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"Lefty" Stark, and the long-awaited
return of Bill Smith



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Here is the fourth card face for the drama deck. It is designed for use in Aysle, but its effects can extend into other realms as well.

The Quest

The heroic quest is an integral part of most fantasy genre fiction. This subplot card is designed to allow a player to attain such a quest for his character.

The *Quest* subplot must be played within the realm of Aysle. Once it is played, the gamemaster has the option of having someone (whether it be Pella Ardinay, Tolwyn Tancred, or simply an average mage) ask the character to undertake a quest on his/her behalf. There should be some reward offered for successful completion of this mission.

The object of the quest may lie in another realm, and if used as a campaign subplot, may take many months of game time to retrieve. Along the way, the questing Knight should have

his courage and mettle tested, as did those of yore.


The card may also be turned in for a Possibility if the player so chooses.

Dual Setback

A *dual setback* that appears on the conflict line indicates something has occurred in this round which affects both the heroes and the villains. It may be a sudden cataclysm, like an earthquake in the Living Land, or the unexpected appearance of a third force on the scene, like a rampaging dragon in Aysle.

How the players and the gamemaster deal with the cause of the *dual setback* following the appearance of this card is up to them. It may be that the villains and heroes will have to team up to defeat this menace to both of them, or it may be that one side or the other will attempt to escape in the confusion engendered by the incident.

Attack/Defend are approved actions on this card.

160 
When suddenly ...

S: H Setback V Setback

D: V Up H Fatigued

Act: ATTACK/DEFEND

Critical Problem

Subplot: Character is offered a chance to embark on a quest, or may turn this in for a Possibility.

The Quest

 160

Rumors and News



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

Rumor Report

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

First Indication: Issue #15

1. War between the Chamkatt and Polja giant tribes escalating, as Polja giants are preparing to cross the maelstrom bridge into Northern Ireland. True (16).

2. Mobius' forces gathering near the Israeli front — is a complete conquest of the Middle East far away? True (19).

3. Video tape footage of fifth generation gospog being held by a Storm Knight who survived the attack. If distributed, Nippon Tech's true nature could be exposed. True (19).

4. "Burger Rex," a fast food chain featuring lizard meat from the Living

Land, leads the way toward greater public acceptance of dinosaur meat as a dietary choice. Despite an emphatic "False!" from a subscriber, it starts out at True (16).

Continuing Report: Issue #14

1. President Quartermain attempting to suspend 1992 elections for national security reasons. Rockets to True (80) — it's unanimous at this point, folks.

2. Weird science submarines sinking Cyberpapal ships in the Mediterranean. Climbs even more to True (30).

3. Dr. Sconce sewing gospog victims together to create a new horror. Could still swing either way — False (15).

4. Yakuza operative attempting to undermine Haragawa. Law of Intrigue working to dismantle Yakuza plans, staying at True (20).

The Wrap-Up: Issue #13

1. Orrorshan mad scientist has discovered means of trapping human souls in marionettes. Storm Knights murdered by demonically-possessed compatriots. Surges at the line to finish True (23).

2. Jeff Mills, creator of "Five Realms" game, fleeing the Delphi Council and currently in hiding in Oregon. Distributors calling and looking for catalogs, and finishes at True (25).

3. Hypnotic billboard in Thebes forcing dignitaries to surrender classified info to Mobius. Just barely True (11).

4. Ninja vampyres stalking Tokyo. Guess we know how everybody will be dressing for Halloween — a popular True (60).

New Stuff

Space Gods should be reaching your nearest hobby or book store mere milliseconds after you open this issue.

Creatures of Aysle, the first Torg product generated by *Infiniverse* subscribers, was just released in October, and to tell you the truth, everyone in the office was blown away by the book. It features a bold new graphic design, and lots of interesting creatures. Once again, our thanks to everyone who submitted creatures for this book — you folks made it happen.

Character Template Contest

The winners for the Character Template Contest have been decided:

Marc Brenowitz, of Marietta, GA for his Cyberpapal cat burglar.

Pati Conley, of Middletown, RI, for Dara Jarnel, a Cyberpapal priestess of Kra.

Dan Viger, of Bronx, NY, for Captain Verdigris, an edeinor Rocket Ranger.

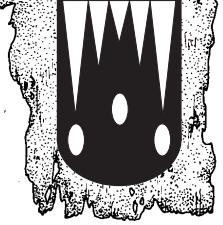
Bill Olmesdahl, of Johnson City, NY, for Vito Taltaglia, an Aysle giant mafioso.

Steve Tanner, of Rheindahler, Germany, for Kevin Middleton, a Core Earth Storm Knight.

The winning characters are set for an adventure tentatively titled "Kamikaze," set for a late 1992 release.

Overall, we purchased 40 entries from our *Infiniverse* subscribers. Congratulations to all of the winners, and thank you to everyone who submitted an entry for this contest. The response to these products has been overwhelming! ☒

Nightmares of Orrorsh



The Nightmares of Orrorsh are the primary architects of Orrorsh's terrors, answering only to the High Lord (or his regent) and the Hellion Court. Their perverse and odious natures are legendary, even in the realm of horror. But each Nightmare has its own unique manner of approaching its work, its own morbid tastes and powers. Like hellish snowflakes, no two are alike.

There are roughly 200 Nightmares in the realm of Orrorsh. Here are a select few:

Ceanhir McGee

Ceanhir (SHAY-neer) McGee is not the most gruesome of Orrorsh's horrors; in fact, his appearance is quite pleasant. Less than a meter high, slight of frame and possessing a certain spring in his step, Ceanhir looks like the mischievous leprechauns that live in the emerald fields of Ireland (or, in Gaea, Eire). This is his most terrifying aspect: the fact that so joyful and benevolent an appearance hides a soul so horribly foul.

When the Gaunt Man invaded Gaea 300 years ago, magic suddenly flowed unchecked over the whole of the world. A number of myths were "substantiated" by this magic, gaining form — though it was usually a form twisted and evil, suited to the Gaunt Man's new order. In the lands of Eire, a great number of Horrors were unleashed in the guise of harmless faerie creatures.

One of these creatures was Ceanhir McGee, who delighted in leading peasants to horrible ends by granting them three "wishes" and interpreting them in the worst possible ways (such as giving a man a crock of gold — a crock which appeared 50 feet above his head, plummeted down and killed him). His

actions came to the attention of Eire's Nightmare, who informed her master of the imp's potential. The Gaunt Man asked McGee if he wished a position as a Nightmare for his coming invasion of Earth. McGee, fearful of the Gaunt Man's angry response if he refused, and eager to torment new souls, readily agreed.

Ceanhir McGee's province runs along the northern coast of Majestic, and is centered around the city of Medan. McGee and his fellow "demon pixies" spend their time thinking up new horrors (usually reminiscent of faeries, pookas, banshees, and other Celtic myths), drinking, and having "fun" with the locals. This can mean anything from tricking a man into kill-

She hides a horrifying secret: an obsession with death.

ing for the promise of riches to goading village children into playing with "that nice man who doesn't have any skin" (a perennial favorite).

Ceanhir makes a concerted effort not to appear too frightening to the inhabitants of his province, so they will not shun him and will continue to seek him out. He is aware of the Gaunt Man's disappearance, but does not think it strange. As long as he can amuse himself with lesser beings and is undisturbed, he will remain loyal to Thratchen (or whoever assumes the reins of power in Orrorsh).

Ceanhir McGee

DEXTERITY 13

Dodge 17, flight 17, melee weapons 16, missile weapons 14, prestidigitation 18, stealth 21, unarmed combat 16

STRENGTH 9

TOUGHNESS 14

PERCEPTION 18

Find 22, language 20, trick 25

MIND 17

Occult 24, test 20, willpower 18

CHARISMA 20

Charm 22, persuasion 26, taunt 26

SPIRIT 14

Faith (Orrorsh) 16, reality 19

Possibilities: 20

Powers: *animal control, hypnosis, resistance to normal weapons*

Corruption Value: 22

Fear Rating: 2

Perseverance DN: 20

Weakness: sunlight

True Death: Must be slain with a golden weapon made from the gold of his crock

Goals: To entertain himself with the misfortunes of others

Lady Eleanor Allenton

Lady Eleanor Allenton is a beautiful noblewoman with a great mansion, a dashing and successful husband, and high status in Victorian society. She also hides a horrifying secret: an obsession with death.

Ever since she was a young girl, the former Eleanor Richards has been fascinated with making things die — plants, animals, and people, especially people. When she was seven, her nursemaid mysteriously fell out of a moving carriage and was crushed under its wheels. Everyone around Eleanor was consoling, but she found the experience strangely thrilling.

Thereafter, people around Miss Ellie suffered horrible luck: food poisoning, falling down staircases, tripping onto knives carelessly left about. When she was 18, her parents were slain by a hideous demon while visiting the colonies in Rhodesland. When she heard about this, she became intrigued by

the horrors that plagued Gaea and the occult in general.

Her morbid fascination came to the attention of General Avery Wellington, a friend of her parents and a member of the Gaunt Man's Hellion Court. Wellington introduced her to certain circles whose activities were hidden from proper Victorian society. She learned the secrets of true sight, the mystic powers of the Findaru and Amerind religions, the dark pleasures of ritual sacrifice and black mass.

At 21, she seduced Sir James Allenton, a railroad magnate three times her age with a frail and sickly wife. In a scandal that shook London, Allenton abandoned his wife to marry the woman with whom he was now hopelessly obsessed. Now financially secure, Lady Allenton began subverting "decent, upstanding members of society" into participating in her occult rituals.

She was rewarded for her efforts by being made a Nightmare for the colony on Earth. Using occult means, she ensured her husband's appointment to a stuartship and travelled with him to Earth. She now lives in a spacious mansion in Sibolga, at the heart of her husband's stuart, ruling the city and the countryside around it with a maddening capricity, striking fear into peasants and noblemen alike.

She cares not to dabble in the internal politics of the realm, involving herself only when her position as a Nightmare is at stake.

Her chief concern remains her study of the occult. Rumors that the Nocturna has been seen in Jakarta have prompted Lady Allenton to acquaint herself with that province's Nightmare, Ahjebax.

Lady Eleanor Allenton

DEXTERITY 9

Beast riding 12, dodge 10, swimming 11

STRENGTH 9

TOUGHNESS 8

PERCEPTION 20

Evidence analysis 23, find 21, language 24, research 25, scholar (occult lore) 22, trick 21

MIND 20

Medicine 21, occult 25, test 23, will-power 24

CHARISMA 24

Charm 27, persuasion 25, taunt 23

SPIRIT 15

Faith (Orrorsh) 20, reality 19, swami 16, true sight 18

Possibilities: 23

Powers: none, not a monster

Corruption Value: 26

Fear Rating: 2

Perseverance DN: 19

Weakness: none

True Death: None. When killed, her soul will go to a waiting village, to be assigned to a monster that will have a True Death.

Goals: To increase her knowledge of the occult and death, and create fear in her province; to maintain her standing in "decent" Victorian society

Rashnaya

More beautiful than any dream, Rashnaya is also one of the coldest, most lethal of the Nightmares. A hybrid creature, in her natural state her face and the upper half of her body are that of a human woman, and the lower half that of a huge red worm. She can, at will, transform her worm half to legs.

Rashnaya rules the southern tip of Majestic, near the city of Telukbetung. She exists to exploit the dark fantasies harbored by Victorian men, and like the succubae and incubae she favors, she can appear as her victim's ideal woman come to life.

Rashnaya frequents only the best clubs and the most exclusive restaurants, and has cultivated a reputation as a high-priced courtesan. An association with her is believed to be a mark of status, and many young officers make a point of meeting her.

Once she has attracted a man of influence, she slowly begins to drain his will. Once this has been done, she uses her powers of hypnosis to bring him completely under her command. Many high Victorian officials are under her control, most in the snare of post-hypnotic suggestions so that they appear normal the majority of the time. When Rashnaya has need of one of them, she will employ the appropriate hypnotic trigger.

When she no longer has any use for a victim, she will wrap him in her tail (*Strength* total of 20 to escape), and feast upon him. She need feed only

once every six months. If she is already sated, she will simply order the unfortunate man to kill himself.

What makes Rashnaya so insidious is that even before their wills have been sapped, most Victorian men would refuse to believe that so beautiful and gentle a creature could be in the service of the evil that plagues Orrorsh. Those few who have learned her secret and attempted to expose her have more often than not been slain in duels with her lovers or clapped in lunatic asylums.

Rashnaya has plans to seduce Lord Stanton Cheltenham and "persuade"

When she no longer has any use for a victim, she will wrap him in her tail and feast upon him.

him to sponsor her for membership in the Hellion Court. Thus far, Cheltenham has resisted her advances, knowing well what she truly is, and not wishing to become her next victim.

Rashnaya

DEXTERITY 16

Acrobatics 17, dodge 18, maneuver 20, melee weapons 18, stealth 18, unarmed combat 18

STRENGTH 19

Lifting 20

TOUGHNESS 15/19

PERCEPTION 20

Evidence analysis 22, find 21, tracking 22, trick 24

MIND 19

Occult 21, survival 20, test 22, will-power 22

CHARISMA 23

Charm 28, persuasion 26, taunt 24

SPIRIT 13

Faith (Orrorsh) 15, intimidation 17, reality 17

Possibilities: 25

Natural Tools: scales, armor value TOU+4/19; tail, damage value STR+1/20

Powers: *hypnosis, life drain, shape change*

Corruption Value: 22

Fear Rating: 3

Perseverance DN: 20

Weakness: mandrake root

True Death: Rashnaya must be dismembered by someone who has felt her kiss.

Goals: To attain a position on the Hellion Court

Red Jack

One of the few Orrorshan Nightmares to be “born and bred” in Core Earth, Red Jacks holds Majestic’s city of Padang in a grip of terror.

Red Jack is a demonic creature with the ability to alter his appearance at will. He thrives on fear, and uses strings of murders to produce it. How long he has existed is uncertain, although many occultists believe him to be a product of the Dark Ages, when superstition ran high and any strange death produced widespread fear of the Devil.

Red Jack kills in many ways, but prefers knives, for they allow him to draw the act out longer than he could with a pistol. He will normally transform to mist after a killing, vanishing as mysteriously as he came and giving rise to tales of “invisible murderers” and police frustration.

Red Jack’s most famous (and last) series of murders took place in London’s notorious Whitechapel district in the late nineteenth century. No longer content simply to kill, he decided to crack open the very foundation of English society with his murders. He butchered five prostitutes, mutilating their bodies in ways reminiscent of Masonic lore. This inspired Scotland Yard, many of whom were Masons, to cover up the crimes and stall the investigation, believing one of their own to be responsible.

As occult societies dwindled and the *Magic* axiom dropped, Red Jack felt his powers fading. He retreated to a cavern beneath the city of London, and there was dormant until the invasion of Earth by the Possibility Raiders.

The sudden surge in magic brought him back to full awareness, and his dark doings brought him to the attention of Uthorion. Seeing a potential ally for his former master, the Dark

Lord of Aysle dispatched Red Jack to Orrorsh, where he was given a position as a Nightmare.

Now Red Jack oversees those Horrors who derive pleasure from the sheer terror that the thought of death and the actual agony of the experience produce in humans. He has proven to be a most efficient Nightmare, with an instinctive knowledge of when to start and when to stop killing in order to evoke the greatest amount of fear.

Red Jack

DEXTERITY 16

Dodge 19, lock picking 18, long jumping 20, maneuver 20, melee weapons 22, running 17, stealth 24, unarmed combat 20

STRENGTH 15

Climbing 16

TOUGHNESS 14

PERCEPTION 18

Find 21, tracking 20, trick 22

MIND 14

Occult 17, survival 15, test 16, will-power 18

CHARISMA 20

Charm 25, persuasion 23

SPIRIT 15

Faith (Orrorsh) 17, intimidation 20, reality 19

Possibilities: 30

Equipment: daggers (2), damage value STR+3/18

Powers: *elemental alteration, resistance to normal weapons, shape change (rat), blur form, silence*

Corruption Value: 25

Fear Value: 3

Perseverance DN: 24

Weakness: nettle branches

True Death: Stabbing with one of his own knives while standing within a pentagram drawn with the blood of one of his victims.

Goals: To spread fear by spilling the blood of innocents.

Thutep

The history of the Nightmare Thutep begins in Gaea’s infancy, 4500 years ago, in the Egyptian city of Memphis. Thutep was born to a cousin of the Pharaoh, and enjoyed the privileges attendant thereof: wealth, comfort, friends in high places, and beau-

tiful serving wenches. He took these boons for granted, being a precocious and petulant young prince.

On his twentieth birthday, his cousin gave a great party, with feasts and songs and gifts — and women. When the Pharaoh asked Thutep what he most desired, he answered that he wanted the Pharaoh’s queen. To his surprise, he did not get what he asked for, but was instead discreetly poisoned and mummified, then entombed in the Pharaoh’s pyramid.

Forty-four hundred years later, a Victorian archaeological expedition discovered the tomb and Thutep’s mummified remains. The mummy was brought back to London and placed on exhibit in a museum, to the delight of the museum’s patrons. But soon after his arrival in Victoria, Thutep was revived from his four millennia of sleep. He waited for the opportunity to escape, and once he did so, wrought havoc in the streets of London until a group of professors and occultists destroyed Thutep’s physical form.

Or so they thought. Thutep’s destruction was staged by the Gaunt Man to allow the monster to escape. Thutep, in gratitude, offered his services to the High Lord, acting first as a Nightmare along the banks of Gaea’s Nile, then coming to Earth to work in the Orrorsh realm.

Thutep’s province is comprised of the islands of Buru and Ceram. He rules from his crypt on Ceram, where he creates new horrors, foul and noxious undead things that plague the world of the living. Thutep appears as a towering mummy, over two meters in height, wrapped in Egyptian cloth and wearing jewelry and headgear befitting his once noble station. He reeks of the grave.

Thutep

DEXTERITY 10

Dodge 14, melee weapons 16, missile weapons 14, stealth 15, unarmed combat 17

STRENGTH 24

TOUGHNESS 22

PERCEPTION 17

Evidence analysis 20, find 19, language 24, trick 19

MIND 18

Survival 23, test 23, willpower 25

CHARISMA 9

Charm (20), persuasion (20), taunt 15

SPIRIT 14

Faith (Orrorsh) 19, intimidation 22, reality 21

Possibilities: 33

Equipment: wrapping, armor value TOU+2/24

Powers: *attack form resistance (cold, spiritual attacks), paralyzing touch, resistance to normal weapons, ward breach (miracles)*

Corruption Value: 28

Fear Rating: 4

Perseverance DN: 22

Weakness: *severe weakness* to fire

True Death: an occult ritual performed along the banks of the Nile, climaxing with Thutep's immersion in the river

Goals: To serve the Gaunt Man and create fear; to drown his horror at his predicament in the pain of others.

Trachelsteph

Lurking beneath the waves of the Java Sea is another of the Gaunt Man's Nightmares, an amphibious horror who is responsible for terrifying mariners that ply the waters. Along with Sabathina, Trachelsteph is one of the few creatures to have accompanied the Gaunt Man on his invasion of Gaea.

Trachelsteph is humanoid, with scales in place of skin and webbed hands and feet. His mouth is filled with row upon row of needle-like teeth, and his sole source of suste-

nance is blood, whether animal or human, he cares little.

He makes his home in an undersea cavern off the coast of Java, and from there he commands various aquatic horrors, as well as the restless spirits of those who met their deaths on the ocean. He particularly delights in using his occult powers to call down raging storms on the vessels of those seeking to escape Orrorsh.

Trachelsteph rarely allows himself to be seen by his victims, although he has been known to steal aboard a ship in the dark of night and carry off a

His sole source of sustenance is blood.

passenger for the purposes of making a meal. He will usually leave the bones floating near the ship as a warning to other crew members of the dangers of sailing through the realm.

Trachelsteph's origin is unknown. Some believe he may be an occult creation, while others think he is a drowned sailor cursed for eternity to wear a horrible form. He has never been known to speak, and it is not known if he is capable of speech as humans know it—if not, it can only be assumed that he uses sorcery of some sort to allow him to communicate with the Gaunt Man and Thratchen.

Trachelsteph is unaware that the Gaunt Man has disappeared. Since

his province is the sea, he rarely sets foot upon land to visit the High Lord, nor does he feel compelled to report his doings on a regular basis. For his part, Thratchen has never thought very highly of Trachelsteph (believing him to be little better than a pet of the Gaunt Man), and has not bothered to inform the amphibian of his regent status.

Trachelsteph

DEXTERITY 15

Acrobatics 18, dodge 19, maneuver 21, stealth 20, swimming 25, unarmed combat 21

STRENGTH 21

Climbing 22, lifting 22

TOUGHNESS 19

PERCEPTION 17

Find 19, scholar (sea lore) 21, tracking 22, trick 20

MIND 14

Occult 18, survival 20, test 17, willpower 17

CHARISMA 14

Charm (25), persuasion 18, taunt 17

SPIRIT 11

Faith (Orrorsh) 15, intimidation 17, reality 17

Possibilities: 25


Powers: *paralyzing touch, regeneration, up condition (when underwater)*

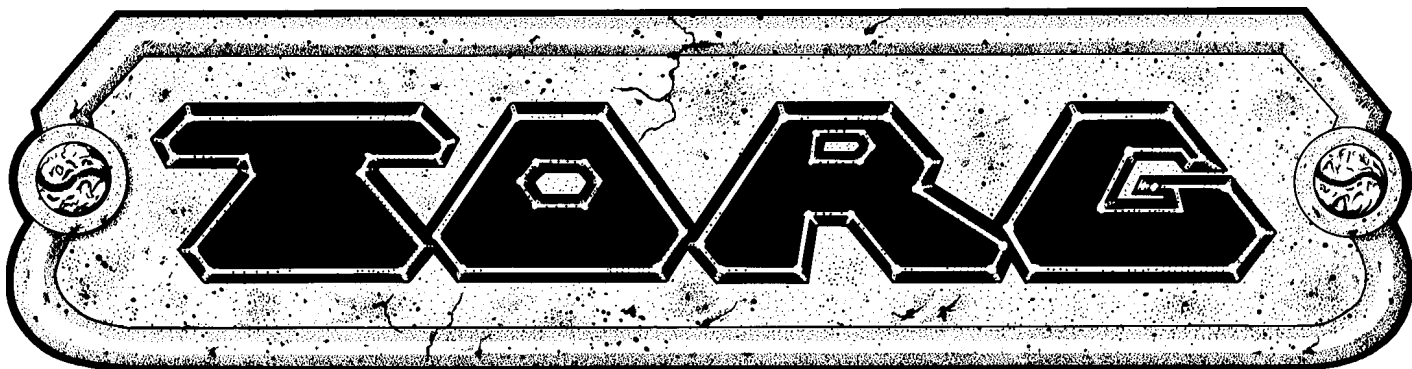
Corruption Value: 21

Fear Rating: 2

Perseverance DN: 22

Weakness: heat

True Death: Must be bound with seaweed and burnt to death. 



Dispatches and Rumors

Dispatches

1

The scheduled meeting of the representatives of various Middle Eastern countries, set for this month in Madrid, Spain, may well become a battleground between agents of the Nile Empire and the Cyberpapacy. Much of the conference is supposed to be focused on the predations of the Nile Empire and new strategies with which to combat the shocktrooper legions, now battling Arab troops in Saudi Arabia. The rest of the conference will be purely ceremonial, with various pledges of assistance and promises not to stab each other in the back at the first opportunity.

Dr. Mobius, however, was insulted at not being invited to attend the conference, and plans to send a pulp villain in his employ, the Dominator, to the conference as his "representative." Once there, the Dominator will use his mind-control powers to force the delegates to vote Dr. Mobius in as the new leader of the Arab world. Mobius will then hold a press conference and declare a jihad against Europe, hoping for the backing of the as yet unconquered Arab nations.

Besides the difficulty of piercing security at the conference site, however, Mobius' plan faces another threat. Cyberpapal agents in Spain caught wind of his intentions, and an Inquisition assassination squad has been dispatched to slay the Dominator and the delegates. The murder weapon will then be left in the Nile villain's hand, an act which should galvanize the Middle Eastern countries into an even fiercer resistance to Mobius.

The Dominator

DEXTERITY 11

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

STRENGTH 10

Climbing 11

TOUGHNESS 10

PERCEPTION 12

Find 15, land vehicles 13, trick 16

MIND 14

Artist (actor) 16, hypnotism 16, test 15, willpower 17

CHARISMA 12

Charm 14, persuasion 15

SPIRIT 8

Intimidation 13, reality 13

Possibilities: 20

Inclination: Evil

Power: *mind control*, adventure cost 5, value 19, range 5 meters, duration variable (see page 72 of *The Nile Empire* sourcebook). *Stymie flaw* when successfully *taunted*.

Equipment: ebon and red costume; 9mm Luger, damage value 15, ammo 8, range 3-10/25/40; bullwhip, damage value STR+2/12

Personality: Outwardly arrogant, inwardly insecure, the Dominator developed the powers of his mind as a means of ensuring that everyone around him would have to act as he wished. This inner self-doubt makes him relatively vulnerable to taunts.

Cyberpapal Inquisitors (5)

See page 88 of *The Cyberpapacy* sourcebook.

2

The arrival of the Akashan realm in South America has sent shockwaves through the ranks of the High Lords. Cyberpapal and Nippon Tech agitators, known to be present in Brazil and Peru, have already begun point-

ing to the Comaghaz plague and the strange powers of the aliens as proof that they are a threat and should be driven from Earth.

Unfortunately for the Akashans, some among their expeditionary force seem to be intent on proving their enemies correct. A pack of Gudasko warriors recently went on a rampage in a Lima marketplace, badly wounding a number of residents as they fought for what they perceived to be delicacies. The Peruvian government, anxious to avoid an incident with their powerful visitors, have limited themselves to lodging a strong protest with the Akashan leaders. But the Lima police force has been called out to get the Gudasko out of the crumbling building in which they have taken refuge.

Akashan Monitors have offered to capture the Gudasko, and been rejected. The Akashans have asked for Storm Knight intercession in the matter to prevent the actions of a few savages from destroying any hope of good relations with the Core Earth governments of South America.

Standard Gudasko (12)

DEXTERITY 9

Dodge 10, maneuver 10, running 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 8

Find 9, evidence analysis 10, tracking 10

MIND 7

Survival 9, test 8

CHARISMA 7

Taunt 9

SPIRIT 7

Intimidation 8

Additional Skills: three at +1 adds

Possibility Potential: some (35)

Psionic Potential: none

Natural Tools: teeth, damage value

STR+2/12; claws, damage value STR+4/14

Description: Gudasko are humanoid creatures which average two meters in height. They are covered with a smooth, tight skin which ranges in color from pure white to pale violet. Their hair, which covers the sides of their heads and lightly coats the rest of their bodies, is bristly and white. Gudasko have two flexible antennae sprouting from their heads, which they use for both smell and touch.

The dread god Stalek has dispatched the spectres of the ustanah to revenge themselves on the race that massacred them.

The mouth of a Gudasko is filled with sharp, pointed teeth. Their hands and feet are equipped with sharp, retractable claws. Although intelligent, Gudasko are still at a very primitive stage of evolution. They can be ferocious and violent or childlike and trusting, and recognize no authority save their own clans.

The Gudasko in this adventure feel they have been unjustly attacked by the Peruvians, and will be *hostile* to any efforts to *charm* or *persuade* them. They will take good advantage of their terrain in the slum building, and attempt to pick off any intruders one by one, rather than engaging in a mass attack.

For further information on the Gudasko, see the *Space Gods* sourcebook.

3

Creatures resembling ustanah warriors have emerged from the Land Below in Michigan and begun slaughtering edeinos, both those friendly to Core Earth and those with ties to Baruk Kaah.

Immediately after each attack, the ustanah vanish back down into their new domain, a place the edeinos will not venture for fear that Death lurks there. While most believe the ustanah to be merely the last survivors of that

ancient race, others believe that the power of the dread god Stalek has dispatched the spectres of the ustanah to revenge themselves on the race that massacred them.

Whatever the truth, the attacks have resulted in great loss of life in nearby resistance communities, as well as an increased risk to Storm Knights traveling through the area. Discovering the nature and intentions of the ustanah, and stopping their attacks, might be a good means of cementing relations between friendly edeinos tribes and Knights.

Standard Ustanah Warrior

DEXTERITY 12

Dodge 14, maneuver 14, melee weapons 13, missile weapons 14, unarmed combat 13

STRENGTH 10

Climbing 13

TOUGHNESS 14/12

PERCEPTION 9

Tracking 11

MIND 13

Test 14, willpower 14

CHARISMA 11

SPIRIT 10

Possibility Potential: some (70)

Natural Tools: pincers, damage value STR+2/12; mandibles, damage value STR+3/13; chitin armor, value TOU+2/14

Equipment: crystal disks, damage value STR+3/13 when thrown, STR+5/15, when used with club-atlatl; club-atlatl, damage value STR+3/13

4

A number of Storm Knights and Stormers have been attacked in recent weeks for no apparent reason. The attacks have been furious but short, the attackers varying from Nile pulp heroes to stalengers. The sole link at first glance between the attackers is that all have been possibility-rated.

The attacks follow a pattern: an opponent will come out of nowhere and challenge an individual Storm Knight (rarely are entire parties assaulted). After a few blows are exchanged, the instigator will suddenly surrender, apologize for having mistaken the Knight for someone else, and offer him money or equipment to forget the matter. If the Knight refuses

the bribe, the attacker takes advantage of smoke screen pellets to effect his escape.

The truth of the matter is that all of these agents have been representatives of the Guildmaster, the Hawaii-based Stormer organizer. She is rumored to be searching for Storm Knights for Guild "sponsorship" and is using these manufactured combats as a means of testing prospective candidates without their knowledge. What the Guildmaster's "sponsorship" entails, and why she has launched so aggressive a search for personnel, is unclear at present.

The Red Eagle (Guildmaster Agent)

DEXTERITY 14

Acrobatics 15, dodge 16, flight 17, long jumping 15, maneuver 18, stealth 16, unarmed combat 18

STRENGTH 10

Lifting 11

TOUGHNESS 10

PERCEPTION 10

Air vehicles 12, evidence analysis 11, find 12, tracking 13, trick 13

MIND 9

Test 11

CHARISMA 9

Taunt 11

SPIRIT 9

Intimidation 11

Possibilities: 12

Inclination: Good

Equipment: flight suit, adventure cost 3, value 14, range self; clawed gloves, damage value STR+4/14

Description: The Red Eagle was an airplane mechanic on Terra who dreamed of one day flying a plane of his own. The day he finally got his opportunity, a mysterious storm came up and blew him off course and his craft crashed on a mountainside.

When he crawled from the wreckage, he found himself in a strange city filled with people who flew through the air at will. They took him in, healed his wounds, and gave him a colorful uniform made from a material that allowed him to fly. When he returned to the outside world, he took the name "The Red Eagle" (after his favorite character in the pulps) and began fighting for justice. He joined the Guildmaster's organization three months after arriving on Earth.

On the next Anglach Dornorin the most honorable beings of Aysle will become the cruelest and most corrupt people in the realm.

Litha (Guildmaster Agent)

DEXTERITY 11

Dodge 14, flight 15, maneuver 13, stealth 14, unarmed combat 14

STRENGTH 11

TOUGHNESS 9

PERCEPTION 12

Find 14, tracking 14, trick 13

MIND 8

Survival 10, test 10

CHARISMA 7

SPIRIT 12

Faith (Keta Kalles) 16

Possibilities: 9

Natural Tools: tentacles, damage value STR+4/15; flying pump, speed value 11

Description: Litha is a female stalenger who is uncertain whether Baruk Kaah is a true follower of Lanala or not. Until she is certain, she has decided to take no part in the battles between the Living Land and Core Earth. Guild agents stumbled upon her and convinced her that the Guildmaster would not force her to betray her principles, and would let her forfeit sponsorship if she should decide to join with one side or the other. Since that time, Litha has served the Guildmaster.

Rumors

1

In the Aysle cosm, a day like no other is approaching. "The Day of Night and Night of Day," or "Anglach Dornorin" as the dwarves call it in their ancient language, is a day of terrible happenings. The daylight hours are dark as night, and, in the nighttime, the stars shine so brightly it looks like day — or so ancient tales say. But that is not the whole legend.

During the last Anglach Dornorin, Angar Uthorion began a spell that would not reach its culmination until the next Day of Night and Night of Day. The spell was tied into his and the cosm's essences, and grew as they grew. Legend states that, so long as Uthorion is alive on the next Anglach Dornorin and if he has increased his ties with Corruption, the spell will work.

What it does is this: both the realm and the cosm are split by Honor and Corruption. When Day becomes Night and Night becomes Day again, *the Honor and Corruption values will switch for that day*. Likewise, for that one day, all people with adds in *honor* and *corruption* will switch their alignments for that day, having equal adds in the opposing skill. Their demeanor and interests will likewise change, and the most honorable beings of Aysle will become the cruelest and most corrupt people in the realm.

Gamemaster note: Due to the incredibly long cast time (1000 years), Uthorion was able to create an effect value of 80 for this spell — plus or minus a bonus number. If your players' characters are adventuring in Aysle, and this rumor is true, they need to generate an *honor* or *corruption* total above the effect value of the spell to resist changing for the day! Characters without *honor* or *corruption* adds are unaffected.

2

VX images of Knights Templar have been appearing in increasing numbers in the Catacombs region of the GodNet. Headquartered within a construct which resembles an ancient fortress of the Holy Land, the Templars have been staging raids on Cyberpapal data churches and cathedrals from this base.

Inquisition efforts to track down and stop the netrunning Templars have met with frustration. Although they are well aware of the existence of the Catacombs, the transient population of the area has refused, even under torture, to reveal the whereabouts of the Templar base. It is becoming increasingly evident that the Templars are serving as a rallying point for those

who are opposed to the Cyberpope but are not affiliated with the Resistance.

The one group of cyberpriests who did make some headway toward tracking the Templars were slain by a trio of Seraphim. What these angels were doing in the Catacombs, and whether or not they have any affiliation with the Templars, remains unknown.

3

Trouble is continuing in Magna Verita. There are reports that secular authorities are beginning to grumble about the "unreasonable demands" of the church in the absence of Malraux, and peasants complain of excessive tithing. In addition, murmurs continue that the cyberware being worn by clerics coming back over maelstrom bridge is a sign of the Devil.

Malraux has left it to his agents on Magna Verita to deal with these matters, and they have not done a sterling job of it. Their attitude has been arrogant and most high-handed, essentially telling rulers and peasantry alike that this is the way it always has been, and this is the way it always shall be. This has satisfied no one — Cyberpapal emissaries have actually found themselves clapped in irons in Magna Vertian jails by village mayors demanding an end to back-breaking taxation.

The Church has responded with its favorite tool, excommunication, but even this has had less effect than in past years. Agitators spread the word that Malraux and his clerics no longer speak for God, but for a false deity who lives inside a machine. The fact that hellfire does not immediately claim those who are excommunicated (although many of them do disappear mysteriously in the dead of night) has led people to think that perhaps the Church could stand reformation.

Things are becoming increasingly tense, and Malraux's bishops realize that the day an Inquisitor uses a wrist-gun to cow a mob is the day the College of the Way members are branded sorcerers and stoned to death. Increasingly, they turn to Malraux for counsel, but more and more, he is consumed with his power plays in the

Cyberpapacy. For now, Magna Veritan churchmen are simply hoping to ride out this crisis of faith, and slipping a little more money into the coffers of the secular powers.

4

An explanation of sorts has finally been discovered for the sudden, sharp increase in the radiation levels at the site of the famed Tunguska explosion in Siberia. Core Earth scientific teams have succeeded in unearthing a massive device, covered with circuitry, which is apparently responsible for the dangerous rise.

The discovery has given renewed hope to those people who believe the Tunguska explosion was the result of a UFO crash-landing. However, it bears no resemblance to anything possessed by the Akashans, nor have Nippon authorities been able to make anything out of it as yet. It most closely resembles a Cyberpapal device, but sources close to Malraux have confirmed that they are as baffled as anyone else.

But there is one place on this beleaguered planet where the nature of the device is all too well known: Illmound Keep in Orrorsh. There Thratchen has heard descriptions of the mechanism from his agents, and is now certain that it is an example of occultech, the type of technology favored by the Tharkoldu.

The device was no doubt placed there by the same techno-demons who

planted Tharkoldu stelae in preparation for the bridge's arrival in the Soviet Union. However, with the destruction of the bridge and the defeat of the techno-demons on this world, the device was forgotten. Even Thratchen is unsure what its purpose was, but the radiation it is giving off would tend to indicate that it is close to activation. Thratchen has taken this as another sign that a second invasion by the Tharkoldu is imminent, and between that and continually checking on the maelstrom in the basement of Illmound Keep, his days are full of activity.

5

Sarila, the corrupt member of the Akashan High Council, has taken the first step toward her goal of dominating all cosms. A squad of Nippon Tech ninja took on more than they could handle in attacking a second-stage cell of Comaghaz carriers, and now carry the plague germs back with them to Nippon. It will be some time before the group mind can attempt to seize control of them, but should it do so, conceivably the virus could spread throughout that realm.

The results, for 3327, could be disastrous. Trusted agents would secretly be under the influence of Sarila, working toward her goals, and undermining Nippon plots in South America. In addition, this would give her an excellent opportunity to infect people in the Cyberpapacy and

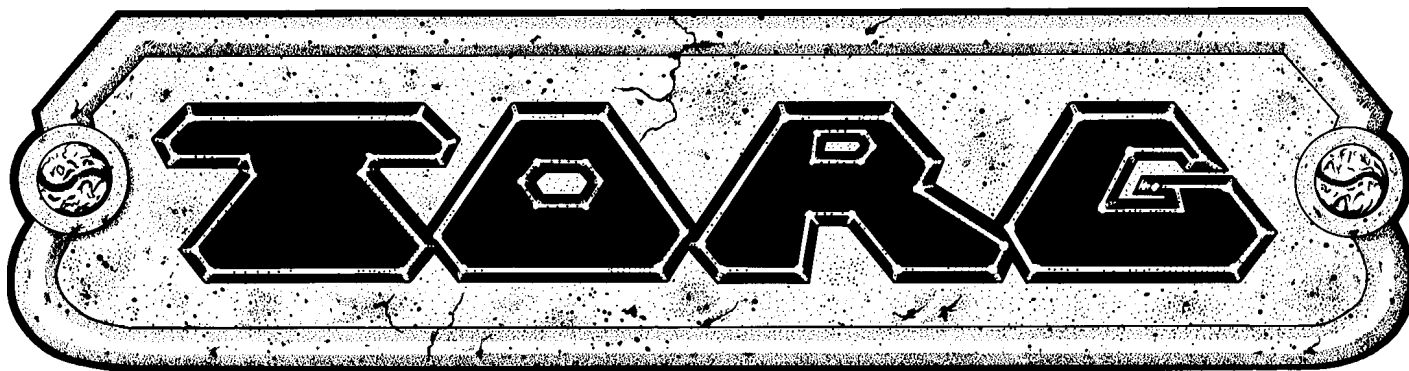
Orrorsh, places where ninja are often sent on missions.

6

Spiritualism is enjoying increasing popularity in Orrorsh, where the relatives of people murdered by Horrors are anxious to contact their shades. Naturally, this sudden attention has attracted any number of con artists to the field, and a new profession, the "spiritualist debunker," has been born as a result.

In recent months, however, debunkers have been disappearing with an alarming frequency. It has always been a dangerous profession — your average scam runner does not like his games exposed, and will occasionally get violent. But reports state that it is the spectres being called up at this "phony" seances that are snatching the debunkers and taking them ... somewhere else.

Another interesting spiritualist news flash has come from the parlor of one Madame K., who in a seance staged for the Hellion Court last week apparently contacted the ghost of Lord Bryon Salisbury! The spirit told the Hellion Court members that Thratchen had murdered him and stolen the leadership of Orrorsh. Whether or not the Hellion Court members believed this — and just how Madame K. managed to contact the ghost of a man who isn't dead — is unknown. ☒



Your Letters

1. In The Land Below, the section on pulp powers says that the powers function identically to those in the Nile Empire. However, the character templates imply that purchasing a power costs more than in the Nile Empire. So, what is it?

2. The book implies that characters can gain more powers in the course of their adventures. How is this so?

—John Olsen,
Baltimore, MD

1. Yes, pulp powers are acquired differently. In the Nile Empire, they cost one beginning possibility.

In the Land Below, the first power costs three beginning skill points. A second power may be purchased at a cost of three beginning possibilities. Third, and subsequent powers, may be purchased at a cost of three possibilities, but the adventure cost associated with additional powers make such purchases very difficult to justify.

2. Characters may gain new powers through particularly spectacular adventures and circumstances. These happenings should be very rare, and must be carefully dictated by the game-master. If the character doesn't want the power, he simply doesn't have to pay the adventure cost and it will be lost after the first adventure.

1. If a character performs more than one action in a round, and both actions are "approved actions" on the initiative stack, does the player get to draw two cards from the deck?

2. If a character performs more than one action in a round, can the player advance more than one card from her hand into her pool?

—Daniel Pogoda
Waltham, MA

1. A character gets one card for each different approved action he or she performs. For example, if the round

calls for a flurry for the players, the character may get two cards. Similarly, by playing a haste card and doing an approved action, the character may get additional cards.

Finally, if a character is doing two different kinds of actions in a multi-action, the character may get two cards. For example, if *Intimidate* and *Trick* are approved actions, the character may get two cards if he successfully intimidates and tricks. However, if he attempts to intimidate more than one person, he only gets one card (effectively, he is doing the same action, but on more than one person).

Hey guys — Love the game, especially its sheer scope. Is it alright if we photocopy the response form? It allows me to keep an intact issue of Infiniverse, as well as reflect our group's activities.

—Duane R. Tant
Fairfax, VA

Thanks — glad you like the game.
Go ahead and use photocopies of the response form.

1. Is an MB Blocker on forever? Isn't it a drug and subject to overdose rules?

2. Aren't the Axiom levels of the Living Land miracles a little low?

3. What are the axioms of Kadandra? How about an Infiniverse article on them?

4. Did anyone realize that the Cyberpope himself, with +5 programs, will need to roll 18 or higher to manipulate some cells in the GodNet? If anyone else finds the difficulty numbers in the GodNet impossible, try multiplying them by .75 (75%).

5. Could you clear up how to go about looking for hidden datapaths?

6. Can you make possibility/Everlaw related spells like Detect

Possibility. Are spells like these unfair? What knowledge would be the Pattern and/or Mechanism?

—Joe Farrell
N. Merrick, NY

1. Yes, MB Blocker is a drug, and characters can overdose on it. However, the drug is only injected into the character when he or she takes damage — it isn't "on" all of the time.

2. The Spiritual Ratings for these miracles are lower than one would normally suspect, but this is part of the unique gift of Lanala to her worshippers. So strong is her faith and power in the Living Land that she has made her powers easier to access.

3. Kadandra is just one of many thousands of projects we would like to get to — so whaddya say? If all of you want Kadandra soon, say so!

4. Because of the circumstances surrounding the creation of the GodNet, there are many areas within the region that are very difficult to penetrate and understand. While the GodNet is a challenge to characters, it is also something that Malraux and his minions have a less than full understanding of. The high difficulty of the area was intentional.

5. To find a hidden datapath, a character must make a *net find* or *net manipulation* roll.

6. Ayslish sorcerers haven't yet determined under which arcane knowledge pure possibility energy falls — some have even theorized that it may be above the hierarchy of contemporary magical study. At this time, there are no spells which directly manipulate or detect possibility energy.

1. Since Living Land hrockt spears are created by praying to a goddess, are they "holy" weapons in the sense of being able to slay supernatural monsters like blessed bullets?

2. What happened to crooked Con-

gress woman *Ellen Connors*? The *Nightmare Dream* left her fate up in the air.

3. Is it possible to have an *Orrorshan monster* that cannot be killed at all, save for its *True Death*?

—Gregory W. Detwiler
Williamsburg, PA

1. Yes, Living Land hrockt spears are holy weapons.

2. Ellen Connors' fate and the rest of the Delphi Council will be dealt with in the upcoming *Delphi Council Worldbook, Volume One* (formerly titled *The Core Earth Sourcebook*)—it is scheduled for a spring release.

3. If a monster is killed, but not by its *True Death*, its soul simply goes to the *Waiting Village*. However, its mortal body can always be destroyed given sufficient weaponry, miracles or magic.

1. What special ability does the *Cyberpapacy's Darkness Device* have that allows it to move freely?

2. The *Invisibility spell* on page 19 of *Pixaud's Practical Grimoire* says that it is a real (as opposed to illusory) alteration spell, but on page 5 of the book, under alteration, it specifically cites invisibility spells on humans as something that cannot be done with alteration magic because humans don't naturally have this quality.

—Steve Crow
N. Liberty, IA

1. The ability of the *Darkness Device* to move freely within its cosm, realm or on its maelstrom bridges is detailed on page 88 of the *Torg Rulebook*.

2. The example wasn't made clear enough on page 5 of *Pixaud's*; the spell is not in error.

The spell is a transformation, which is a more sophisticated version of alteration magic. As made clear on page 5, *invisibility* cannot be made invisible through *modification*.

However, as you notice on page 6 and in the spell description, the effect value must beat the target's *Toughness*, and then the result points must also beat the *Toughness* to succeed. The spell cannot be conjuration since it is neither creating nor destroying a pattern; it is simply altering an existing one.

Herald Messages

The so-called "Fortress of the Dead" has vanished. For a time, at least, nights in *Majestic* will seem a little less dark.

—The New London Times

"Being on the receiving end of an *Impala* chain gun really hurts!"

—Knights of the Valiant 13th

Mobius is using a soft-drink company to subvert southern California. The pose displayed in its commercials is just like those of figures on Egyptian wall paintings.

—Gregory W. Detwiler
Williamsburg, PA

Storm Knights have managed to prevent Nile and *Cyberpapal* agents from acquiring a piece of the *True Cross*.

Malraux's attempt to place a stela outside Naples, Italy was foiled with the aid of a renegade *Nippon Tech* agent. A *Nippon* stela was placed instead.

—John M. Kahane
Ottawa, ONT, Canada

WANTED: *Darkness Device*

Curious techno-demon seeks information on *Darkness Devices*. Willing to take used *Device*. Contact *Thratchen* at *Illmound Keep*.

P.S. —□ Even *Huitzilopochtli* is acceptable (barely).

—Dominick Riesland
Milwaukee, WI

Storm Knights from the Portland Resistance Community were successful in destroying the *Living Land* stela on the West Coast of Oregon.

Unfortunately they fell into a trap set by *Victor Manwaring* and the *Unholy Three*, where the *Power of Fear* forced them to disclose the location of the *Core Earth Darkness Device*.

—Scott R. Mitchell
Chicago, IL

Baruk Kaah is DEAD! The Knights of *Niceness*, using the finest of storytelling, uprooted the central stela in New York. *Baruk Kaah* himself led the resistance group to replace it. Without his *Darkness Device* or home cosm advantage, the arrogant *Saar* of the *Edeinos* met his match in the Knights. *Rek Pakken* is strangely silent.

—John Maurer
Nashville, TN

"Why is it that volcanoes are always surrounded by friendly natives whose only wish is to toss you in it?"

—McCoy (Nile gunslinger)
Commenting on the
Land Below

"The Warrior of the Dark is *Tora Tancred*, daughter of *Gareth Tancred*. Her trial will be soon."

—Lady Pella Ardinay

How long does it take to perform *Nile magic*?

—Robert Maxwell
Athens, GA

As stated on page 88 of *The Nile Empire*, it takes one round to cast an Egyptian mathematics spell unless otherwise stated in the spell description.

The intricate calculations and geometric designs for the spells must be performed before the spell is to be cast. These calculations are figured for specific days and specific spells, but they can be done months or even years in advance. If the particular spell has not been figured for the particular day, the spell cannot be used.

These calculations are necessary to determine the exact locations of the various planets during the course of

the day. The calculations are often written down on a large scroll of papyrus.

By referring to the scroll, the caster will be able to figure out the necessary exhortations in order to cast the specific spell at the specific time of casting.

The necessary time value to prepare these calculations equals the casting difficulty number plus 10. ☒