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### Contributors This Issue:

Greg Farshtey, Ed Stark (but no Bill Smith! Bill? Bill, come down from there...)



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Publisher:  
**Daniel Scott Palter**  
Associate Publisher:  
**Steven Palter**  
Creative Staff:  
**Fred Jandt, Nikola Vrtis**  
Sales Director:  
**Sue Hartung**  
Treasurer:  
**Karen Bayly**  
Accountants:  
**Mary Galant, Wendy Lord**  
Secretarial Assistant:  
**Paula Lasko**

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As we emerge from the September, postconvention, post-Gorden-leaving, pre*Space Gods/Tharkold*, pre-Christmas editorial crunch, here is how things look, folks:

Halloween brings ghoulies, ghosties, and long-legged beasties in the form of *Creatures of Aysle*, our first book crafted largely by *Infiniverse* subscribers. We confidently predict contributors (and everyone else) will be blown away by this book.

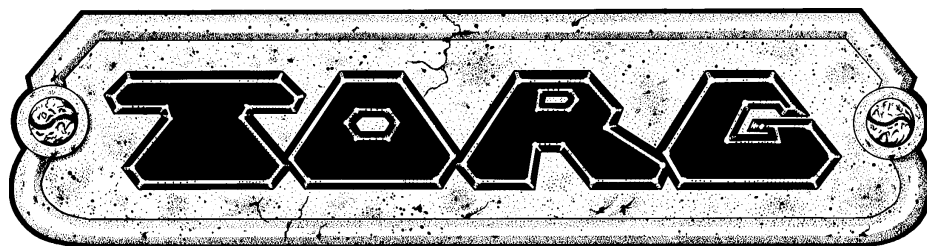
All that extra work on *Space Gods* ("Convention? Was I at a convention?") pays off in November, when the sourcebook hits the stands. It's new, it's different, and it marks a grand new phase in the Possibility Wars. Also in November comes *Kanawa Heavy Weapons*, guaranteed to give Storm Knights new and better ways to blow large holes in things.

Looking ahead, December means *Cylent Scream*, our latest adventure compendium, featuring the work of both veterans and newcomers to the gaming field.

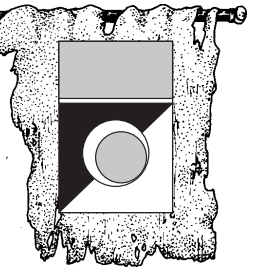
January brings Lou Proserpi's much-anticipated *Storm Knights' Guide to the Possibility Wars*, a volume we've very high on and one we think players and gamemasters alike will enjoy.

And February — hearts, candy, flowers, techno-demons ... um, well, yes, I suppose if you're feeling particularly romantic, you could snuggle up to one of the denizens of Tharkold. The demoniacal brethren of Thratchen and their hated human rivals will be on hand for the *Tharkold* sourcebook, by Greg Gorden and Paul Hume. Just in time for Valentine's (makes you kind of wonder what we're going to do for Arbor Day, doesn't it?)

Also in February, look for Shane Hensley's *Temple of Rec Stalek*. An edeinon worshipper of Death has designs on the office of High Lord of the Living Land, and Baruk Kaah is in his way ... but for how much longer? This is the first work by a very talented new writer, and could mean big changes in the realm of the Jakatts.



# 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 #14

1. President Quartermain attempting to suspend 1992 elections for na-

tional security reasons. Good, strong and True (20).

2. Weird science submarines sinking Cyberpapal ships in the Mediterranean. Solidly True (17).

3. Dr. Sconce sewing gospog victims together to create a new horror. Maybe yes, maybe no — False (15).

4. Yakuza operative attempting to undermine Haragawa. Watch your back — True (19).

### Continuing Report: Issue #13

1. Orrorshan mad scientist has discovered means of trapping human souls in marionettes. Storm Knights murdered by demonically-possessed compatriots. Flips to True (16).

2. Jeff Mills, creator of "Five Realms" game, fleeing the Delphi Council and currently in hiding in Oregon. Hope he likes pines — it's True (19).

3. Hypnotic billboard in Thebes forcing dignitaries to surrender classified info to Mobius. True (15).

4. Ninja vampyres stalking Tokyo. Nobody doesn't like ninja vampyres, apparently — a whopping True (40).

### The Wrap-Up: Issue #12

1. Edeinos Storm Knight has unearthed the crown of King Pellinore, and roused the legendary Questing Beast. Both headed for the Cyberpacy. Ends at False (20).

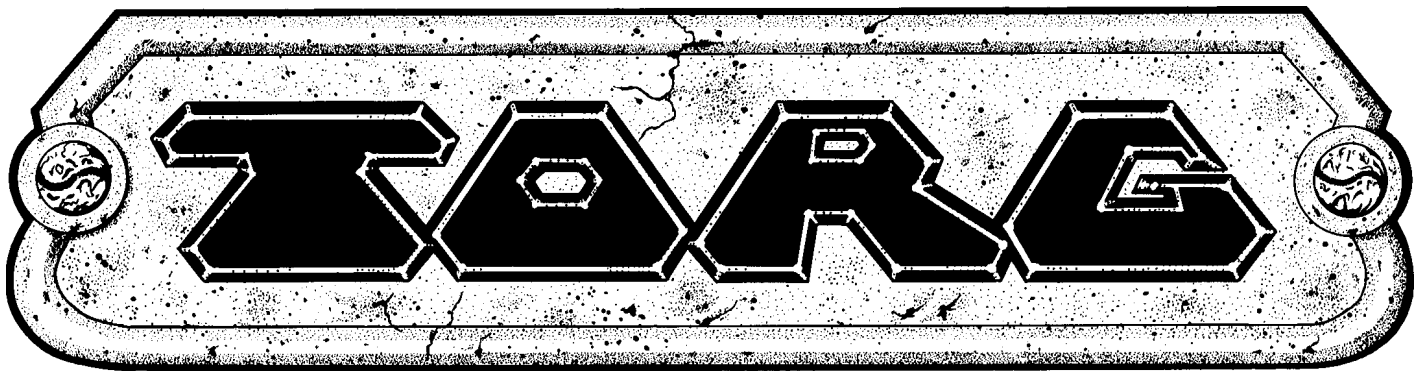
2. Victorian officials losing control of their bodies and slaying themselves, possibly as a result of the occult. A final jump to True (45).

3. A mysterious net-runner named "the Phantom" operating from a terminal hidden in the Paris Opera House. A slight rise to finish at True (20).

4. American media making celebrities out of transformed edeinos, through such avenues as *Things* magazine. Almost a great comeback, but False (16).

5. Members of Orrorshan Hellion Court convinced Tharkold plans a second invasion. Thratchen disturbed. We get the hint — True (75).

6. Soviet ambassador to Japan kidnapped by Mobius, who hopes to learn secrets of psychic powers. Mobius will be pleased — ends at True (18). ☒

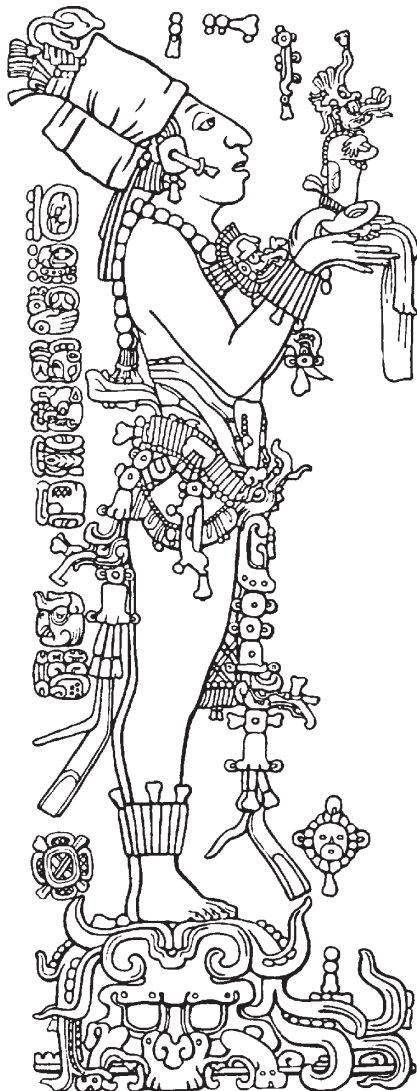


# Space Gods Axioms & World Rules



**H**ere's a quick preview of the *Space Gods* sourcebook, due out in November, and sure to change the face of the Possibility Wars forevermore:

The Akashan "Space God" realm possesses high *Social*, *Spiritual*, and *Technological* axioms, which make the use of psionic powers possible, and allow the philosophical concepts of



*Zinatt*, *Aka*, and *Coar* to have a profound effect on daily life. Bounded by reality trees instead of stelae, the realm of Akasha is a critical addition to the Near Now.

## The Four Axioms

The rules that govern the reality of Akasha are called *axioms*. Like other cosmos and realms, Akasha has four basic axioms that govern interaction between the living and the nonliving. These axioms are *Magical*, *Social*, *Spiritual*, and *Tech*. In *Torg*, each of these axioms is rated on a scale of zero to 33 (zero representing a low development; 33 representing the highest development possible). When a character, creature or thing crosses the energy lines surrounding the two realms, he, she, or it is no longer subject to the axioms of Core Earth.

Below, each of Akasha's axioms are described. In addition, see *Everlaws and Axioms*, pages 91-102 of the *Torg* Rulebook.

### Magical Axiom: 7

The Akashans have little knowledge of magic, even though their axiom set supports a low level of magic use. Within the Star Sphere, magic is practiced by few races; the relatively small *Magical* axiom has prevented sorcery from becoming more than an esoteric pastime. Magic is extremely difficult to manipulate and of limited usefulness. Alteration magic is only available through rituals, and the effectiveness of psionics has limited the development of divination magic.

### Social Axiom: 27

The Akashans have a very high *Social* axiom (27), which supports their form of government. The High

Council's stated aim is to eventually see representative governments established on all the client worlds.

Their history as shepherds to other races has colored the Akashan's policies toward neighboring worlds. The Akashans live in harmony with one another, and believe that this harmony is the natural and correct state of being. Akashans are occasionally heavy-handed when dealing with other races. The *Coar* Akasha believe they know what is best for all the races in the Star Sphere, and that it is their duty to elevate the other races to the level the Akashan's enjoy. It is possible they are right, but some other races would rather find their own way than be put on the "correct path to enlightenment" by the Akasha.

Within the Star Sphere, many races operate on social levels far less structured than those of the Akasha. The Akashans hope that one day these races will achieve the total democracy that they themselves enjoy.

### Psionics

Linked to the *Social* axiom, psionics are a mainstay of the Akashan way of life. Over 50 percent of all the species of the Star Sphere possess psionic powers, and, with these powers, many social problems have been avoided. Still, psionics are not a perfect tool, nor does everyone have access to their use, but they do contribute to life within the Star Sphere.

### Spiritual Axiom: 13

The cosm of the Star Sphere has a high *Spiritual* axiom that recognizes all deities as facets of Apeiros or the Nameless One. As such, there is no dominant mythos — all religions can exist freely within the spiritual axiom.

Miracles are fairly plentiful, but usually not as "miraculous" as those



found in other cosms. The *Spiritual* axiom also allows the Akashan beliefs in the concepts of *Zinatt*, *Aka*, and *Coar* to have a dramatic effect on the way skills and psionic powers are used (see *Alignment*).

## Technological Axiom: 30

The technology of Akasha is markedly different from that developed on Earth. The Akashans make use of the science of biotechnology, which employs latent possibility energy to create tools and equipment from living organisms. Nanotech and bioengineering have combined to produce living factories and tools that can modify or repair themselves. Equipment is powered by a being's internal energy or vitamin/mineral packs. The Akashan's technology is "clean"; it causes no damage to the environment and returns to its natural components when no longer needed. Even the Akashans' lightships and geomantic shuttles are constructed of living tech.

Comaghaz hosts are far less scrupulous about the type of equipment they use, caring only that Sarila's commands be carried out as quickly as possible. Their gear often leaves behind waste by-products and pollutants, often causing direct harm to the environment. They have no compunction about making use of fossil fuels, fission and explosive gases to drive their vehicles and vessels. Comaghaz

weaponry is designed to cause physical damage not only to its targets, but also to the environment. Chemical and biological weapons are frequently used by the Comaghaz.

The Star Sphere spans all levels of technological development. As such, all lower levels of technology are supported by the *Technological* axiom. Core Earth, Cyberpapacy and Nippon Tech equipment works perfectly well under the *Technological* axiom of the Akashan realm. The many species representatives brought to Earth by the Akashans have their own levels of technological advancement and their own varieties of equipment.

### Attitudes towards Technology

Even though Akashans have access to fantastic equipment and biotech organisms, and even though this equipment does no harm to the environment, most Akashans tend to do things by hand if they are able. They believe that working without much equipment brings them closer to the environment and to *Zinatt*.

They are not fanatical about this belief and, as war grows in the realms, they are beginning to see this mode of living as a luxury. More and more, they are interested in devising new and better biotechnologies to combat the growing threat of the Comaghaz.

Among the Comaghaz, the attitude is entirely different. Being a scientist, Sarila believes in the "right tool for the

right job," even when that tool may be more destructive than is necessary, and she has imparted that philosophy to the group mind she controls. While somewhat shortsighted, this approach has been lethally effective against many planets in the Star Sphere.

### Disconnection

Although Akasha's reality is non-destructive, it is possible for those of other realms to disconnect in Akasha, as well as vice versa.

The "Link Difficulty Chart" shows the reconnection totals needed for the "Space God" realm.

## The World Rules of Akasha

In addition to the four axioms, the Star Sphere cosm and the Akashan realm has a number of specialized world rules that further differentiate it from other realities. The basic axioms function as reality limits within the realms, while the world rules define how the realms work within those limits. As with the basic axioms, anyone who crosses into Akasha becomes subject to the world rules immediately, unless she is possibility-rated and carries her reality with her.

### The Law of Religious Compatibility

As the Akashans believe all religions are part of the cosmverse and contain elements of Apeiros and the Nameless One within them, there is no dominant mythos. Characters from different religions may work together to perform miracles, and miracles may be successfully performed on members of other religions without a spiritual struggle occurring (see page 124 of the *Torg Rulebook*).

### The Law of Acceptance

One of the most powerful laws in Akasha and the Star Sphere is the *Law of Acceptance*. Unlike most cultures, as Akashan culture evolved, it did so on

## Link Difficulty Chart

### Akashans in Other Realms

Character is in:	DN
Core Earth	11
Living Land	25
Aysle	16
Nippon Tech	10
Cyberpapacy	12
Orrorsh	13
Nile Empire	12

### Characters in Akasha

Character is from:	DN
Core Earth	3
Living Land	12
Aysle	13
Nippon Tech	3
Cyberpapacy	7
Orrorsh	11
Nile Empire	8

the basis of first accepting the unknown, and then coming to understand it. Few cultures have been so able to assimilate others' beliefs into their own structure. This belief is tied into the philosophy of Zinatt and is so ingrained into every Akashans' psyche that it has become a world law. Even Sarila, in her mad desire for conquest, accepts this world law. She accepts the ways of others and then perverts them for her own ends.

As a result, when in the realm of Akasha, characters from other realms are not only subject to the world laws of that realm, but to their own as well.

**Example:** *The Silver Scarab is trying to locate a missing person last seen entering the realm of Akasha. Since the Scarab is from the Nile Empire, he is usually subject to the Law of Action (among other Nile world laws). However, outside of the Nile realm, use of these world laws would create a contradiction. But upon entering Akasha, the Storm Knight can abide by the world laws of his home realm and those of Akasha without fear of a contradiction.*

The Law of Acceptance allows characters in Akasha to operate by their own world laws (and the laws of Akasha) while they are in the realms without causing a contradiction. Their world laws do not supersede the laws of the Akasha, nor can they be used against a native of another cosm.

**Example:** *The Scarab finds the person he was looking for, a Core Earth reporter named Tina Rey. The Scarab believes that Tina has joined the Sons of the Soil and is spreading biased media stories about their activities in and around Akasha.*

*But he isn't sure. Tina says she is simply reporting the facts, and that the Scarab should mind his own business. The Scarab, however, has an Alertness card, and he wishes to make an Inclination check to see if Tina is Good or Evil. His player asserts that, because the Law of Acceptance makes the Silver Scarab subject to his own world laws as well as Akasha's world laws, he should be able to do this.*

*He's wrong. The Scarab still functions under his own cosm's laws, but only as it pertains to himself and others of his cosm. If Tina was a Nile hero (or villain), the Scarab could make the check. As she is from Core Earth, and has no inclination herself, he's stuck.*

The Law of Acceptance only affects world laws, not axioms. If something is not governed by the axioms of Akasha, it can cause a contradiction, just like in any other realm.

**Example:** *Disappointed by his inability to determine Tina's Inclination, the Silver Scarab turns to his friend, the Scarlet Mage. The Mage is an Ayslish Storm Knight who just happens to possess Azzerack's truth tell, a spell that forces its victim to answer a question truthfully. The Scarab figures that, if the Mage throws the spell on Tina, they can get to the bottom of the mystery.*

*The Scarlet Mage agrees to throw the spell, but she reminds the Scarab that she could disconnect while casting it; the spell is axiom level 10 (it actually conjures forth the truth from the subject) and the Akashan realm has a Magic axiom of 7. Since the ability to cast magic stems from the axiom limits and not from Aysle's world laws, the Mage can cause a contradiction.*

*If, however, the Silver Scarab could come up with a weird science gizmo that would act as a lie detector, this would not place him in peril of disconnecting — the ability to use weird science is a world law, not an axiom measurement.*

## The Way of Zinatt

The way of Zinatt is more than just a philosophy; it affects all actions taken within the realm and cosm of Akasha. The concepts of Aka and Coar actively govern how possibility energy may be harnessed and used. All Akashans strive for enlightenment through these forces, but there are always those who are aligned so far to one side or another that they lose sight of their true goal. Alignment is used to keep track of how great a character's connection is to the three major Akashan belief systems.

## Aka

Aka-aligned characters are more introspective, looking after their own personal needs and "minding their own business." They are very individualistic and tend to refrain from any kind of group action. They prefer to find nonviolent solutions, or not take any action at all. Aka emphasizes meditation and introspection very strongly.

### Aka Principles

Inner  
Inverted  
Individual over All  
Precise control of oneself  
Creation for the Sake of Creation  
and/or the Individual

Aka-aligned characters gain the following benefits from the Aka philosophy:

- They gain a +3 bonus modifier when performing the following skills:

### Dexterity

Acrobatics  
Biotech weapons (only for active defense)  
Dodge  
Energy weapons (only for active defense)  
Flight  
Melee Weapons (only for active defense)  
Prestidigitation  
Running  
Swimming  
Unarmed Combat (only for active defense)

### Strength

Climbing  
Lifting

### Perception

Disguise  
Language  
Mathematics (Nile Empire skill)  
Meditation (Nippon Tech skill)

### Mind

Artist  
Business (Nippon Tech skill)  
Willpower

### Charisma

Charm

## Spirit

### Faith

The +3 bonus modifier is lost if the character is *stymied* or *setback*.

• *Aka*-aligned characters may use a Possibility to remove four packets of damage rather than the usual three (see page 18 of the *Torg Rulebook*).

*Example:* Tina is *Aka*-aligned. She is in the blast radius of a grenade and suffers a 2Wnd KO 5. She can remove both wounds, the K-condition, and three shock points with a single Possibility.

• *Aka*-aligned characters may not receive any cards from other players as the result of *leadership* cards. They may not give or receive the benefits of a *supporter* card.

## Coar

Characters who are aligned to *Coar* believe that aggressive assertion of one's own will is the way to true enlightenment. They also believe in putting the group before the individual as a societal norm, and are very much in favor of the *Akashans* acting as *pultaaks* for other worlds. This is the oldest philosophy on *Akasha*, and dominated that world prior to the disaster on Earth. After that, *Akites* split away from the *Coar* group, and *Zinatt* was born as a compromise between the two.

Many species of the *Star Sphere*, believe *Coar* to be the correct road not only to enlightenment, but power.

### Coar Principles

Outer  
Extroverted  
Group over All  
Action  
Right of Superior to Guide Inferior  
Destruction for the Sake of Destruction and/ or the Group

*Coar*-aligned characters gain the following benefits from the *Coar* philosophy:

• They gain a +3 bonus modifier when performing the following skills:

### Dexterity

*Beast Riding*  
*Biotech weapons*  
*Energy Weapons*  
*Fire Combat*  
*Heavy Weapons*  
*Maneuver*  
*Melee Weapons*  
*Missile Weapons*  
*Unarmed Combat*

### Perception

*Find*  
*Track*

### Mind

*Test of Will*

### Charisma

*Taunt*

### Spirit

*Intimidation*

The +3 bonus modifier is lost if the character is *stymied* or *setback*.

• *Coar*-aligned characters may use a Possibility to remove only two packets of damage rather than the usual three (see page 18 of the *Torg Rulebook*).

*Example:* Scuzz is *Coar*-aligned. He takes a hit and suffers a 2Wnd O 4. He can remove two wounds, or a wound and three shock points.

• *Coar*-aligned characters may "buy" cards from other *Coar*-aligned characters. The purchasing character spends a Possibility, which is transferred to the "selling" character. The selling character must agree to the sale of the card. If the action is in rounds, the cards purchased must be in card pools. No more than three cards may be purchased in this way in a single round, and all cards purchased must immediately be played in support of an action.

## Zinatt

The ideal for most *Akashans* is to achieve a state of *Zinatt*, in which all of

a character's actions are performed to bring accord and harmony, and to achieve communal ends which benefit all members of a group equally. In the *Star Sphere*, this is a relatively new, but popular, concept. It has only existed for the last few centuries. All holders of the office of *Rotan* must be followers of *Zinatt*.

### Zinatt Principles

Balance  
Unity  
Community for All  
Vitality  
Harmony of Creation and Destruction for Enlightenment

*Zinatt*-aligned characters gain the following benefits from the *Zinatt* philosophy:

• They gain a +3 bonus modifier when performing the following skills:

### Perception

*Evidence Analysis*  
*First Aid*  
*Medicine*  
*Scholar*

### Mind

*Mindsense*  
*Survival*

### Charisma

*Persuasion*

• *Zinatt*-aligned characters gain the ability to *restore the balance*. They may counter *Coar*-aligned characters performing *Coar* actions by performing *Aka*-aligned actions. *Zinatt*-aligned characters may counter *Aka*-aligned characters who are performing *Aka* actions by performing *Coar*-aligned actions.

Actions which *restore the balance* receive a +3 bonus modifier. If the *Zinatt* character's skill total is higher than the skill total of the *Aka* or *Coar* character, the result points are read on the *Taunt/Trick* column of the *Interaction Results Table*. ☒







# Dispatches and Rumors

## ispatches

1

"Four strange beings visited a gin joint on Bleaker Street in Cairo last week — and trashed it.

"Arriving at about 10:30 pm, the three men and one woman gave the proper password, walked into the joint, and started to calmly ask questions of the patrons and the pub's owner. The manager, who survived the attack with only a broken collarbone and a fractured hand had this to say:

'They walk in my ... restaurant, neat as yah please. I guess that shoulda been my first clue. Ten-thirty in Cairo, nobody's neat an' tidy; everybody who comes in looks like they been walkin' behind a camel-cart th' whole day.

'Anyways ... they walk in an' ask "Where's the Silver Scarab?" "Where's the Whisper?" "Where's Colonel Cairo?" — as if any o' me an' mine'd know where them fancy-shmancy heroes might be.

'Well, then the trouble started. But who's fault is that? Come into a downtown gin-joi ... I mean *restaurant*, an' start askin' questions like that. You're just askin' t' get a chair broken over your head.'

"That, apparently, is what happened next. One of the patrons attacked one of the four from behind with a chair, while another seized the female of the group from behind.

"Then all hell broke loose. When the authorities finally arrived, there was no trace of the four, but the joint

had been totally destroyed. There was evidence that some sort of energy weapon had been used on the scene, but, as usual in the back streets of Cairo, only the victim was a witness."

—Reprinted with permission of *The Cairo Clarion*, October 13, 1991

If the Storm Knights decide to investigate this strange event, they can go to the gin joint and question the manager.

Even though the place was pretty much destroyed, the owner apparently has enough "outside interests" to reconstruct the establishment. When the Knights arrive, "Harry's Place" is back in business.

The Knights will have to question Harry, and the one or two other witnesses to the attack if they want to get anywhere. They will, most likely, provoke another fight if they aren't extremely careful, and they will be sold (nothing's given away) lots of misleading information along with the following truths:

- The attackers acted perfectly calm all through the fight;
- They displayed unusual, if not superhuman, physical prowess and stamina;
- One of the witnesses, a drunk named Willy, swears that after one got hit with a barstool, he looked "like a giant spiderrrr;"
- They were unusually pale;
- The female used a ray gun on a patron who drew a gun.

Over the next few nights, these occurrences continue. The four walk into gin joints, restaurants, and even a small police station and repeat the performance. Nobody knows where the heroes are, and the four continue the search.

The goal for the Knights is to track down the four strangers and stop them from wrecking Cairo. This will be difficult, as they seem to vanish after each attack. While they have yet to actually kill anyone, they have put several people in the hospital.

As the Knights go along, they will be given clues to their quarry's identity — the four are Terran Martians (see page 108 of *The Nile Empire* sourcebook for details and statistics). When the Knights investigate, supply clues to their identities slowly, and provide a situation, after they've figured it out or been hopelessly confused, for them to encounter the Martians.

The four are, they believe, the last of a team of scouts sent down the maelstrom bridge from Terra. Since they are the last, they think it is their job to go home and report. They've been desperately seeking the heroes, because the four have heard the three men have found a way back to Terra.

If the Knights find and stop the Martians' rampage, the four will join up with the Storm Knights (all four are possibility-rated) for as long as it takes to find the heroes they are searching for. This is a *Good* result (6+). Killing all the Martians (the Martians can understand one or two casualties) or so alienating them that they wouldn't join the group is a *Bad* result (2-). Not finding the four is also a *Bad* result.

**Gamemaster Note:** If the presence of four Terran Martians acting as non-player characters in your Storm Knights' group seriously unbalances your campaign, feel free to eliminate some without making the Knights responsible. One way is when the Knights "find" the Martians, the four are in a battle with pulp villains who were also lying in wait. The four have taken casualties (one to three) and the Knights arrive just in time to save the survivors.

In the city of Liverpool, in the United Kingdom, a young mage has just passed the entrance exam for the local Magician's Guild — with flying colors.

The entrance exam is the following:

"Within four months, come up with a useful spell that shows your understanding of and your adeptness with the Laws of Magic. The spell then becomes part of the Magician's Library and you become a member of the Mage Guild of Liverpool."

The young magician, a transformed Core Earther named Freida Robertson, concocted the spell not in four months,

but seven weeks. While this is not the fastest a spell has ever been produced by a young mage, it is definitely one of the most powerful. Add to that the fact that Ms. Robertson was not originally of Aysle, and you have an extraordinary occurrence.

Naturally, the magicians of Liverpool were eager to sign on the young mage and add her spell to the library. But something went wrong. On her way from London back to Liverpool, Freida Robertson disappeared.

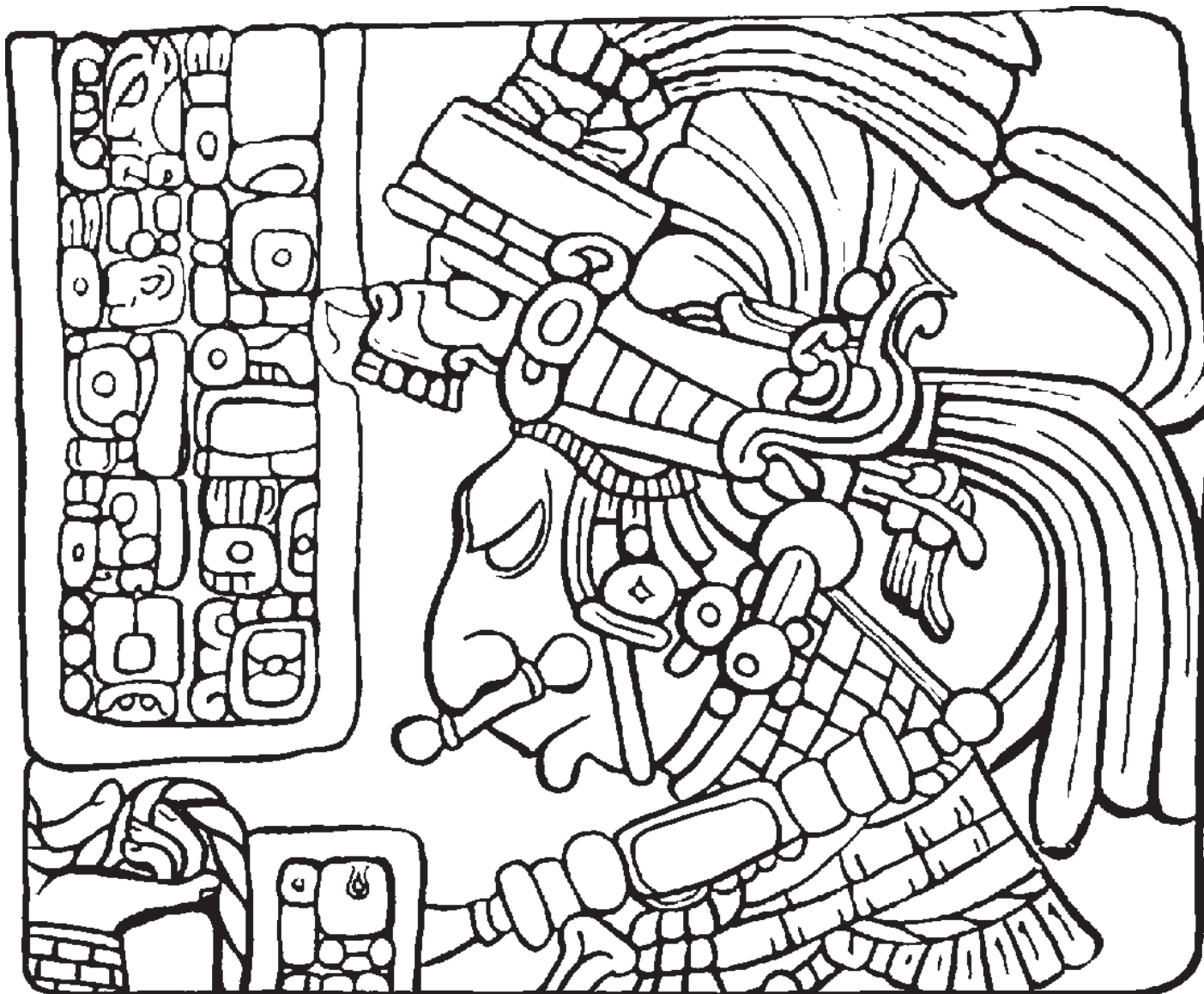
Rumor has it that Ms. Robertson was abducted by the forces of the Dark. Her last known location was an inn called the "Call to Arms," located about midway between Liverpool and Lon-

don.

If the Knights go to the inn, they can question the innkeeper, the local guard, and the residents. Since this area is in the Light, most of the people are helpful and friendly — but nobody really knows anything. Freida left the inn about six in the morning a week before, but did not arrive at her next stop that evening.

When the Knights trace the route Ms. Robertson took, they will need to make six *tracking* totals. The Knights need to find where Freida left the road.

If the Knights obtain an overall average of totals exceeding 12, they are able to determine where the attack occurred. They see several slightly scorched trees, a few holes in the road,





and a few broken weapons. Making two more *tracking* totals of 10 or higher, the Knights are able to follow a trail up to a cave.

Inside the cave are six second-planting gospog and one third-planting gospog (see the *Aysle* sourcebook for details). They are hidden in the caverns, waiting for any pursuers. If the Knights defeat the gospog, they can search the cave and find several items that belonged to Freida Robertson: a suitcase, a hand mirror (broken) and a set of fiction novels.

There is also a strange object on the floor. It looks like a circle drawn with chalk but, if one of the Knights touches it, it is revealed as a solid object. It is two meters in diameter and weighs almost nothing. Anyone making a *divination* magic skill total of 10 or higher knows it is some sort of magical construct, and anyone with an *apportation* total of 14 or higher realizes it was used to *teleport* someone away — to a specific location. No one knows how to activate it.

If the Knights defeat the gospog and find the loop, they get a *Good* (6+) result. Any other result is *Bad* (2-).

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3

Just last night, a group of Sun Kings and Sun Queens crashed a costume party held in the offices of a Paris publishing house. Little is known about the group except that they are well armed, extremely well organized, and led by Louis XVII and his two lieutenants, Louis XXI and Marie.

The gang has taken the party-goers hostage and is demanding one hundred million Francs in gold, silver and jewelry be delivered to a drop location outside of the Paris city limits. The local government wishes to get the publishers and their guests out of the building (the party was held on the top floor of a twenty-six floor skyscraper), but refuses to pay ransom. The Sun King leader has vowed to kill one party guest each hour if his demands are not met.

There are several disadvantages to the Storm Knights' rescue attempt: the gang is very cyber-enhanced (especially the leader, who is on the verge of going cyberpsychotic); there are at least three gang members per Storm Knight

(interspersed strategically about the building); and the party guests are all dressed in costumes similar to the Sun Kings and Queens.

Rescuing the guests and driving off the gang members is a *Good* result (6+), while allowing Louis XVII to kill off guests or extort money from the Parisians is a *Bad* result (2-). The Sun Kings and Queens are all heavily armed, but only their leader and one or two of them are Possibility-rated and are thus afraid of disconnection. If the Knights can separate them from their leader (or, better still, from the guests) they may choose to flee for the Cyberpapacy without extracting their extortion money or revenge.

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4

Certain private interests in the city of Sacramento have set up a profit motive for revenge. After the "Miracle of Sacramento," the returning Core Earthers (and the Nippon immigrants) have been rebuilding the city and driving the Living Land creatures from the surrounding mixed zones. Now, the city is reasonably safe from the Living Land, and the "hunts" have died down in the mixed zones.

But that does not appear to be enough for someone. Recent reports have stated that independent financial trusts have been set up to fund and reward "edeinos hunts." As far as the Storm Knights can gather, the offers stand at one thousand dollars per edeinos head and one hundred for any other Living Land creature.

To the impoverished majority of Sacramento residents, this is a godsend. Desperate men and women have taken up arms and are going into the mixed zones — and sometimes beyond — to hunt the edeinos.

Unfortunately, the hunters often do not distinguish between transformed edeinos and Living Land edeinos. In fact, many prefer the former (they've lost access to the miracles of Lanala and are often poorly equipped and alone).

The Storm Knights have heard that a fellow Storm Knight, a renegade edeinos (with Nippon axioms) named Gathka Hoshi has been captured by a group of hunters in the mixed zone just north of Sacramento. He is being

tortured and abused by his captors (a gang called the "Sacramento Satans") in the hopes that he can lead them to more prey.

Currently, the Storm Knight is being held in a bar in the mixed zone, along with several patrons and the owners (who just happened to be in the way). If the gang members can't get him to help them find more edeinos, they'll kill him soon. There are at least two gang members per Storm Knight, and the leader and his lieutenant (at least) are Possibility-rated.

**Red Caspian, Gang Leader**

**DEXTERITY 12**

Dodge 15, fire combat 14, maneuver 14, melee 17, stealth 13, unarmed 14

**STRENGTH 11**

**TOUGHNESS 10**

**PERCEPTION 8**

Trick 14, land vehicles 12

**MIND 9**

Survival 14, test 13

**CHARISMA 9**

Taunt 14

**SPIRIT 8**

Reality (Core Earth) 13, intimidation 15

**Possibilities:** 2 per Storm Knight

**Equipment:** Spiked chain (damage value, STR+4/15); studded leather jacket (armor value, TOU+4/14); large knife (damage value, STR+3/14); .44 S&W Magnum (damage value 17, ammo 6, range 3-10/15/40); cigarettes; lighter

The Knights have to sneak past the perimeter guards (or eliminate them) and rescue the patrons and the edeinos. If they succeed, they get a *Good* result (2-) and find out (from the edeinos) that the Delphi Council and certain Kanawa subsidiaries put up the money for the trust. If the edeinos is killed, or just not rescued, or if most of the bar's patrons are killed, the Knights get a *Bad* result (2-).

## Rumors

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1

More problems for Pharaoh Mobyus!

As if contending with Terran and Nile Empire heroes, Israeli freedom fighters and scheming Overgovernors

was not enough, now the mad Doctor has a new foe to contend with — public embarrassment.

Radio and newspapers are staples of entertainment and information among the citizens of the pulp realm, but their favorite media enjoyment is film — Saturday matinees, Friday night premieres, and mid-week afternoon festivals are the true “opiate of the masses” in the Pharaoh’s realm. But, as one might expect, these entertainments give rise to some “less wholesome” activities. Namely, there has been a rash of “stag” films circulated in the Cairo and Memphis districts. Normally, this would not concern the villainous Pharaoh, but these films have a special star ...

A man dressed only in a very good imitation of the Pharaoh’s hood.

Dr. Mobius has yet to comment.

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## 2

An Orrorshan occultist of extreme power has come to Aysle. Perhaps she is seeking refuge from the Power of Corruption, or maybe she is trying to fill the High Lord vacancy of the realm. Whatever her reason for being in Aysle, she is already causing terrible trouble.

Using her occult magic, she has managed to capture several magical creatures of Aysle and is conducting experiments on them. Apparently, she is trying to “infect” them with the horrible abilities of Orrorshan monsters.

Rumor has it that she has, so far, been less than successful. Her experiments have killed or maimed most of the poor creatures, but there is one fearful exception. It is a creature that, with its natural abilities, is terrible enough. But, after being transformed to the Orrorshan reality (the occultist invoked a reality storm), it is a horror in its own right. It is the “*necrolepus vampirum*” — also known as the vampiric death bunny.

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## 3

Baruk Kaah is on the ropes. Constant defeats and setbacks have hurt the High Lord’s standing among his

people. While the Jakatts and their allies have not organized for rebellion, there is considerable grumbling among the creatures of the Living Land.

Some say that Kaah has betrayed the tenets of Lanala by bringing them to this dead world. Others feel he is not favored by the goddess, and that is why they are not conquering the “soft hides.” There is even a rumor that some edeinos, heartily sick of Baruk Kaah and his leadership are starting to look to another, more adaptable, leader.

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## 4

With continuous warfare on the eastern front, sabotage from the south, and indecision from the north, Cyberpope Jean Malraux I has had less luck than he’d hoped for in the initial invasion of Earth. Naturally conservative, the Cyberpope has been content to dominate his existing realm before expanding further into Core Earth — with one notable exception in Canada.

Unfortunately, this conservative doctrine worked. Within the realm, cyberdeckers, Core Earth Storm Knights, and Paris Liberté have remained undefeated for too long. The people are starting to talk about the Cyberpope’s “infallibility” — in less than glowing terms. It does not help that even Malraux’s home cosm of Magna Verita is dissatisfied.

But Malraux is not ready to throw in the crucifix yet. Sending missionaries to South America, the Cyberpope has had little resistance to his efforts in setting up a supply center of raw materials, and his bridge in Quebec is, so far, safe from opposition. Within the realm, the Cyberpope has assigned his HOGs the mission of coming up with a devious plan to match the cleverness of his opponents. Whether they succeed or not remains to be seen.

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## 5

With the publication of the *Kanawa Personal Weapons* catalog and the upcoming *Heavy Weapons* catalog, the Kanawa Corporation — and

Hachiman Arms specifically — has made quite an impression on the forces fighting the Possibility Wars. Where before, realms with low *Social Axioms* have not had access to mass-market goods, now all the armies within each realm are able to purchase weapons on a grand scale.

As a result, Armies of the Light and Dark in Aysle are better equipped than ever before, Orrorshan Victorians have access to greater numbers of “their” kind of weapons (even though they believe them to be of “inferior quality”), and those fighting the War or defending their homes have much greater access to much more powerful weapons than ever before.

For Hachiman, this has resulted in unprecedented profits — and some unexpected trouble. It seems that some people take offense at Kanawa’s neutrality — they don’t appreciate weapons being sold to the “other side” as well.

Recent reports state that some ships entering the realms of Aysle and the Nile Empire, and some planes entering the Cyberpapacy, have been inconvenienced, sabotaged, and even attacked — by both sides in the conflict. Kanawa has not responded to these attacks, except to send new shipments with more armed guards.

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## 6

While the city of Los Angeles still remains free from the dominion of any realm, its position near both the Living Land and western Nippon Tech has not improved its society one bit. Gang warfare is on the rise, spurred by influxes of ethnic and alien refugees.

Recently, the police and civil order departments have been hard-pressed to keep the citizens of Los Angeles from killing each other. It is rumored that there are small gangs of serial killers within the city, organized to better elude the police. While this has not caused any mass exodus from the city, it does worry the local law enforcement community. ☒

# Your Letters

*The Orrorsh sourcebook is a crowning achievement, and nicely rounds out the "classic" six realms. Whenever I finish a sourcebook and I'm still excited about it and want even more info ... then I feel you've done an awesome job.*

1. During character creation, attribute points may be used to increase a Nile character's power action value. Once the campaign begins, can a character spend Possibilities to increase a power? It appears that increasing powers would be done at the same cost as increasing an attribute (i.e., triple the cost of a skill add).

2. In the Torg World Book, it states that Nile characters may have one attribute rated at 14. However, the Nile Empire sourcebook does not seem to mention that. Is this an omission?

3. Charm person works on TOU size 10 or smaller. Since anyone can have a TOU greater than 10, the spell will not work on them. Is this what you intended?

4. In a recent Infiniverse, I felt you were rather flippant about external gender differences between male and female edeinos. I feel my players deserve to know what the differences are, if any. And if there aren't, how do they tell the difference?

5. Allen Nunis is the most incredible Torg illustrator you've yet published. His full page edeinos illustration in Operation: Hard Sell just blew me away. Any chance of him doing Tharkold?

— Martin Wixted,  
Boston, MA

1. Good guess, Martin. Yes, power action values can be increased using exactly the formula you listed.

2. That was an omission from the Nile sourcebook (though not from some templates therein). Yes, Nile characters can have a single attribute at 14.

3. A slight misunderstanding here. Pixaud's *Practical Grimoire* states that charm person works only on beings man-sized or smaller who speak the same language as the caster. However, the difficulty number of 10 for the spell does not relate to the target's Toughness. A ninja of average height with a Toughness of 13 can still be targeted for a charm person spell, providing he speaks the same language as the caster.

4. They don't. An edeinos would know (as a simple action) whether another edeinos was male or female. There are no external differences that would tell a non-edeios what the gender of a particular specimen might be.

5. Would you believe, Allen will be drawing all of *Tharkold*? In addition, Mr. Nunis did all the illustrations for the *Space Gods* sourcebook, due out in November.

*In the latest Infiniverse realm update (issue #14), the Germans' Operation Central Fire is outlined. It is stated that at least 5000 casualties are expected among French nationals due to transformation ... But between the surge of possibility energy and transformation when the stela is pulled up and the one when it is replaced, the deaths due to transformation could range upwards from 2 million.*

*The only other thing that wasn't mentioned in the outline of Operation Central Fire is a beneficial bonus effect — when the reality of Core Earth reasserts itself, the maelstrom bridge at Avignon will be destroyed. This brings up another question — since the Cyberpapal Darkness Device is no longer connected by a series of maelstrom bridges (to Magna Verita, then from Magna Verita to Quebec) to the realm in Quebec, will that realm revert to Core Earth reality?*

— Michael C. Levay,  
Roscommon, MI

The 5000 transformation figure was arrived at by Greg (Lord of the Still Waters) Gorden based on the fact that only an hour at most will pass between the time the central stela is pulled up and when it is replaced.

As for the bridge in Avignon, yes, there is a very good chance it will collapse. But Quebec? No — keep in mind that (a) all bridges to Magna Verita could come down, and the realm would remain extant; and (b) despite losing the bridge in the Western Land, the reality of Baruk Kaah's realm remains firmly in place in the Eastern Land.

1. Do victims of the Orrorsh power life drain lose the number of Possibilities that are drawn from them?

2. Can a Storm Knight wear the Rijato Battlesuit?

3. When a Storm Knight has a "transform" result on the Reality Storm table, does he succumb to the axioms of the victor only on a roll of 1?

— Scott Mitchell,  
Chicago, IL

1. No. *Life drain* attacks an attribute, not one's well of Possibilities. The attacking creature gains a Possibility as a result of the power for every five points of attribute he drains (keep in mind that the attribute does not actually go down). At this point, only Ayslish Storm Wraiths are capable of attacking and draining Possibilities in a vampiric manner.

2. No. The insides of the Rijato Battlesuit are so clogged with sophisticated machinery that there is no room for a being to fit inside it.

3. No. A character is instantly transformed to the axioms of the victor in an invoked reality storm. However, he must a contradiction check to determine if he is physically transformed as well — on a 1, that takes place.



*Congratulations on the Orrorsh soucebook. It was everything I hoped it would be. But it did leave me with three questions:*

1. *If a character from outside Orrorsh becomes a vampyre, werewolf or similar beastie via infection, does he retain his own axioms and world laws, or does he transform to Orrorshan reality?*

2. *If a werewolf disconnected outside Orrorsh, could he live his life free of the curse of lycanthropy, as long as he didn't reconnect?*

3. *Do Orrorsh horror powers creature a contradiction any time they are used outside their own realm?*

— Richard Lee Byers,  
Riverview, FL

Good questions, Richard.

1. Yes, a character turned into a vampyre, etc. would retain his own axioms and world laws. The infection power does have not have the ability to transform a character's reality. Therefore, a non-Orrorshan vampyre would not have access to horror powers, the Power of Fear, or suffer from

severe weakness or True Death, as all of these are connected to Orrorshan world laws.

2. If the character was in human form when he disconnected, yes, he would no longer be able to use his *shapeshifting* skill and would, in essence, be free of his curse. By the same token, if he was in wolf form when he disconnected, he would be unable to revert back to human form.

3. Yes, they do cause a contradiction, being an outgrowth of Orrorsh's world laws.

*Can a Possibility be spent to roll again and avoid disconnection?*

— Tony Perkins,  
Layton, UT

This is a question we've gotten from a few sources, and the answer is no. Once you roll that 1 and disconnect, that ends that action. No Possibilities may be spent to increase that roll.

You can spend Possibilities in an effort to reconnect, providing you do not possess knowledge of the martial

arts style of ninjutsu (see the *Nippon Tech* sourcebook for details on that).

*Please put out a map of the Near Now that I can use to keep track of the stelae boundaries!*

— Stephen Kenson,  
Merrimack, NH

Well, Steve, tell you what we're going to do ...

We determined that our putting out a map would end up being prohibitively expensive for our players. So here's our suggestion:

Do what we did, and pick up a big map of the world (they're relatively inexpensive). Then look in the upcoming *Infiniverse Update* (due out in April), where latitude and longitude coordinates for all the stelae in all the realms will be provided. That will allow you to plot the realms out on your map (we suggest pins, so you can move them easily). In future, we'll provide such coordinates whenever we announce a stelae placement or removal, so you can keep your map up to date. ☒

## Herald Messages

Ayslish Corsair ships equipped with magically-strengthened hulls have sailed from England to engage Mobius' submarines.

Score thus far: Corsairs 2, Mobius 1.  
— The Freedom Reavers

Dragons? Ha! Give us something tough to fight!

— Fangs of Reality

(Truth of the matter is, we got REAL lucky.)

— F.O.R.

The Aysle stelae northeast of the Oulu bridge in Finland has been removed. Mobius' plan to disrupt Aysle has been defeated soundly. The Syndicate of Sin has been wiped out (Cerebrum is currently in jail in London, as is Raze. The others were killed in battle with the Storm Knights.)

Alexander Pelkington has fled into the Living Land. His talismans have all been destroyed. His contacts in the Spartans have been exposed and defeated.

— Tony Perkins,  
Layton, UT

GodNet raider Pierre LaPorte has found location where stelae are created. Plans to raid location in conjunction with "Operation Central Fire" are going smoothly.

— Jim Pulles  
Regina, Canada

After gaining new allies, an edeinos and a Cyberpapal rebel, the Storm Knights succeeded in destroying the Mystic Flame in the Northern Land, and thwarting the experiments of a mad scientist and an evil elven mage trying to design a "spell chip."

Long live the Storm Knights!  
— Scott Mitchell,  
Chicago, IL

Be not afraid to try odd things.  
— Sai Hakimoto

Here's an interesting tidbit — has anyone noticed all those ATM machines bobbing about the Pacific Ocean, kinda close to Japan? They make for great heavy weapons practice (or lightning bolt practice, or spear throwing practice, etc., ad nauseam).

— Windigo

The Tarot Gang has more members than apparent! Beware Sun Man, a gadgeteer with a heat ray gun and a blinding light coming from his costume, and the Moon, an Egyptian able to inflict madness upon his opponents.

— Dale Hitesman,  
San Francisco, CA

Missing: one Storm Knight answering to Sir Eric Fireshaft. Last seen in pursuit of Nile villain, Dr. Shocker, in the depths of Sherwood Forest. Leave message at the Royal Arms Hotel for Jameson Starkey.

— J. Starkey,  
Huntsman to the World

Today, Dr. Mobius leveled the Islamic holy city of Mecca with five blasts from his artificial sun. When asked why five blasts were used, he replied, "Because I'm such a genius."

It seems our dear Cyberpope has good sources. While German forces were disabling his main cyberfactory, Malraux was busy setting up a stelae in Germany — and a bridge! Collateral casualties reached 12,000; operational casualties were 7200.

— Dominick Riesland,  
Milwaukee, WI