from Origins '91, held in Baltimore. The delegates from Maryland cast all their votes for *Torg*, with its demos among the most popular at the con, and supplements and boxed sets flying out of the booth.

In addition, we got our first look at Lance & Laser's *Torg* miniatures, which look incredibly good. All in all, it was a very successful convention for us all, and we are looking forward to meeting all of you at GenCon. ☒



# Realms Update



*o you have been wondering how the High Lords spent their summer vacation? Okay, so maybe you haven't.*

*But we are going to tell you anyway, so there.*

## General Info

We have tabulated the results and reader suggestions for the last full quarter (issues 7, 8, and 9), as well as what we have received for issues 10 and 11. We haven't yet received enough responses from issue 12 to warrant their inclusion at this time.

Below is a "box score" for this report. Next to each realm is the percentage of Storm Knights activity which has been directed against each realm (or for it, in the case of Core Earth). The percentages have been rounded, and so may not sum to 100%. The averages for the number of Storm Knights in a group, adventure outcome, starting and ending Possibilities, and the card total are also given.

	Full Quarter	Recent Responses
Aysle	14.0	13.5
Cyberpapacy	13.5	21.0
Living Land	12.3	14.3
Nile Empire	18.1	24.1
Nippon Tech	11.5	8.7
Orrorsh	13.3	6.3
Core Earth	13.6	10.4
Others	1.0	3.8
Knights	4.8	4.4
Outcome	5.5	4.7
Start Pos.	60	57
End Pos.	92	79
Card Total	17	11

An average of 4.8 storm knights per group may have been an anomaly; that is the highest it has ever been.

## Aysle

Drakacanus is actively searching for a successor to Uthorion. The Darkness Device no longer has the patience to wait for Uthorion to regain it, especially in the light of the ex-High Lord's recent setbacks. It has put plans in motion to help groom a new High Lord. It began by seducing a few susceptible members of Pella Ardinay's court. While they were not ideal agents, they were the only material Drakacanus had to work with.

Drakacanus is trying to groom four characters for the position of High Lord. The Warrior of the Dark (*Infiniverse* 11, page 7) is one possible candidate. The identities of the other candidates is known for certain only by Drakacanus, although the corrupt courtiers have their guesses.

Drakacanus has camouflaged its new plan with renewed attempts to seduce Pella Ardinay. Tolwyn and the Home Guard have no suspicions of the Darkness Device's attempts to find a new High Lord, but are quite concerned with the assault on Pella. It is probably up to Storm Knights to uncover Drakacanus' new scheme.

Uthorion is active on other fronts. The worship of Corba'al has been encouraged, particularly in Scotland, southern Norway and Denmark. While the numbers of followers are still few, mages who follow the entity god are causing problems in Sweden.

Creatures are raiding from Denmark into northern Germany. German forces have so far proven adequate to deal with the small groups or single monsters which have come south, but the people of Germany no longer give the Cyberpapacy as much attention. So far the creatures have penetrated no farther south than Bremen.

Drakacanus has energized some new stelae. Unable to use Uthorion in

the creation, only three were energized. The corrupt courtiers are manufacturing additional stelae. At least two of the energized stelae are currently *en route* to Germany, with the hope that at least one survives.

Attempts to cut off London have failed completely. Travel from London to the coast is safer, thanks to the Home Guard, British forces and Storm Knight actions.

The forces of darkness are zealously guarding the stelae sites bounding their areas. While garrisons against Storm Knight activity have kept the realm intact, the forces of darkness have been unable to exploit their earlier defeat of the Army of Light. As both Drakacanus and Uthorion have ambitions, it is probable forces will be moved from stelae areas, rendering them vulnerable to Storm Knight action.

While King Arthur remains a rumor, there have been verifiable stories concerning Excalibur. Both sides of the conflict are hunting for this Eternity shard.

## Cyberpapacy

Jean Malraux I experienced turbulent times in the past few months. The Cyberpope's biggest coup came with the dropping of a new maelstrom bridge, into Quebec. This was an extremely expensive gambit. Malraux had to move the Darkness Device upbridge to Magna Verita, drop the maelstrom bridge into Quebec, and then move the Darkness Device back to Avignon for "safekeeping."

The maelstrom bridge was dropped into Quebec City. The three stelae are at the following locations: northeast of Montpelier, Vermont near the Canadian border; in Fredericton, New Brunswick; and approximately 120 miles north-northwest of Quebec City.



The Cyberpope has tuned the reality of this area to suit his needs. The area is dominant Cyberpapacy, rather than pure as might be expected with the presence of a Maelstrom bridge. The enhanced reality storms which isolate the Cyberpapacy are absent. Jean Malraux wishes to take this area as quietly as possible. As a result, the cyberpriests and Jazuits are hand-picked for their tact and diplomacy (admittedly a rare mind-set in the Cyberpapacy) as well as their faith in Père Jean. Most keep their cyberware concealed.

The boundaries of this area come within one hundred miles of territory held by the Living Land. The result has been a new "Tornado Alley" between the two areas. Montreal has been hard hit by the calamitous weather. Cyberpapal infiltrators of the media and government are quietly suggesting the storm activity is a result of some new, nefarious action from the forces of Baruk Kaah.

In CyberFrance, Malraux appointed Grand Inquisitor Bernard Jenet head of the probe of Nippon infiltration of Cyberpapal factories. The probe was successful, but Kanawa made the probe expensive. As Nippon agents realized they were eventually doomed against the concerted Cyberpapal effort, they made efforts to contract the French resistance, and sell them technologies, prototypes and equipment made in their plants in what was the Kanawan equivalent of a fire sale. Seven Kanawa factories have been shut down. There are rumors that two smaller shops exist, but no Core Earth, Cyberpapal, or Ayslish source has been able to confirm this.

The greatest boon has been an intelligence coup gained by a GodNet Raider while the Cyberpapacy was busily hunting down Kanawa. The raider has obtained the exact location of the altar-stelae in the center of CyberFrance, as well as the four ritually prepared backups in the same region. This information was sold to German intelligence.

After thorough analysis and discussion, the German intelligence and military command came to the following conclusion:

Jean Malraux's stelae network is too "thick" to permanently defeat sim-

ply by just uprooting stelae. Malraux is becoming cagier about backup stelae placement. One of the back-up stelae is already located in the cellar of a tailor's shop. Given the ease of the ritual to prepare the altar-stelae, any gains from uprooting the central stelae and neutralizing the backups would be temporary.

They also concluded that the opportunity was transient, as Malraux is probably preparing more backups.

Finally, they concluded that this opportunity was too great to ignore, and created Operation Central Fire. The goal is the looting and destruction of God's Word Industries.

- **First Stage:** Intelligence operatives and a few Storm Knights simultaneously uproot the central stelae in CyberFrance and destroy the backups.

GodNet Raiders are to pinpoint constructs or Cyberpriests who are monitoring rail traffic in Northeast France, draw them into the net, and eliminate them.

- **Second Stage:** Airborne forces and elite reconnaissance units engage the enemy in and around GWI. The object is to prolong the fight, forcing the disconnection of as many Cyberpapal forces as possible. This is a dangerous, "draw their fire" mission, and is expected to take heavy casualties.

Other forces are to hijack trains around Reims, Metz and Nancy, upon which Core Earth agents and sympathizers are placed. These trains are to make a run down the rails to Avignon at top speed. By pushing the trains they plan to make the run in just under two hours.

- **Third Stage:** Airstrikes attack remaining Cyberpapal strong points around GWI. Airmobile forces join the ground forces in place around GWI. They are soon reinforced by armed elements on the trains. The GWI facilities are looted. Heavy equipment is loaded onto the trains, lighter gear is put about transport helicopters. Demolitions men wire up the facilities, section by section. They destroy each facility after it is looted. If it appears that Cyberpapal reinforcements

are too fast or too strong, they will destroy the facilities to deny them to the Cyberpapacy.

- **Fourth Stage:** The helicopters and trains make their way to Reims under cover of air power. Airmobile forces return to Germany. Some of the helicopters are headed for Germany. Most of the equipment is headed for the Resistance in Les Vosges; it will be unloaded in the vicinity of Sarrebourg, west of Strasbourg.

- **Fifth Stage:** Others are expected to make it back as best they can, either working with the Resistance until they can obtain a way back, or making for the border in small groups. The plan is for the entire operation to take less than 32 hours.

German military planners expect that Malraux will be able to replant a stelae during the fifth stage, and reality storms will again buffet the Franco-German border. Units are expected to attempt entry into Germany during a lull in the storm.

There is unfortunate "collateral damage" caused by this operation; as short as the time is, at least 5,000 French nationals will die from transformation. This fact, at best dimly understood by Core Earth forces, is being ignored by the upper echelons. They expect operational forces to take that many casualties themselves, which helps them justify the cost.

There you have it. Let us know if your Storm Knights participate in Operation Central Fire, or if it happens at all in your campaign. Be sure to tell us how it ends up. In grabbing Quebec, the Cyberpope's energies were diverted elsewhere. It up to Core Earth and the Storm Knights to make him pay.

## Living Land

Its not easy being Baruk Kaah, and it looks as though it is going to get a little harder. A little. The Saar of the Edeinos has been hard pressed to defend his stelae during this period. He has successfully thwarted Nippon-inspired efforts in the Western Kingdom.

Salt Lake City and environs continue to be a hot bed of edeinosaurs, Storm Knight and Nippon activity. The mixed zones of Oregon, California, Nevada, Utah and Arizona are the home to many bizarre scenes:

- Optant-led biker tribes.
- Nippon agents rediscovering the beauty of nature and quitting their firms.
- Stalengers acquiring the latest portable keyboards and lightweight music gear, forming bands and inventing a form of music called "floating metal".
- A quintupling of the murder rate in the Sacramento area.
- Automated harvesters from Kakuro Paper Products pulping acre after acre of the jungle. Within two weeks the area is completely forested again.
- The Sons of the Wind are reportedly training edeinosaurs in the martial arts, although the proper use of a tail has confounded their efforts.

The Eastern Lands have been stable, despite the appearance of the edeinosaurs named Elvis. A number of glory results make this area a tenuous one for Baruk Kaah. There are an increasing number of tribes breaking away from Baruk Kaah in the Eastern Lands. Very few edeinosaurs in the area bounding Fairfax, Virginia, remain loyal to the High Lord. The US government is sending in anthropologists to try and recruit these "disaffected" edeinosaurs.

The *Five Realms* game has proven eerily accurate on matters concerning the Possibility Wars. The Delphi Council is looking into the background of the designer. Storm Knights are purchasing the game and "reading between the lines" to glean useful tidbits of information.

The biggest news is the Northern Lands. They are gone. The southernmost stela has been removed, and the maelstrom bridge was destroyed as a result. Rek Pakken managed to sever the connection with that bridge, saving Takta Ker a lot of grief. Most of the Living Land denizens are making a frenzied march to the south. As these contain a number of flame warriors, Core Earth forces are engaging them to herd them as much as defeat them.

## Nile Empire

**Dr. Mobius triumphs!** His time-machine trap worked quite well, disintegrating a number of Storm Knights. He has completed a string of oasis cities across the Sahara, giving him 10 new dominant zones.

The *soulstain* was moderately effective. While not many Storm Knights were slain, this Storm Knight "census" allowed Mobius to reallocate forces to the proper hot spots, thwarting or minimizing many actions taken by the heroes.

The Nile Empire plans to detonate a reality bomb inside the Cyberpapacy. The tentative target is the Palace at Avignon. Mobius is particularly interested in the effects on the GodNet.

Many of Mobius's enemies have been mummified in the same manner as Clemeta. This has had a beneficial effect on keeping the Pharaoh's minions in line.

Pharaoh Mobius is sponsoring three new villain groups. The Crescent Blade is a revival of the ancient Assassins, only these assassins have pulp powers. The Ra Warriors are a counterpart to the Rocket Rangers, using Egyptian religion and mathematics to bolster themselves and their rocket suits. The Pharaoh Force is ostensibly for law and order, and does clean up gangster activity in Cairo when things get out of hand. Their "day" identities are plainclothes detectives, and some are no more than that. But many assume costumed identities at night to war against right in the name of Mobius.

**Dr. Mobius Fails!** Rick's Café American has appeared in Cairo. Whether anyone named "Rick" is actually associated with the place is unknown. Storm Knights have been able to find help there.

Dr. Mobius's attempts to build a working time machine have met with frustration and death—frustration for the bad Doctor and death for the unfortunate researchers.

A total of three reality bombs have been stolen from Weird Science laboratories throughout the Empire. One is known to be in Israeli hands. The whereabouts of the other two is a mystery.

Overriding the objections of his personal advisors Ahkemeses and Muab, Mobius has embarked on an operation which may prove his undoing. Mecca has lain within the stela boundaries of the Nile Empire, but Mobius has heeded his advisors and left the holy city alone. That Mecca is a Core Earth hardpoint made the decision a little easier for Mobius. But now Mobius has ordered Overgovernor Neteru to seize the city. Even as troops began to move, satellite intelligence from no less than four different nations was delivered to Arab hands. The months of mobilization has left a sizeable force in Saudi Arabia. The initial battles have favored Core Earth, even though the use of a reality bomb allowed Mobius to inflict heavy casualties in the Battle of Jeddah. The one thing Mobius has accomplished by attacking is converting the mixed zones he invaded into Nile dominant zones. Mecca is currently under siege. The Pharaoh remains confident of victory, as Core Earth forces suffer disconnection. But with the exception of Jeddah, Core Earth forces are routinely obtaining casualty ratios of four-to-one or more in their favor, including those forces which disconnect. Battlegroup Natatiri, Red Hand, Ramses, and what's left of Battlegroup Neteru are currently waging the war. Mobius is considering committing Super Battlegroup Mobius and the artificial sun to the conflict.

The nations of Islam are now officially at war with the Nile Empire. Political commentators believe the Pharaoh has started a war he probably cannot win, and which he certainly would have been better off not fighting. The media is having a field day.

Dr. Mobius has commissioned Muab to build a huge Pharaoh Mobius statue in Luxor. The statue is to commemorate his victory in the Mecca Campaign, and will double as a zepelin station. Muab is reluctant to begin work on the project, but forges slowly ahead rather than face the wrath of Mobius.

## Nippon Tech

Ryuchi Kanawa has had better times. Fortunately, he was prepared,

and he has established a trail of blame which shall cause the downfall of a large number of corporate officers. Vice-chairman suites at Soto Investments, Toranaga Chemical, Omi Electronics and Kanawa Petroleum will soon host MarSec agents demanding reparation for losses. Some of the losses were incurred in operations sponsored by these vice-chairmen; most are the result of an electronic web of deceit which protects 3327. None of the officers have personal fortunes large enough to discharge the debt.

While Ryuchi has successfully avoided personal misfortune, Nippon Tech has suffered a series of setbacks which has halted their growth, at least temporarily. Problems include:

- A week-long dive in the Nikkei index. The stock indicator plunged 5,500 points, far more than analysts had predicted. In recent weeks it has regained about 1,000 points, but major investors remain skittish. Corporations are having to borrow money rather than issue stock to finance their operations.
- The loss of manufacturing operations in the Cyberpapacy. The losses ran in the tens of billions of Yen for each of the operations. Ryuchi Kanawa now has only two small operations within CyberFrance. One is in Marseille, and is technically part of Hachiman Arms, Ltd. The other has moved from Lyon to Les Vosges, to service, copy, and then produce whatever arms and equipment arrives as a result of Operation Central Fire.
- The Security and Exchange Commission is investigating charges of illegal stock transactions in the purchase of American firms. The Delphi Council is neither helping nor hindering the investigation.
- Orrorsh striking back at Nippon Tech (See "Orrorsh" below).

• False gold has flooded Kanawan corporations. Magicians quickly learned that Nippon Tech had difficulty detecting magical gold. Orrorsh and Aysle are the source of the problem, but circuitous routes and front organizations allowed the gold to come from Core Earth, the Cyberpapacy, and the Nile Empire. The Kanawa corporation is actively seeking to develop technological, or to purchase magical, solutions to this arcane problem. In the meantime, Kanawa representatives have been told either stop accepting precious metals and minerals in payment, or to greatly discount their value. This has angered the legitimate customers who often paid in precious metals or gems, making business more difficult for Nippon.

## Orrorsh

Orrorsh still spends much of its time defending its borders from Nippon Tech incursion, or Storm Knight activity. This time the Nightmares have had a chance to export the Power of Fear.

Skutharka, the wolf-like Nightmare in charge of Singapore, has consulted Thratchen. With the aid of occultists, Skutharka has added horror to an assembly line in a Omi Electronics factory outside of Fuzhou, China. A few, perhaps one in a hundred, of the personal computers made at that plant are occult devices. These computers are top-of-the-line models, destined for the desks of corporate officers.

Once in place, the machines slowly increase the fear of deception and betrayal felt by most Nippon Tech executives. The computers have the ability to sense negative emotions in their users, particularly fear and anger. They quietly monitor their user's reaction for a week or so, discovering which

data causes the most fear or anger. The computers then tamper with these sets of data or communications, and see if the reaction is more fearful. If the user's reaction is more violent, they keep tampering.

Eventually the officers succumb to the evil of the computer, and betray those they feel are about to betray them, usually undercutting business partners who meant them no harm. What is most distressing to MarSec analysts who investigate them, these betrayals often gain no benefit for the betrayer. As the computer erases all tampered data once its user acts in a violent way, MarSec is not likely to find the truth any time soon.

Sabathina has established a coven of vampyres within the Cyberpapacy. Some of these vampyres have the *ward breach* power. Sabathina is interested in attacking and discrediting, but not necessarily killing, cyberpriests and nuns. She wants the French people to feel fearful and to lose faith in Malraux's ability to protect them.

The oozing Nightmare Ahjebax is creating a pair of horrors for North America. One is destined for San Antonio, TX, with instructions to prey only on the underclass, and only the portion of the underclass visible to the media. Ahjebax is trying not only to spread fear, but political discontent as well.

The second horror is to appear in the Magnolia Research Station, in Georgia. An unfortunate researcher for ChemCorp, the manufacturers of REAL-PEP (see page 57 of *The Cassandra Files*) will be doused with a batch of REAL-PEP (altered by Ahjebax) and transformed into the horror. Even if Kanawa manages to hush up the incident, they must deal with the monster, and the workers' doubt about handling such a dangerous chemical. ☒



# Dispatches and Rumors

## ispatches

1

Several days ago, all telecommunications (radio, television and short wave) within a 500 kilometer radius of Mount Makan-la, Tibet were disrupted (the setting for *The Forever City* adventure). The disturbance lasted only a few minutes, but it was a major concern for the nations involved. Coincidentally, the Nagara Corporation, a subsidiary of the Kanawa Corporation, is exploring the area (no mention is made of how the company got permission to send a research team into China).

During the return trip across the Tibetan wilderness, the Storm Knights will encounter several obstacles:

- Chinese officials will question any non-Chinese without proper documentation. Insufficient documentation normally results in prison.
- Any character with a final total of 2 or less for any *Dexterity*-based action has fallen into a pit or down a steep hill.
- Avalanches may be triggered by loud sounds or heavy creatures. A *dodge* total of 12 is necessary to avoid being caught in any avalanche.
- Anyone lost due to falling or an avalanche suffers damage value 11 from the cold each round after the first minute. To find a buried character requires a *find* total of 10.
- Characters must make *survival* totals of 7 every hour to avoid frostbite from exposure. Take damage value 10 if the character fails the roll. Increase the

difficulty by up to +3 if the characters are trapped in severe storms.

The village of Jilibulake, not far from the mountain, offers information, food and shelter. If they ask around town, the villagers will tell the Storm Knights that a group of about a dozen Japanese men passed through town recently, and were headed for Makan-la.

At Makan-la, the Storm Knights will not encounter the scientists until they reach the city itself. The scientists believe that they are looking for valuable historical artifacts — known to Storm Knights as eternity shards. They have no idea that the signal fire exists.

They have set up camp in the former residential area of the city. There are a total of fifteen scientists, including Kouhiko Iwamoto, the team's leader. Each of the scientists has a *Mind* of 10 and all other attributes at 8; relevant skills are *climbing*, *scholar (mountainous regions)*, *science (archaeology)*, *science (biology)*, *science (chemistry)*, *science (geology)*, and *survival*. Each is armed with a LOV 9mm pistol (damage value 15, ammo 12, 3-20/30/50), and has climbing gear, emergency rations, a laptop computer, notebooks, pens and a Sony Explorer Personal Closed Circuit Caller (500-meter range).

### **Kouhiko Iwamoto**

#### **DEXTERITY 9**

Beast riding 10, fire combat 11

#### **STRENGTH 8**

Climbing 11

#### **TOUGHNESS 7**

#### **PERCEPTION 9**

Find 10, scholar (computers) 13, scholar (mathematics) 10, scholar (mountainous regions) 12, tracking 11

#### **MIND 11**

Science (archaeology) 15, science (biology) 13, science (chemistry) 14, science (geology) 13, survival 12

#### **CHARISMA 8**

Charm 11, persuasion 11

### **SPIRIT 7**

Reality 9

### **Possibilities: 7**

**Equipment:** Cold weather gear (acts as armor at TOU +1/8), hiking boots, rope (100 meters), food for two weeks, portable shelter, flashlight, sealed Misaki XE Laptop Computer, tinted goggles, Sony Explorere Personal Communicator (500-meter range), LOV 9mm pistol (damage value 15, ammo 12, 3-20/30/50).

Kouhiko, while he is a Kanawa employee, is not truly evil at heart. He will not want to kill the Storm Knights without provocation, but cannot let them stand in the way of finding the eternity shards his company believes can be found here.

If the Storm Knights don't elect to proceed to the pyramid, have one of the scientists run up to Iwamoto while the characters are within earshot. The scientist will explain that a huge glowing brazier has been found in the pyramid. If the Storm Knights participated in *The Forever City* adventure, they will know that this is the signal fire, but it dimmed only a few moments after it was lit. Something has refired it.

As the Storm Knights close to within 100 meters of the pyramid, an audible hum can be heard. By the time they have reached the base of the steps, the hum will be so intense that the ground shakes (add +1 to the difficulty of any *Dexterity*-based action).

Depending upon how the Storm Knights have interacted with the Japanese research team, the groups may be allies, they could be engaged in combat or the Storm Knights may be actively hiding. The optimal situation is to convince the Japanese to work with the Storm Knights because their computers and computer skills will come in very handy, although the Japanese will then have complete information on this encounter for the Kanawa Corporation. The computers



have audio sensors and optical scanners, but may only be accessed by a specific individual due to the retina scanners built into them.

As they reach the top of the pyramid, the characters will see that the fountains still flow with the brilliant colored waters. At the far end of the pyramid, the stone brazier is glowing a near-blinding white, with a rainbow of colored energies weaving a path through the white light. They will also feel tremendous mental pressure, as if their minds are caught in some kind of vice. The pressure will steadily grow.

This dispatch uses Dramatic Skill Resolution (see the *Torg Rulebook*, pages 62 and 63).

- Step A: A *reality* total of 16 is needed to realize that the brazier is acting as a receiver for a message from beyond Earth. The message has activated the possibility energy within the brazier.

- Step B: A *language* total of 13 is necessary to translate the language. If the Japanese are using their computers to translate, the difficulty is only 10. The language is Quechua, the language of the Incans.

- Step C: A *science (mathematics)* total of 13 is necessary to fully understand the message. Characters with any *science* skill (other than mathematics) have a difficulty of 16. If the roll is failed, the characters can understand the message. However, the message contains highly complex latitudinal and longitudinal coordinates that correspond to the ancient city of Machu Picchu. If the Storm Knights miss the *mathematics* roll, the numbers simply will not make any sense.

The message reads:

"The Rotan acknowledges. You are now ready. Come meet us in peace at 13° South, 72° 30' West. We will arrive soon."

These coordinates correspond to the ancient city of Machu Picchu.

- Step D: A *reality* total of 17 is necessary to allow the Storm Knights to respond to the message (count it as a herald message). In addition, all of the built up possibility energy will be released in a huge shower of red and blue energies. Have each possibility

rated character generate a *reality* total against a difficulty of 12. Read the results on the Power Push Table and give each Storm Knight that number of possibilities. In addition, all Ords present are considered to have reached their moment of crisis, and are now possibility-rated, with 5 possibilities and one add in *reality*.

If the characters are successful with Step C, the pressure will end and the brazier will return to its normal appearance.

**Critical Event:** If the Storm Knights succeed at Step C they have a *Good* result. If they fail at Step C, they have a *Bad* result.

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## 2

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The Baltic Sea and Skagerrak have become bloody battlegrounds, as Uthorion's forces of darkness are renewing efforts to stop shipping via these important waterways. German merchants have taken to hiring dwarven mages and ship builders to build and man craft for the journey through the warring realities (the mages use the *Aeluin's water valley* spell). However, the Vikings are so determined to stop the merchants that the dwarves are now looking for sturdy fighters and powerful wizards to join them on their travels.

They will offer payment of 500 trades to anyone who will make a complete round trip to Spain and back; the price will be upped to 650 trades if the fighters will promise to make five or more consecutive journeys.

Not too far into their first journey, the Storm Knights will discover that the money will be well earned. Ereik Jahnnner is the Viking chieftain leading the attacks on the ships. He has three Viking longships which he uses to terrorize trade ships.

### Ereik Jahnnner

#### DEXTERITY 11

Maneuver 12, melee weapons 14, missile weapons 12, swimming 12, unarmed combat 12

#### STRENGTH 10

#### TOUGHNESS 10

#### PERCEPTION 7

Alteration magic 8, scholar (navigation) 10, trick 8, water vehicles 8

### MIND 7

Survival 8

### CHARISMA 9

Charm 10, persuasion 10, taunt 12

### SPIRIT 9

Intimidation 14

**Possibility Potential:** none

**Arcane Knowledges:** metal 1

**Equipment:** Viking enchanted armor (TOU +5/15), *Bloodsong* enchanted broadsword (damage value STR +7/17/maximum damage 22), *Horn of Terror* (requires the *alteration magic* skill; when blown, acts as *intimidation* attack at value 18, with a range of 250 meters; bonus number goes to effect)

**Critical Event:** Putting a stop to Ereik's attacks upon shipping vessels. Defeating Ereik nets the Storm Knights a *Good* result. Failing to stop him is a *Bad* result.

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## 3

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A Storm Knight, named Hidalgo Valdez, has disappeared in Phoenix, AZ. The Knight was kidnapped while walking the streets in broad daylight — witnesses say that a group of nearly 20 teenagers attacked him and threw him into the trunk of a waiting car. The police are unwilling to disclose any information because "the investigation is continuing and we will not release any information until it is complete."

By talking to local reporters, the Storm Knights will be able to learn that a local gang called the Rattlers, known for drug sales and violent crimes, is behind the kidnaping. While most people in the Rattlers' neighborhoods are afraid to talk, and the police are virtually no help, a young teenager will point out a gang member so the Storm Knights may question or follow him to the gang's lair.

Upon arrival at the lair, a large abandoned manufacturing plant, they will see the drug distribution operation. Also, they will hear the leader, José, explain that they must kill Valdez under orders from an employer. The Storm Knight was dropped off at a different abandoned building across town, and apparently their employer has left town to attend to business. The characters may simply wait for the Rattlers to go to the other building



(and avoid a confrontation), or they may decide to attack. There are about fifteen gang members in the manufacturing plant, along with José.

**José**

**DEXTERITY 9**

Dodge 11, fire combat (AK 47) 14, melee weapons 10

**STRENGTH 9**

**TOUGHNESS 8**

**PERCEPTION 9**

Evidence analysis 11, language 11, trick 12

**MIND 8**

Science (chemistry) 10

**CHARISMA 9**

Charm 10, persuasion 12, taunt 12

**SPIRIT 7**

Intimidation 9

**Possibility Potential: none**

**Equipment:** Knife (STR +3/12), several kinds of illegal drugs, AK 47 (damage value 21, ammo 10, range 3–40/150/400), gold and black Toyota Supra (speed value 195/120/14)

If the Storm Knights can force information from any of the gang members, they will learn that not even José has met their employer directly. He contacted José secretly, and arranged for the money to be left at certain locations after “errands” were performed.

José will only take two gang members with him when he goes to execute Valdez. When they arrive, they will be as shocked as the Storm Knights are at what they see.

Deep inside the building (with plenty of vermin and mentally unstable drifters to keep the characters on their toes), they will find Valdez, near death, apparently drained of the will to live. The Storm Knight has been strapped to a wall, with several unusual technological constructs nearby: each one has a series of flexible metal strands which are embedded in the Storm Knight’s chest. He is suffering from a Heavy Wound.

If the characters can stop the execution, Valdez will explain that a cybernetic demon of some kind did this to him. He will go on to say that the creature called this contraption an Occultech™ device and he was being used to make “vril batteries”, which drain possibilities and then power cybernetic gear. He says that the crea-

ture was called by his master to California.

If Hidalgo is killed, a character may make an *evidence analysis* total of 15 to discover that this item is a synthesis of magic and technology, unlike anything yet seen in any of the invading realms.

**Critical Event:** If the Storm Knights stop José from murdering Hidalgo, they get a *Good* result (and, since José knows nothing about the true nature of his employer, this will be the only way to learn that a demon is involved); if the kidnapped Storm Knight is killed they get a *Bad* result.

**4**

A brother and sister team of Orrorshan occult investigators seem to have been corrupted by the evil they are fighting. Reginald and Barbara McHenry, residents of Jakarta of late, are known to have been seeking out evil throughout the realm. Ever since their father was murdered many years ago on Gaea they have been trying to find the creature responsible and send it to its True Death.

However, this foul evil has gotten the best of them. By using its unusual form of the *possession* power, it has found and taken control of Barbara. Her brother is unaware of this occurrence, and feels that he and his sister are almost finished in their quest to destroy the beast. The creature, known as Ee’loarn, is planning to lead Reginald to his mortal doom by convincing him to participate in an occult ritual which often corrupts the souls of those involved. They are currently gathering materials for the ceremony, which can only take place under a full moon and requires the sacrifice of an innocent infant. Reginald believes the ceremony will summon the creature, and is so obsessed with revenge that he fails to see the evil of this action and its consequences. Ee’loarn simply plans to kill Barbara’s body as soon as Reginald is corrupted.

**Barbara McHenry (possessed by the creature named Ee’loarn)**

**DEXTERITY 12**

Dodge 14, unarmed combat 15

**STRENGTH 16**

Climbing 17, lifting 17

**TOUGHNESS 14**

**PERCEPTION 10**

Find 12, tracking 11, trick 14

**MIND 9**

Test 12, willpower 12

**CHARISMA 6**

Charm (10), persuasion (13), taunt 11

**SPIRIT 12**

Faith (Orrorsh) 17, intimidation 17

**Possibilities: 15**

**Equipment:** Occult books

**Power Rating:** 1, plus automatically has an unusual version of *possession*: it also replaces physical attributes, although the victim’s appearance stays the same.

**Corruption Value: 18**

**Fear Rating: 1**

**Perserance DN: 13**

**Weaknesses:** Portraits or photos of victims (severe weakness)

**True Death:** To be bathed for one minute in the boiling blood of a victim.

**Objectives:** To corrupt the McHenrys so that others will realize the foolishness of resisting the Power of Fear.

**Rumors**

**1**

President Quartermain is lobbying Congress for approval of a bill that would suspend all elections until the conclusion of the war. His prime objective is to suspend the 1992 Presidential elections. Publicly, he is stating that a change in power at such a critical juncture wouldn’t be prudent and could spell utter defeat for the United States. Privately, his aides are worried that mounting dissension in the South, as well as the steady progress of the Living Land into U.S. territory, has removed almost all popular support for him.

He feels that the only way to save his own neck is to try and rally the country (what’s left of it) around the flag and the government. Pointing to World War II and the Civil War, he is arguing that changes of power in such weighty periods are dangerous.

Congress is divided on the issue. Some of Quartermain’s fiercest adversaries are actually supporting the bill because they don’t feel the government can afford the time and effort election campaigns require. Others are

calling this article a severe violation of the Constitution.

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2

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The Nile Empire has unleashed a new weapon upon the forces of the Cyberpapacy. Weird science submarines have sunk several French ships in the Mediterranean.

At first, the submarines apparently followed French ships to see if they were dropping crates overboard. However, after a couple of weeks with no sightings of suspicious behavior, Mobius ordered the commanders to begin randomly sinking French ships. Unfortunately, ships of Spanish, Greek, Italian, and Turkish registry have also been damaged by the dangerous torpedoes. The Nile Empire is denouncing any complaints, saying that they have no submarines engaged in conflict of any kind.

While there has been no official comment from CyberFrance, it is known that the Cyberpopo is planning a vicious reprisal. A major conflict is brewing in the Mediterranean.

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3

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Dr. Willhelm Sconce has gone on a crusade deep into the jungles of Majestic. He is looking for the corpses of those who had their souls taken by Scarabuusi (Orrorshan Gospog of the Fourth Planting). He must gather 66 such corpses, sew them together, and then he will summon a powerful spirit from the Waiting Village. He feels that this creature and the amount of fear it will generate will further his ambitions to become the true High Lord of Orrorsh.

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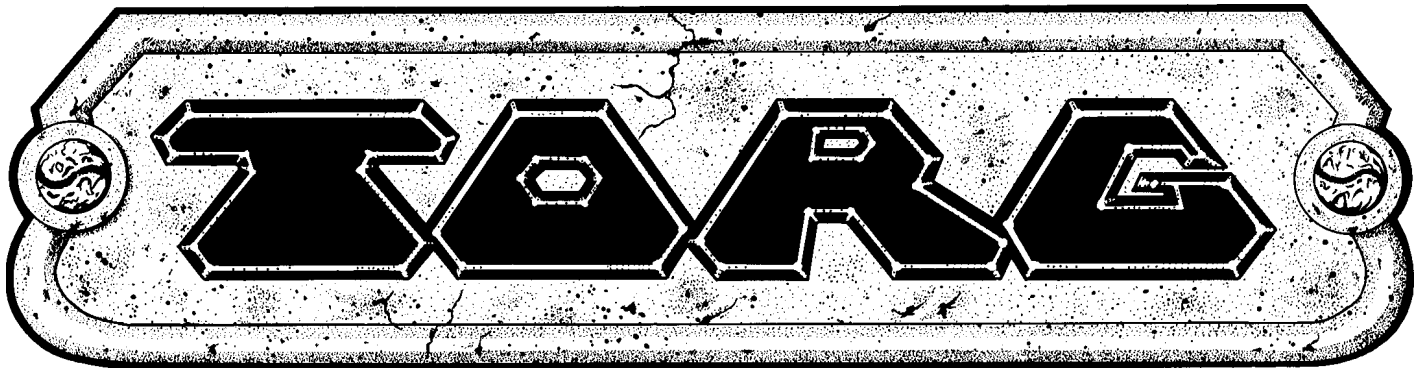
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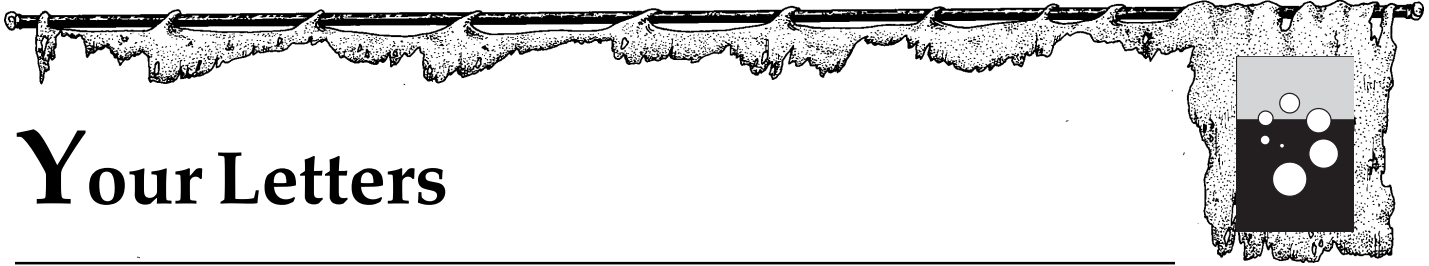
Trouble is fermenting within the ranks of the Yakuza. A Yakuza operative known as "The Deep Shadow" is working to undermine Haragawa. While there is no apparent successor who could gain from these actions without exposing himself to danger and mistrust, the fact remains that several of Haragawa's most loyal underdaimyos have been found dead in the alleys of Tokyo.

Many of the lower-level Yakuza believe that an internal power struggle is about to erupt. Pragmatic as always, most of these agents are ready to wait and see what happens.

Haragawa is conducting a quiet investigation of the situation, but he suspects outside forces, such as Storm Knights, of being responsible for the deaths. ☒



# Your Letters



1. *Why were the Orrorshan spells in the World Book put into Pixaud's Practical Grimoire? I thought this was a compilation of Aysle spells?*

2. *What are the world rules for the Aztec Empire?*

3. *Is Thratchen a native of Orrorsh?*

—Casey Childers  
Rex, GA

1. Those particular spells were brought to Aysle by Uthorion when he invaded from Orrorsh. Originally in the form of occult rituals, they have been converted over the centuries to incantations in the same format as Ayslish spells.

2. At this point, the creation of the Aztec Empire is still a False (11) in the infiniverse (although it's still the early going). If we see a definite trend toward the creation of a High Lord of Earth and an Aztec Empire in the future, we'll provide more information on the realm.

3. No, Thratchen is a native of Tharkold, a cosm of Techno-Demons. Despite their advanced Occultech™ techno-magic, their invasion of the Soviet Union was repelled, the maelstrom bridge was destroyed and the Tharkoldu retreated to their home. Thratchen could have returned with them, but chose not to, destroying the dimthread that connected Orrorsh and Tharkold. Needless to say, his demonic brethren were not pleased with this, and are expected to exact revenge very soon.

*The Magic State Path Chart works fine — except that someone designing a straightforward spell utilizing inanimate forces as the pattern and result, and magic as the mechanism, would have a state value of 20. Is this correct?*

—Duane R. Tant  
Fairfax, VA

Yes, it is, Duane. The reason such a spell would be so expensive is that *inanimate forces* includes *air, earth, fire, plant, metal and water*, making it a fairly powerful arcane knowledge. Remember, which knowledges you choose to use in designing a spell can have as much bearing on the numbers you end up with as how much of the state path you have to travel.

1. *If a character with cybernetic limbs disconnected, would the limbs "shut off" and be useless?*

2. *If the owner of the Rijato Battlesuit disconnects, what happens? Does the suit become useless? How can he reconnect with a device that the local reality can't support?*

3. *What exactly happens to people who are transformed through an invoked reality storm? Do they become Ords? What reality are they transformed to? What happens if two denizens of the same cosm, in their cosm, invoke a reality storm against each other?*

4. *Is there any way for, say, a good cosm to attach to Earth without a Darkness Device?*

—Joe Farrell  
N. Merrick, NY

1. Yes, they would.

2. If the character disconnects while using the suit (for any *Dexterity-* or *Strength-*based actions) the suit simply stops functioning. Do notice that since the suit has a *Tech* level of 25, and the character has a *Tech* level of 24, this is a four-case contradiction even in Nippon Tech. However, as pointed out on page 100 of the *Torg Rulebook*, the character can reconnect with the suit, taking a -1 modifier to the reality total.

3. A character who is transformed by an invoked reality storm is stripped of his Possibilities, but does remain a "Possibility-rated" person. There are

two possible ways for this to happen — losing all your *reality* skill adds in a storm, or becoming the victim of a "transform" result on the Storm Results Table (if the latter occurs, the character retains his *reality* skills adds).

A transformed character assumes the reality of the winner of the reality storm struggle, and he may or may not physically transform as well. It is impossible for two characters from the same reality to invoke reality storms upon each other.

4. Theoretically, yes, but they would be unable to arrive via maelstrom bridge technology, as that is a creation of the Darkness Device.

*Can stelae be moved while they are activated? Can stelae be deactivated, moved, and reactivated later? Can High Lords activate uncharged stelae from other realms?*

—Dan Viger  
Bronx, NY

Yes, it is possible to move an activated stela, providing you are willing to break up the triangle it is currently a part of and watch your reality collapse there (so every gain means a corresponding loss). No, High Lords cannot use stelae belonging to other realms — each is treated in a different way when planted, and each is attuned to the reality of its own realm.

*According to the history of Magna Verita and the Cyberpapacy as it's written in The Cyberpapacy sourcebook, the cosm of Magna Verita was the cosm where Jean Malraux's original (pre-Tech surge) axioms came from. Presumably, then, there were no stelae planted there to hold the Cyberpapal axioms. So how did the Darkness Device impose the new Tech axiom on Magna Verita?*

—Michael Levay  
Roscommon, MI



Darkness Devices have the power to bump a single axiom up, providing they have sufficient possibility energy to do so. Malraux's confrontation with the Storm Knights in the Dreamtime and his resultant exposure to the reality of Kadandra caused an immense surge of possibility energy to flow through the Darkness Device. This allowed the Device to radically speed up the increase in the *Tech* axiom of the reality to which it was attuned, Magna Verita's.

*I would just like you kids to know that you've created a bloody monster. I hope you're pleased with yourselves. Torg is the best system that's ever been created thus far; I feel certain of that, having payed my share. It is the stuff of true heroic fiction. Kudos.*

*One of my few complaints with your rather voluminous sourcebooks: if I'm going to spend the money on a Living Land sourcebook, I would think that a few illustrations of the Land's creatures would be in order. After the twentieth "six meters tall with spines along its back and teeth the size of Trump Tower, etc." it becomes more than a bit redundant. I hope Creatures of the Living Land alleviates this.*

*Also: have you considered an invasion timeline, beside that given in the novel trilogy? An overall, objective worldview of the opening events of the war could add a lot of comprehensibility to the game. Just an idea, guys.*

*Until Ryuchi Kanawa smiles*  
— Dan Swensen  
Helena, MT

Thanks for the Kudos! Here at WEG, we appreciate all we can get! I'm glad you're enjoying the game so much. Now, on to the rest of your letter.

Yes, *The Living Land* sourcebook is a bit "illo-shy," especially in regard to the various creatures of the Living Land. Sorry about that. When we were producing *The Living Land* sourcebook, it was hard on the heels of the *Torg* system itself, and was quickly followed by *The Nile Empire*. As you can imagine, time was pretty tight around then.

And so was space. When we come out with a new sourcebook, we are

## Herald Messages

Be on the lookout for "Pisces," a mass-murderer who serves Thratchen. Pisces is extremely intelligent, armed to the teeth, and above all, dangerous and psychopathic.

— The Night Vultures, aka Mizoo's Dweebs.

Life is a lot more valuable when you are strapped to an altar.

— Casey Childers  
Rex, GA

Mobius knows Tharkold is going to attempt another invasion, and is hinting that South America (a place where they would meet little resistance) is the new location. When? Soon. Very soon.

— The Storm Watcher of Thebes

Magna Verita's Cyberpapacy has been successfully reclaimed! (Casualties minimal.) The storytelling is frequent and disrupting to the remaining High Lords' realms! Which realm falls next?

— Duane R. Tant  
Fairfax, VA

Dear Moby,

Muab and ImageMaster are dead, so you can't transform Hawaii. Hoping to prevent any hard feelings, I will send back the stelae if you send me adequate postage.

— Your Storm Knight,  
The Gray Ghost

Northern Living Land stelae have been uprooted! Invader's reality crumbled quickly. The Storm Knights responsible received funding from the Canadian government to start Reality, Inc. The team will serve as a strike team/information-gathering force. Searching for members from our reality to serve around the globe.

— Joe Farrell  
N. Merrick, NY

The Inquisition captured the New Minutemen, and one died before they could escape. Worse, it was all for naught, as Castigir died in Core Earth when the demon was forced to separate from him. The New Minutemen are seeking new members.

— Andrew Garrett  
Great Falls, MT

Mega-Sparrow —

I wish to apply for membership in the Knights of Niceness.

My qualifications:

- High School Graduate, GPA 3.9
- Masters Degree in Weird Science
- Flight, Electro-Ray, and Force Field
- Own a half-dozen assorted eternity shards

• Pull up an average of two stelae per week

- Eat gospog for breakfast.
- Hope to hear from you soon.

— Shu, King of the Sky

essentially introducing a new world. The basic *Torg* system still applies, but the world itself needs to be defined, polished, and explained in great detail. In addition, with the early sourcebooks, there was no "standard" that our readers could follow; we had to make sure all the rules were there and that they made sense. You can judge for yourself how well we did. We think that, considering the newness of the *Torg* game, we did all right.

Now, however, we can settle back a little bit. Most of our readers are becoming comfortable with the system, and they need a little less explanation with each new book. We hope that some of that space can be transferred to art in the future. In addition, the *Creatures of the Living Land* book (title pending) will have illustrations for each creature in the Living Land. It

will be produced in a similar format as *Creatures of Aysle* (which is currently being produced and readied for sale).

As to an invasion timeline — we hope to get to that as soon as possible. We agree with you that, with all that's been happening in the Near Now, a timeline is important, and becoming vital to the campaign structure. We expect that, when we get the time (soon, we hope), we will publish a timeline in *Infiniverse* and, perhaps, in the upcoming (next year) *Core Earth* sourcebook. While it is not something at the top of our "take care of today" list, we are definitely planning on doing it. ☒

