

# INFINIVERSE™

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## CONTENTS

Rumors and News .....	2
Tharkold Axioms and World Laws.....	3
Dispatches .....	7
Your Letters .....	11
Herald Messages .....	12

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Welcome to the holiday issue of *Infiniverse*. Yes, it's that festive time of year, when Storm Knights are hung by the hearth with care, and Wu Han puts on a fake beard and climbs down chimneys all over Cairo.

The High Lords are nestled, all snug in their beds, waiting to see what their Darkness Devices will give them ("Possibilities? Again? You gave me Possibilities last year!")

In an effort to get into the spirit of the season, we present a little song to sing while pouring boiling plum pudding on all those sweet little Victorian carolers:

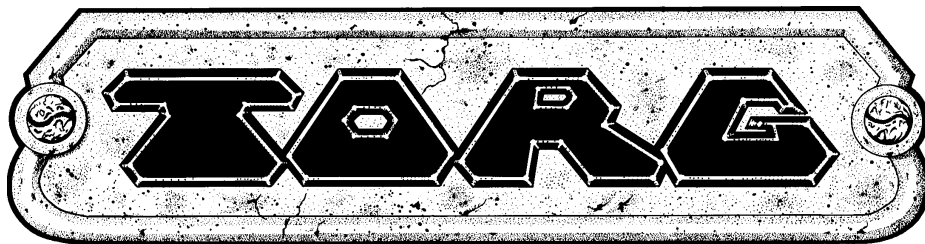
### An Orrorshan Christmas Carol (To the tune of "The Christmas Song")

Stormers roasting on an open fire,  
Gospog nipping at your nose,  
Occult chants being muttered by a coven,  
And Thratchen, plotting 'gainst his foes,

Everybody knows,  
Some silver and a garlic strand,  
Help to keep Horrors away,  
Tiny tots, with their fangs all agleam,  
Will find it hard to sleep today.

They know the Gaunt Man is on his way,  
With lots of Hellion Court members to slay,  
And every unholy child is gonna spy,  
To see if chthons really know how to fly.

And so I'm wishing you this simple prayer,  
For Victorians from one to 92,  
Stay under your bed, or you might wind up dead,  
And merry Christmas to you.



# 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 #16

1. Pharaoh Mobius gives the thumbs down to an actor appearing in Nile stag films wearing only a replica of the Pharaoh's hood. False (12).

2. Orrorshan occultist in Aysle trying to make monstrous versions of magical creatures. The *necrolepus vampirum* starts at True (13).

3. Baruk Kaah's support dwindling in the Living Land, and rumors that the edeinos are looking for new leadership. True (12).

4. Jean Malraux scrambling to keep public support on his side at home, but his international policy in Quebec has been remarkably successful. True (16).

5. Hachiman Arms making spectacular profits, but backlash has recently started because Hachiman will sell to anyone. Sabotage and outright attacks have occurred. True (12).

6. Gang warfare and refugees make life difficult in Los Angeles. A spree of serial killings in the city is worrying the local authorities. True (16).

### Continuing Report: Issue #15

1. War between the Chamkatt and Polja giant tribes is a possibility. Polja giants are preparing to cross the maelstrom bridge into Northern Ireland. Rises slightly to True (18).

2. Mobius' forces gathering near the Israeli front — is a complete con-

quest of the Middle East far away? Jumps to True (48).

3. Video tape footage of fifth generation Nippon Tech gospog being held by a Storm Knight who survived the attack. If distributed, Nippon Tech's true nature could be exposed. Increases slightly to True (22).

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. Franchises seem to be popping up everywhere at True (20).

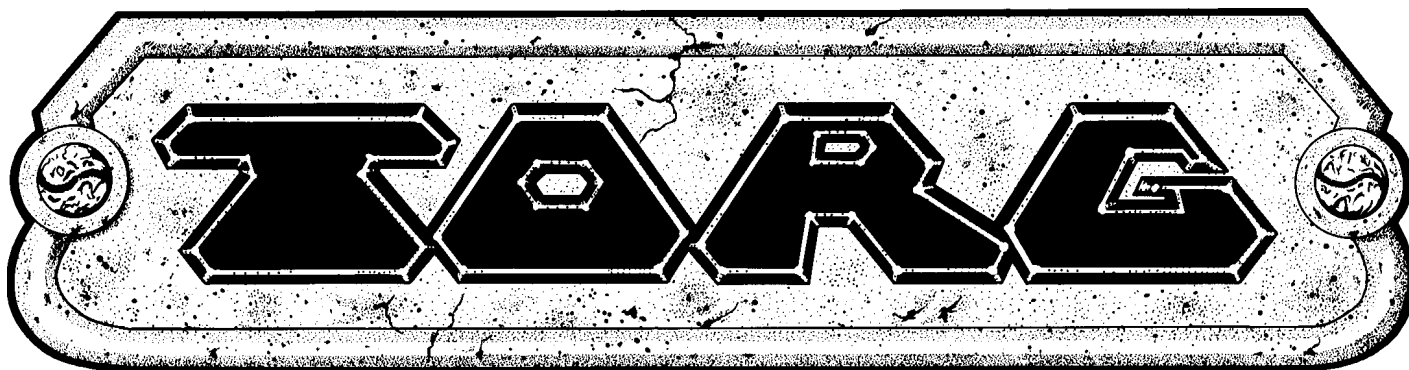
### The Wrap-Up: Issue #14

1. President Quartermain attempting to suspend 1992 elections for national security reasons. And ladies and gentlemen, a new RECORD — True (120)!

2. Weird science submarines sinking Cyberpapal ships in the Mediterranean. Better cancel that summer cruise from Monaco. Finishes with a nice boost to True (60).

3. Dr. Sconce sewing gospog victims together to create a new horror. Finishes at False (13).

4. Yakuza operative attempting to undermine Haragawa. Swings up to finish at True (28). ☒





# Nightmares of Orrorsh

**A**nother year of war, and time for another realms update. This update encompasses issues 12 through 14, which saw some major changes in the world of *Torg*, including the first hints of the coming of the Space Gods and Tharkold realms.

Below is a box score for this report. Listed next to each realm is the percentage of Storm Knight activity which has been directed against it (on its behalf, as in the case of Core Earth). The percentages have been rounded, so may not equal 100 percent. The averages for the number of Storm Knights in a group, adventure outcomes, starting and ending Possibilities and the card total are also given.

	Full Quarter
Aysle	14.9
Cyberpapacy	12.6
Living Land	10.0
Nile Empire	10.5
Nippon Tech	14.6
Orrorsh	7.9
Core Earth	13.3
Others	4.5
<hr/>	
Knights per group	4.5
Adventure Outcome	5.3
Starting Possibilities	59
Ending Possibilities	85
Card total	10

## Aysle

Drakacanus' search for a new High Lord goes on, amid increasing reports that Thorfinn Bjanni has met his death. In point of fact, the rumors state that Bjanni's spirit has somehow merged with a thing of the Dark, and his evil continues unchecked. Storm Knight groups have been quick to claim credit for Bjanni's demise, but none have

come to Pella Ardinay with tangible proof as yet.

What is known is that despite these wild tales, the Dark forces continue to hold their own against Storm Knight parties, with only Orrorsh proving more lethal over the past few months. This may be a result of various sorcerers and men of evil "auditioning" for Drakacanus, attempting to pile atrocity upon atrocity to gain its favor.

The identity of the second candidate for the High Lord position has been confirmed as Wotan, Horn Master of the Wild Hunt. Having recently made his reappearance in the skies near London and vastly more powerful, Wotan could be expected to preserve many of the old alliances forged by Uthorion and his selection would make for a more stable tradition. He is certainly fond of destruction, but it is not known if the Darkness Device will favor someone so similar to its former servant.

In addition, a wild card has reportedly been introduced to the High Lord race. Rumors say an intelligent Ayslish creature in Scandinavia is trying to gain the attention of Drakacanus to advance its own cause. This has yet to be confirmed.

Initial efforts to plant stelae in Germany failed, but it is possible that Ayslish agents may have slipped back into the area during the confusion of Operation Central Fire. With the Cyberpapacy gearing up for revenge upon Germany, and that nation's military preparing to defend itself, the time seems ripe for Aysle to attempt an expansion.

The disappearance of Ayslish mages has grown serious enough that a unit of Home Guardsmen have been permanently assigned to the matter. Thus far, they have had no luck tracking down the Core Earther believed to be involved in the strange events.

London is suffering as the Dark siege, led by Wotan, continues. Despite Storm Knight efforts to protect shipments of food bound for the hardpoint, not enough is getting in to feed the ever-increasing population. Experts doubt that this is the prelude to an invasion, but rather an attempt to demoralize the populace. While many are unhappy, there are enough who remember the great London Blitz and know that this circumstance is nothing compared to that one. English morale remains high.

Innkeepers throughout England and Ireland have reported meeting a beautiful young peasant woman who seemed willing to listen to their tales of woe and their complaints about life in the realm. This was, in fact, Pella Ardinay, who has taken a leaf from the books of old English rulers, and is traveling the realm incognito. This action was taken against the fierce protests of Tolwyn of Tancred, who did manage to convince Pella to keep a party of Storm Knights ever nearby. These visits have passed without incident so far, and Ardinay is currently back in Oxford.

## Cyberpapacy

Operation Central Fire was a mixed success for the German military. While civilian casualties were not quite as high as expected, military losses exceeded expectations and much of the equipment looted from God's Word Industries mysteriously did not reach Germany.

The operation began well, despite a general reluctance on the part of many Storm Knights to participate (Stormers were provided to the German military by the Guildmaster for a substantial price). German intelligence agents successfully pulled up the central stela in the wheel, while German air units



began bombing the area around Avignon. Cyberpapal jets immediately scrambled, and a bloody air battle began in the skies over France.

Meanwhile, Storm Knights hijacked trains near Reims and Nancy, but ran into stronger than expected resistance on the way to Avignon. Apparently not all of the Cyberpapal rail monitors were lured into the Net by raiders, leaving some free to dispatch Inquisition strike teams to retake many of the trains.

Under heavy fire from air and ground forces, Malraux's troops retreated to GWI and struggled to defend the high-security areas. Troops and Knights took the less crucial facilities and began looting, but had to be content with loading stolen equipment on trains (the German helicopters sent to rendezvous with the troops in Avignon were shot down by Cyberpapal fighters).

With time running out, intensive artillery and air bombardments succeeded in destroying many of the GWI plants. The pullout began, but unfortunately for the German troops, the central stela was replaced a full twenty minutes ahead of intelligence estimates. Retreating units crashed straight into reality storm fronts, and Cyberpapal air strike teams pounded German columns in the confusion.

Overall, the Cyberpapal forces lost close to 7500 men, as well as large sections of the GWI factory and millions of francs worth of equipment. Core Earth forces lost slightly more than 6000 men, most of them pilots or soldiers unable to return to Germany due to the storms. More than 4500 civilians were killed due to transformations after the stela as uprooted.

The Avignon bridge did begin to crumble, but did not collapse. Still Malraux will be forced to expend possibility energy to repair it.

Much of the equipment stolen apparently ended up destroyed or in the hands of Nippon Tech. Enough reached Berlin, however, that efforts are currently underway to understand and duplicate it.

In other developments, Malraux's offer to Baruk Kaah of aid against Nippon has gone unheeded, and clashes have already been reported between edeinos warriors and Cyberpapal

agents in "Tornado Alley." Malraux has used these skirmishes as proof that the edeinos fear the "religious revival" that has begun to grow in Quebec.

Increasing concerns about reports of a war going on between various GodNet entities has prompted Malraux to order the outfitting of VX exploration teams to chart the unexplored regions of the Net.

## Living Land

Baruk Kaah continues to take it on the chin (if you can call it that), as Storm Knights proved to be more successful there than in any other realm.

In addition to Knight activity, Kaah has had to contend with increasing Nippon sabotage, reports that the ustanah have returned in the Eastern Land, and a possible threat from Takta Ker. Some optants have suggested that perhaps it is time he travels toward the sunrise to restore order to those lands, but Kaah is reluctant to do so. He is confident that his warriors can deal with any isolated threat, but feels he must be present to counter the moves of 3327.

Periodic rebellions against the Saar's rule continue, and have taken a strange new twist: there are reports that some of those on Takta Ker have turned away not only from Kaah, but from Lanala as well. If true, this could mean a major shift in the nature of the Living Land.

Kaah has devoted much of his energy to protecting his stela from further attack by agents of Nippon. Meanwhile he keeps a close eye on events in Quebec, not for a moment trusting Malraux's pledge not to expand into the Living Land. Although he heartily dislikes sharing North America with both Nippon and the Cyberpapacy, he feels that they may end up eliminating each other and leaving him free to conquer.

President Quartermain continues to push for passage of his order suspending the 1992 elections, but it is uncertain how Congress will vote upon it. Though Quartermain is calling for an immediate decision, many in Houston want to wait until the spring to gauge the feelings of the

public on the issue. There are fears that a people fighting for their freedom will not take kindly to a virtual dictatorship being put into place, and a general belief in the wake of the "Miracle of Sacramento" that the worst is over for America.

"Bombing" missions, in which rocks are dropped from aircraft, have been stepped up along the fringe areas of the Living Land. The military is unsure just how successful these attacks have been, as it is virtually impossible to count corpses in the Living Land, due to the corrosive effects of the Deep Mist.

Economic reversals in California have led Quartermain to assure the people that the country is not in a recession and that the dollar remains strong overseas. Conservative backers of the President have begun referring to his opponents as "lizard lovers," hoping to convince members of the opposing party that it is foolish to mount any challenges to a (relatively) popular leader in wartime.

The Delphi Council is reportedly hard at work preparing a report for Quartermain on the state of Core Earth. They are expected to deliver it to the Oval Office sometime next summer.

## Nile Empire

It has been a period of impressive gains and sudden defeats for Mobius, par for the course for a High Lord who normally keeps dozens of plots activated at the same time.

In addition to dropping a maelstrom bridge into Ethiopia, Mobius has planted a new stela in Libya, northeast of the city of Ghat. As soon as he has sufficient possibility energy, he intends to spread his stela across the whole of Libya. With the Libyan government in exile and Nile troops firmly in control of the country, it is doubtful he will encounter a great deal of resistance. Tunisia is pleading for aid from Core Earth nations, but beyond an unstated Cyberpapal interest in landing there, there have been no offers to help.

The battle for Mecca continues, with Mobius forced to draw troops from Battlegroup Red Hand north from the Land of the Dead to aid in the fight.

Inch by inch, Core Earth forces are giving ground, but it is beginning to look as if this will at best be a Pyrrhic victory for Mobius. His armies may well be so decimated by this effort that Mobius will be forced to take some time to rebuild before venturing forth again.

The Nile Empire has also suffered the loss of a stela, the one planted adjacent to Jerusalem. This particular stela had been troublesome from the beginning, due to the fact that Jerusalem is a powerful hardpoint, being a sacred site for three major religions. With the stela's power weakened, Storm Knights in the employ of Mossad succeeded in tearing up the artifact and freeing a large portion of the area.

There were some civilian casualties in the aftermath of this, but the valiant Israeli stand at Masada had acted as a glory deed, refilling many with Possibilities. The collapse of this Nile area has freed the Suez Canal, and may be the prelude to an Israeli counterattack. It is doubtful that Mobius will make any immediate efforts to replant the stela or take Jerusalem after spending so much blood on Mecca.

Mobius' quiet war with Cyberpope Jean Malraux continues, with weird science subs engaging French freighters (and anyone else who might be around) in the Mediterranean. This "unrestricted submarine warfare" has drawn condemnations from most Core Earth nations, but 3327 is privately applauding it, as he does anything which impedes Malraux's plans for expansion.

The arrival of the Space Gods in South America has caused Mobius to rethink his idea that the Tharkoldu would make their reappearance there. He immediately dispatched "goodwill ambassadors" to Peru to meet with the Akashans, and make noise about a technology exchange (actually, Mobius has no intention of giving up any "weird science" devices, but would love to get a close-up look at biotech).

The Akashans have requested (and been granted) permission to visit the Nile Empire, under the strict supervision of Mobius' lieutenants. This has sparked some concern among Core Earth governments, but actually the Akashans only wish to retrieve a tab-

let of power left behind in the Sahara.

Mobius' hypnotic billboard has netted him a nice haul of classified information. It has worked so well, in fact, that he is seriously thinking of exporting the technology to other realms (after all, one more neon billboard won't look out of place in Tokyo).

## Nippon Tech

The realm of Nippon has remained in its largely defensive posture, save for occasional salvos against Orrorsh. 3327 is believed to be planning a major strike against the horror realm, in an attempt to weaken it severely before the Gaunt Man can return.

Nippon has seen increasing Storm Knight activity, although the Knights have had only moderate success there. With his expansion stalled, look for Kanawa to turn his attention to the extermination of Knights and other internal opponents.

Nippon is striking back at Aysle for exporting false gold to them by salting the magical realm with phony magical items. These resemble standard knowledge stones, etc., and even have something of a magical aura (usually provided by enslaved dwarf mages in Nippon factories). But the stones are actually powerful transmitters which allow Nippon agents in Aysle to overhear plans made by both sides. A number of these stones have made their way to Oxford, and 3327 is pondering just what use to put all this lovely data he is gathering.

Nippon scientists were overjoyed to hear of a cold fusion breakthrough in London. This means 3327 can export fusion technology from Marketplace and put it to work in the realm without it seeming unduly suspicious. This will lessen Nippon's dependence on foreign natural resources, and may even free the realm to attempt a more overt expansion in North America.

Intelligence estimates place a new Tharkoldu invasion almost certainly in the Soviet Union, and offers of aid have already been made to the Russian government. Project Omen officials have reported no indications of techno-demon presence, however, and they are skeptical of the Japanese

theories.

Investments in Los Angeles are proceeding apace, with the Ichi Entertainment building now the crown jewel of Kanawa holdings in that city. Nippon money has revitalized LA, although some local government officials remain hostile to the newcomers. The Delphi Council has acted to "encourage" the planning commission to give whatever aid the Kanawa Corporation requires.

Nippon has officially opened its doors to Brazilians with parents or grandparents in Japan, and immigrants are flooding the island nation. This was originally planned as an easy way to get intelligence operatives out of South America, but it has had a side effect no one could have expected — many of these Brazilians, particularly those who have been traveling throughout the continent over the last few months, are carrying the Comaghaz virus. Most have settled in the Japanese city of Hamamatsu on Honshu, southwest of Tokyo, and their status as carriers has yet to be discovered.

Kanawa Corporation is still smarting from their failure to stop the establishment of the Akashan realm in South America, and terminations of the agents responsible are expected shortly. 3327 has decided to lay back awhile and let the Cyberpapacy challenge the power of the Akashans before making an effort himself.

## Orrorsh

The horror realm has enjoyed great success against both Storm Knights and Nippon Tech in the past few months, thanks in part to the creation of "ninja vampyres." These shadowy creatures, transformed Nippon agents, have wrought havoc throughout Tokyo, falling only when they disconnect.

### Ninja Vampyre DEXTERITY 16

Acrobatics 21, dodge 19, fire combat 17, maneuver 18, martial arts (ninjutsu) 19, melee weapons 18, missile weapons 18, running 17, stealth 18, unarmed combat 17

**STRENGTH 16**

Climbing 19

**TOUGHNESS 18**

**PERCEPTION 11**

Evidence analysis 13, find 13, language 15, trick 16

**MIND 14**

Test 24, willpower 24

**CHARISMA 14**

Charm 17, persuasion 21

**SPIRIT 9**

Faith (Orrorsh) 18, intimidation 16, reality 18

**Possibility Potential: all**

**Natural Tools:** Fangs, damage value STR+2/18

**Powers:** Life drain, animal control, shape change (bat), blur form

**Corruption Value:** 20

**Perserverance DN:** 17

**Weakness:** Severe weakness to holy objects, weakness to bright light

**True Death:** Must be decapitated by a blessed katana

**Note:** Most ninja vampyres required some retraining in their martial arts

skills, as their transformation made it difficult for them to access the knowledge they possessed.

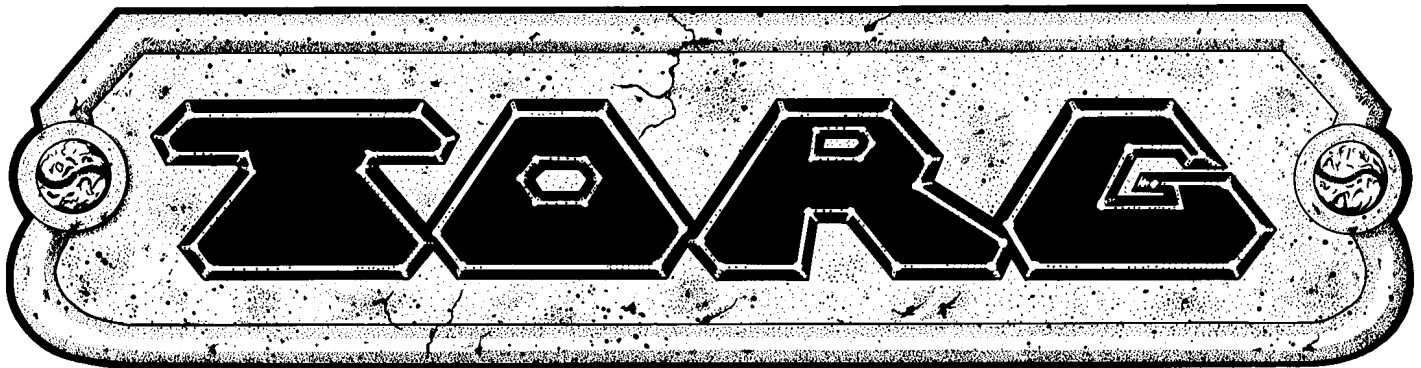
Thratchen's preoccupation with the apparently imminent return of the Tharkoldu has caused many Hellion Court members to go off on their own, implementing programs of terror without consulting with their regent. A recent seance in which the Gaunt Man's "ghost" accused Thratchen of his murder actually fooled no one, but some of the more rebellious Hellion Court members may try to use it as a pretext for overthrowing the techno-demon and placing themselves in the High Lord's spot.

Thratchen has paid little heed to the coming of the Akashans, although Heketon is believed to be sending agents to South America to gauge the strengths and weaknesses of these new arrivals. It is said that Thratchen knows where the new Tharkoldu invasion will take place, and is even now pre-

paring to slip out of Orrorsh to make a pilgrimage to the site.

Many have commented on Thratchen's long absences from Illmound Keep, but the truth is that he has been spending an increasing amount of time in the basement, keeping an eye on the maelstrom that holds the Gaunt Man. Thratchen is unsure if the reality storm is weakening or if it only his own faulty perceptions, but he now believes it is inevitable that eventually the Gaunt Man will return. At that point, it may be wiser for him to be elsewhere.

The Nightmare Red Jack had been ordered to London to spread some fear throughout that city. But on his trip across Europe, Red Jack passed through the city of Berlin and decided to ply his trade there for a while. How long it will be before the Hellion Court sends someone to discipline him is unknown. ☒





# Dispatches and Rumors

## **D**ispatches

1

The Akashans are already deeply involved in Earth relations even though they have been here for only a short time. A militant *Coar* follower, Sorgeiv, has become involved with a militant Marxist revolutionary organization called the Movimiento Popular para Libertad y Reforma (MPLR) in La Oroya, Peru. The MPLR advocates the violent overthrow of the current government and the establishment of a Marxist state because the currently society "ignores the poor to the detriment of all."

Sorgeiv's fierce opposition to ecologically destructive businesses and social injustice have helped him gain followers, and he is convinced that it is time to aid the MPLR in its actions. His access to more advanced weaponry has made the MPLR a threat in the region.

Sorgeiv has stolen arms for the MPLR, outfitting the members with whipfangs (damage value STR +6/24), primitive blasters (damage value 28) and bolter rifles (damage value 30/(in two-meter blast radius) 25). Because of his theft, the Akashans have recognized that Sorgeiv is "out of balance" and therefore dangerous to society, and they are seeking him for counseling and reeducation.

Sorgeiv's group has attacked several businesses (primarily mines in nearby mountains and forestry operations that have decimated whole forests). The MPLR regards Sorgeiv as an ambitious ally who needs to refine his objectives a little more, but they are wholly behind his efforts to disrupt the country — anything to convince

the people that it is time to revolt against the government and establish a country where everyone has good food, clothing and health care. These ideological zealots will stop at nothing to accomplish their goals, and have staged attacks on schools, hospitals, churches and any other institution which helps alleviate the suffering of the poor.

Sorgeiv feels that the pain and suffering in the short term are justified by the long-term benefits that will be gained when more enlightened individuals, such as himself, come to power.

The Storm Knights may be contacted by the Peruvian government or decide to take action on their own initiative.

### **Sorgeiv** **DEXTERITY 11**

Biotech weapons 13, dodge 14, energy weapons 13, maneuver 12

### **STRENGTH 10**

### **TOUGHNESS 11**

### **PERCEPTION 11**

Evidence analysis 12, find 12, first aid 13, psionic manipulation 18, space vehicles 12

### **MIND 10**

Psionic resistance 17, test of will 13, willpower 12

### **CHARISMA 12 (15 with lornos)**

Charm 16, persuasion 15, taunt 15

### **SPIRIT 11**

Faith (Akashan) 15, focus 13, reality 12, intimidation 14

### **Possibilities: 16**

**Equipment:** Kinetic armor (TOU +10/30), Lornos (+3 to *charm* with members of the opposite sex), Calaki (STR+8/damage value 18 per round thereafter until removed), Rhadan Mark V (damage value 17, plus entangle), Commtrol, MedKit

### **Alignment: Coar**

**Psionics:** Kinesis (*containment, mental anchor, telekinesis*), Psychic Senses

(*awareness, farsight, psychic infravision*), Telepathy (*cloud mind, empathy, perception distraction, send thoughts*), Coar (*ego strike, projection emotion, psychic assault*)

**Critical Event:** If the Storm Knights convince Sorgeiv to stop his attacks upon businesses and innocents, and surrender to Akashan authorities, they have achieved a *Good* result. If Sorgeiv's attacks are not stopped, this is a *Bad* result.

2

The Kanawa Corporation is ready to make a move against the Rauru Block in the city of Kochi. The Rauru Block "owns" several neighborhoods, providing free housing to the most trusted and productive executives. Toranaga Chemicals, a subsidiary of Kanawa-owned Hiyatsu Raw Materials, is planning to dump a mind-altering drug into the water main for the target neighborhood, turning everyone into a berserk maniac. Then, with the neighborhood in chaos, Kanawa can move into the neighborhood and restore order, and claim that the Rauru Block is a poor manager for the area and Kanawa should be given clear title to the neighborhood. This is a test situation — if the Japanese courts allow this, Kanawa will have a valuable new weapon with which to fight the troublesome Rauru Block.

The Storm Knights have overhead rumors of this attempt from a disgruntled employee (this can occur in any city in Japan, preferably not Kochi itself). It then is up to them regarding how to handle the situation — they may decide to go to Rauru Block headquarters and warn them, or investigate the matter on their own. If they decide to take action themselves, they will have to infiltrate the Toranaga Chemicals Experimental Plant in

Yokohama, and search through the computer data bases or interrogate research scientists to learn what product will be used, as well as the exact time and place of the dumping. If they attempt to break into the lab, they will face heavily armed corporate guards, as well as Gospog of the Second Planting. If there are any survivors, or the video cameras captured the action, the Storm Knights will discover that several ronin have been sent after them as well. And, worst of all, they will learn that the truck carrying the chemicals has already been dispatched to Kochi, because the chemical dumping is set for early in the morning.

There is no known antidote for the chemical, which is a deep, blue odorless liquid called Kethon-23. Kethon-23, when ingested, causes a mental attack (against the *Mind* attribute) with a damage value of 16. A victim's *Mind* and *Perception* are reduced by the result points of the attack for a time value equal to the result points +5; in addition, virtually any die-rolling interaction with individuals under the influence of this drug is considered a *taunt* — if the character's achiever anything less than a *player's call*, the individual will attack. Needless to say, this chemical has a tendency to create mindless riots.

Kanawa Security Agents are secretly gathering on the border of the city, waiting for the call to move in and "quell the disturbances." There are a total of 200 agents ready to cover the one-block area, and they have three Oda Attack Platforms ready to spread tear and knockout gas.

**Kanawa Security Personnel**

**DEXTERITY 9**

Dodge 12, fire combat 13, maneuver 10, melee weapons 10, stealth 10, unarmed combat 10

**STRENGTH 8**

**TOUGHNESS 8**

**PERCEPTION 8**

Find 9, tracking 11, trick 10

**MIND 8**

Test 10

**CHARISMA 8**

Charm 10, persuasion 9

**SPIRIT 7**

Intimidation

**Possibilities:** None

**Equipment:** Kyoto Police RKD (TOU+7/25), clubs (damage value STR+3/18), SC Kyogo T11 (damage value 18, ammo 15), 2 tear gas grenades (damage value 18, stun damage only, blast radius: 10 meters).

**Critical Event:** Stopping the riot and exposing Kanawa as the source of the trouble is a *Good* result. Failing to expose the Kanawa Corporation is a *Bad* result.

**3**

The characters may be anywhere in the Nile Empire when they are contacted by a mysterious employer who requests their assistance in retrieving a valuable artifact.

The employer, a Mr. al-Heset, meets them in a huge mansion outside of Cairo, and hands them a note hastily scrawled in Arabic. He explains that he received this note from a Dr. Kom Sekhmar, an archaeologist with the University of Cairo. The note reads:

*Mr. al-Heset:*

*I have made a fantastic discovery in the rain forests of Ethiopia, and am seeking your assistance. The Watumi, primitive savages in the employ of Pharaoh Mobius, have uncovered the staff of King Menelik I, first king of Ethiopia. The tribesmen immediately knew the worth of such an item, and greedily made their way to the shocktroops of the Nile to gain their reward*

*The story related to me is tragic and warns of what may happen to the unfaithful — the Tekeze River suddenly flooded the trail the tribesmen were taking, washing away the staff and all but one warrior (the weakest of the lot). The warrior, Kethen Giurang, says that only his prayers to Menelik saved him from death.*

*As I learn more from the Watumi, I will keep you informed. However, I would like to request some men and funding to undertake an expedition to retrieve the staff for yourself, a collector of such fine artifacts, before the Pharaoh can claim it for himself.*

*Dr. Sekhmar*

Mr. al-Heset explains that this note arrived about one month ago, and he hasn't heard from Sekhmar since. He wants the Storm Knights to go and retrieve the staff, and is willing to pay them 2000 royals for their efforts (half payment up front and half payment upon delivery). He warns them that the Watumi are fanatically loyal to the Pharaoh Mobius (because he pays them handsomely for their enslavement of the Ghenta, a neighboring tribe that is forced to work in the gold and diamond mines of the region.

He will tell them very little about the staff of Menelik I — only that it is an important historical artifact because it belonged to the first king of Ethiopia, the first powerful black kingdom of Africa.

In truth, Menelik I is the legendary son of Solomon and grandson of the Hebrew King David, builder of the first temple in Jerusalem. Menelik is also believed to be the son of the Queen of Sheba. Menelik founded Ethiopia in approximately the tenth century BC. The staff is an eternity shard of Core Earth's reality.

**The Staff of Menelik**

**Cosm:** Core Earth

**Possibilities:** □40

**Tapping Difficulty:** 14

**Purpose:** To defend Ethiopia from invaders

**Powers:** The staff will call upon the natural forces of the land to defend it from those who intend ill harm — the rivers may flood, the ground may quake, herds of animals may attack. Only those of pure intent may safely handle the staff.

**Group Power:** *Stelae Sense*

**Restrictions:** The staff's powers may not be tapped outside of Ethiopia and the powers may not be used against someone who is defending Ethiopia.

The staff was washed down the river, into a lagoon deep in the hostile forests of Ethiopia. The Red Hand, upon hearing of this incident, has ordered his shocktroopers and the Watumi to scour the rain forest in search of the artifact. The Ghenta people have also been forced to search for the staff. The Red Hand wishes to recover the staff before Mobius hears



of the discovery and demands to see the staff — if the Red Hand can only say, “We lost it,” his life may be fair payment for his incompetence.

If the Storm Knights decide to look for Dr. Sekhmar, they may eventually learn that he has been forced into hiding among the Ghenta people because the shocktroopers wish to question him. Sekhmar and Giurang are the only people in the world with a clear idea of what the staff looks like.

The search for the staff should bring them into conflict with Nile shocktroopers, hostile Watumi tribesman and the dangerous nature of the Ethiopian rain forests, complete with waterfalls, huge poisonous snakes, volcanoes, mysterious caves, hidden caches of precious metals and “lost” gold coins, and so forth. The final confrontation should take place in the “restored temple of Menelik,” an underground tomb hidden in the jungle guarded by booby traps and the spirits of loyal warriors who have died defending their nation.

**Critical Event:** Recovering the staff is a *Good* result. Allowing the Red Hand to get his hands on the staff is a *Bad* result.

4

The American news media has finally turned its attention to one of the major “secret” concerns of the government. In the chaos during the invasion of the Living Land, many nuclear warheads, both tactical bombs and strategic missiles, were left behind. The United States Air Force, the Delphi Council, the National Security Council and the Central Intelligence Agency have all begun independent counts of nuclear warheads, and the consensus is that anywhere from a few dozen to 300 warheads are still unaccounted for. The discrepancy comes from a variety of sources, the prime one being that the military doesn’t wish to disclose to anyone (including President Quartermain) how many warheads it has at its disposal, and most of the information that is leaked to the press is so inaccurate as to be almost useless.

Another complication of the count is the fact that some individuals are

trying to hoard warheads for their own uses, and none of these agencies trust the others. In fact, it is known that agents of the various agencies have infiltrated the other agencies to see how the count is being skewed.

The NSC believes that Dr. Mobius has sent Nile agents into the Living Land to gather some of the missing warheads, for uses ranging from international terrorism to research for development of Nile Empire nuclear weapons. Agents of the NSC contact the Storm Knights to go into the Living Land and stop the Nile agents who have entered near the U.S. Air Force testing grounds in Nevada.

The Nile expedition is to secure warheads and then smuggle them out of the country, using small cargo ships docked in San Francisco and San Diego. The Nile agents know that the devices are inert in the Living Land, and the Pharaoh has made acquisition of these items a top priority. The leader of the Nile expedition is a turncoat American by the name of Chuck Charbonneau, and he has two dozen shocktroopers, as well as several heavy trucks, at his disposal.

**Chuck Charbonneau**  
**DEXTERITY 10**

Beast riding 12, dodge 16, fire combat 15, maneuver 13, melee weapons 15, missile weapons 14, running 12, stealth 14, swimming 11, unarmed combat 14

**STRENGTH 11**

Climbing 12, lifting 13

**TOUGHNESS 11**

**PERCEPTION 8**

Evidence analysis 9, find 10, first aid 12, land vehicles 11, tracking 10, trick 12, water vehicles 11

**MIND 7**

Test of will 8, willpower 9

**CHARISMA 6**

Taunt 11

**SPIRIT 6**

Intimidation 9, reality 9

**Possibilities: 14**

**Equipment:** spears (STR+4/18, tech 7), knife (STR+3/17, tech 5), short bow (STR+5/19, tech 8), 40 arrows, M249 auto-rifle (damage value 23, ammo 24, tech 22), short wave radio, first aid kit, maps, specialized tool kit (used to remove warheads from missiles, and attack “dead man” or timer switches).

Charbonneau was a former mercenary, and for a brief time worked as a Spartan. However, he was one of the many “expendable” agents and was sent on a suicide mission into Egypt. He survived, and realized that the Spartans, and the U.S. government, had left him out to dry — he was offered employment with the Nile Empire, and gladly accepted. He doesn’t care about the “Possibility Wars” or anything as abstract as free speech or morality; he works for whomever pays the bills and takes good care of him.

**Critical Event:** Preventing the Nile from getting any nuclear warheads is a *Good* result. Allowing the weapons to fall into the hands of Dr. Mobius is a *Bad* result.

## Rumors

1

The Kanawa Corporation, always trying to increase the pool of labor in order to keep competition for jobs keen and wages low, has recruited several thousand workers of Japanese-descent living in Brazil. These workers returned to the native land of their parents and grandparents with the guarantee of work and good prices, but the reality has been quite different.

There are several major problems facing the workers. The first is their cultural differences — the residents of Nippon Tech are continually conditioned to work hard and never complain about their status in life. In theory, good work and long hours provides ample rewards, with better wages and an increased standard of life. The Brazilians simply don’t understand the Japanese mind-set — they refuse to work more than 50 hours per week without huge salary increases and are quite vocal about dangerous working conditions and unfair labor practices.

The Brazilian-Japanese are also quite demonstrative — they are fond of public displays of affection and are quite vocal. This has greatly offended the traditional Japanese’ sensibilities.

This has resulted in the Brazilian-born being treated as second-class citi-

zens, and they face discrimination in every facet of society. They are unable to shop in the better-priced stores regardless of wealth, and most native Japanese refuse any contact with them outside of the workplace; restaurants refuse to seat them, they are forced to take the least comfortable accommodations at hotels and on public transportation, and Kanawa security and Japanese police are constantly harassing them on the streets for minor incidents. The language barrier is another problem, because most of these individuals speak only a smattering of Japanese, and prefer to use their native Portuguese.

Life has become even more difficult in the past few weeks as news spreads of the Comaghaz virus. These new immigrants have been moved to "safety housing," where only other immigrants live. They are no longer allowed to go into public without special authorization from the company they work for. Yet, no matter the amount of paranoia regarding these people, nothing is being done to help them; the government refuses to pay for expensive tests that would reveal whether or not any of these people are infected. It is simply easier (and while unspoken, it is more acceptable) to segregate these people and treat them as noncitizens.

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## 2

Angar Uthorion's ineffective leadership in Aysle continues to splinter the forces of darkness. The dark Elves who worship Estar, god of corruption, are ready to split from the Vikings under the lead of Thorfinn Bjanni.

The elves, who have gathered in Finland and Sweden, have voted to establish their own territories, and as a means of announcing their split, are readying an attack upon the northern Viking tribes. The elves plan to create a huge empire of dark magic and mili-

tary might, using powerful new spells to enslave the minds of Core Earth and transformed humans caught in the captured territories and kidnapped from neighboring Core Earth towns. It is believed that they are carving huge cities out of ice and rock, and have developed spells to allow them to grow grains and vegetables adapted to the frigid arctic environment.

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## 3

The Jakatts of the Living Land seem to have been granted new spiritual weapons in their continuing war against Earth's reality. When the United States renewed bombing efforts on the border regions (using rocks and pebbles as ammunition), parties investigating the bombing sites reported a tremendous decrease in hostile attacks from edeinos and Jakatt tribes. Many portions of the jungle were ripped to shreds by the bombings, and while the nature of the Deep Mist prevented an accurate body count, even resistance communities have reported fewer attacks.

However, those who have taken to the interior report that the religious zeal of the edeinos remains at a fever pitch, and encounters with them have been increasingly bloody. The Jakatts have apparently received two new miracles from Lanala, enabling them to attack strangers from afar and trap them in the vines of the jungles.

The first miracle develops a variation of the hrockt spear that can shoot thorns up to 30 meters away, causing a damage value of 15. Each spear starts with a dozen thorns and can "grow" a new one once every minute. This miracle has been used by edeinos to great advantage, since now they can attack at range and use the Deep Mist for cover since non-Jakatts often don't have the *See Through Mist* miracle.

The second miracle is cast on vines anywhere in the Living Land. Any

intelligent creature that doesn't have faith in Lanala is attacked by the vines, and is entrapped in them until Jakatts arrive to sacrifice them to Lanala or convert them to the Living Land religion.

Only tribes loyal to Baruk Kaah and based in the Eastern Land have used these miracles. These new miracles give the edeinos a new edge in the war, and make the Living Land even more dangerous to visit.


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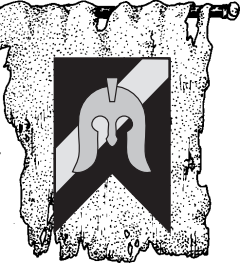
## 4

A lost Islamic mosque on the Orrorsh-occupied island of Flores (in Indonesia, near Timor) has been rediscovered by the faithful. The mosque is apparently a source of spiritual energy — people entering the holy place have reported "a feeling of calm and peace, and renewed hope." In game terms, it seems that the mosque helps eliminate the negative effects of the Power of Fear while visitors are within its bounds.

One worshipper reported hearing "the voice of Allah," which told him to spread word of the power of Islam in protecting the faithful from the evils of Orrorsh. The story has spread throughout Indonesia, and it is believed that members of the Hellion Court may be sending gospog and other terrors to find and destroy the building.

The faithful refuse to divulge the mosque's location for fear that the horrors of Orrorsh may descend upon it. Those seeking renewed faith are blindfolded and brought through a series of underground tunnels to the secret location, which is deep within the jungle, high on a mountain side. The natives are especially fearful that the Victorians may not realize the value of the mosque and attempt to destroy it and convert the "heathen savages." 

# Your Letters



1. When the Action Line says *Hero Confused*, can a *Seize Initiative* card be played first to flip a new card, or are the characters stuck with what has been flipped?

—Dan Viger  
Bronx, NY

The players cannot use a *Seize Initiative* to flip a new card to the action stack.

1. If a character has honor or corruption adds from *Aysle*, does this cause a contradiction in any other cosm?

2. In *Orrorsh*?

3. Does *Orrorshan corruption* cause a contradiction outside the realm?

—Sam Thornton  
Essex, England

1, 2. Using any facets of *honor* and *corruption* outside of *Aysle* is a contradiction.

3. *Orrorshan corruption* is a contradiction anywhere outside that realm.

1. Do all *ravagons* practice the faith of *Irishantism*? And can *ravagons* practice magic?

—Duane R. Tant  
Fairfax, VA

1. Not all *ravagons* practice *Irishantism*, although the group of *ravagons* in the employ of the *Gaunt Man* do. *Ravagons* could learn magic if they visit a cosm which supports magic. The extent to which *ravagons* currently employ magic is only known by the *Gaunt Man* and the *ravagons* themselves.

1. The *Land Below*, page 22, in the *wight's* description says that six wounds completely destroys the body of the *wight*. But other, earlier sources quote seven wounds to completely destroy an object?

2. The *Nile Empire*. The electro-ray pulp power on page 70 states the dam-

age value is STR+10. Is the bonus number added to this damage?

3. For the *Nile*, I'd love to see a volume containing new powers, gizmos, and creatures, especially a small section on the *Martians*.

4. When will we see those darn miniatures? And it'd be great to get some of the more unusual ones that we can put to use right away: say, *ravagons*, *edeinos* and perhaps *Nile shocktroopers*.

5. Are you planning on adding *Torg* to *America Online*?

—Martin Wixted  
Boston, MA

1. You are correct — it takes seven wounds to completely destroy an object/body.

2. The bonus number is added to the STR+10 total.

3. The *Nile Gadgets Book* is currently in development, although it may not see release until late 1992 or early 1993. The *Martians* may be covered in more detail in the *Terra Sourcebook*, which is still in the planning stages.

4. *Lance and Laser Models* has just released the first blister packs of *Torg* miniatures:

- 001 The Gaunt Man w/ *Gibberfat*
- 003 Dr. *Mobius*
- 005 *Angar Uthorion*
- 008 *Pella Ardinay*
- 009 *Gospog (3)*
- 012 *Bryce & Mara*

We've just seen the first models for *Jean Malraux*, *Baruk Kaah*, and *Thrachten* and all we have to say is WOW! We'll tell you as soon as the release date is set.

5. At this time, there are no plans to put *Torg* onto *America Online*, although we are on *GENie* and the *Summit Games Network*.

How about a *Torg* world map?

—Wade Wallace  
Bryan, TX

West End doesn't plan on producing a poster-size map of the world (at least at this time). However, if you have your own map of the world, we will be including the *stelae* coordinate locations and updated realm maps in the *Infiniverse Update*. We know of several resourceful gamemasters who have laminated their maps and use overhead projector markers to keep track of the realms. In the "West End War Room," we use pins, with bits of colored string to mark the boundaries.

1. If a *Spirit* chip was on-line at the time the *brazier* released the storm of possibility energy (at the end of *Infiniverse 14, Dispatch 1*), could the spirit in the chip (assuming it was an *Ord*) become possibility-rated? Can *Spirit* chips gain skill adds and learn new skills?

2. Can the group power send be used to send the spirit in a *Spirit* chip so that it may find a new body?

—Michael Levay  
Roscommon, MI

1. Yes, an on-line *Ord* spirit chip would then become possibility-rated. Yes, *Spirit* chips can learn new skills and gain skill adds.

2. *Send* can be used to send a spirit chip to a new cosm. Since the chip was created from a person, he or she regains the physical attributes that were possessed before the chip was created.

1. How can a character build or improve a *cyberdeck*? What skill is needed?

2. Are necessary parts available only in the *Cyberpapacy*, or would a character be able to find parts in *Nippon Tech* or *Core Earth*?

—Jim Ogle  
Socorro, NM

1. A character could build a *cyberdeck* using the *cybertech* skill, although it is often easier just to buy a



ready-to-go deck. The technological advancements that go into decks take months of research for teams with dozens of members — a cyberdecker operating out of his basement can hardly hope to come up a major advancement.

A character must make a *cybertech* difficulty of 12 just to know enough to repair a damaged deck with replacement components (acquiring these components is difficult to begin with).

To build a deck with components from other machines (like for example, integrating a processor from a Priestburner (2) with the response capabilities of an AngelBlaster (+4)) requires a *cybertech* total of 20 to determine the blueprint (this first roll takes one week).

To actually build the deck, the character must make a roll against a difficulty of 26 (basic difficulty of 20, plus 6 for the One-on-Many). If the roll is

failed, all of the components are destroyed, and the builder must acquire new components. Building the deck takes one month of constant work. If the roll is successful, all of the existing components have been successfully integrated.

To improve existing mass-market decks (not prototypes, such as in the example above), the decker can attempt to improve one portion of the deck per roll: Response, Stealth, Processor or Storage. Each roll is made against a difficulty of 18. For Response and Stealth, find the results on the Speed Push Table. For Processor and Storage, find the results on the Power Push Table. Each deck "attribute" can only be improved once in this manner.

To improve prototype decks, each deck "attribute" must also be rolled separately, but against a difficulty of 24.

2. The necessary parts are manufactured only in the Cyberpapacy; a very small amount of these parts may have been smuggled to other realms, but they are very difficult to find and very expensive.

*1. Can Storm Knights increase their stats beyond racial maximums by spending possibilities?*

*2. How about elves and giants from Aysle, by use of their bonus packages?*

—Randy Wilde  
Long Beach, CA

1. Storm Knights may not increase their attributes beyond the racial limitations of their home cosm.

2. Elves and giants are allowed to exceed these maximums by use of the bonus packages. If their base attribute is below the cosm maximum, they may bump up the attribute at the normal cost (naturally, the "real" attribute, taking into account the bonus package, would also increase). Storm Knights may not increase an attribute they accepted limitations on (such as an elf accepting a *Toughness* limit).

*The adventures for Torg are captivating, to say the least. I have read many adventures, of many games, and your adventures stick out the most in my mind. The stories are enthralling and the villains are of epic proportion.*

*Have a few questions and requests. In Orrorsh, is the Waiting Village a fringe reality? If so, then is it accessible to the living, such as Storm Knights? I also want the stats for the Darkness Devices of the Living Land and the Nile Empire.*

—Anoop Shekar,  
Pepper Pike, OH

Thanks for the kind words, Anoop. The Waiting Village is technically a part of Orrorsh's reality, and as far as we know, accessible only to those who are a) corrupt and b) physically dead. At this point, we know of no way for living Knights to reach there (and it's not a very nice place to visit, anyway).

Stats for the Darkness Devices you mentioned will be given in April's *Infiniverse Update*, Vol. I. ☒

## Herald Messages

King Arthur lives! Storm Knights travelled to Avalon cosm (Magic 19, Social 12, Spiritual 22, Tech 29) and discovered Excalibur is being searched for by Morgan Le Fey!

— John M. Kahane  
Ottawa, Canada

"Why serve a High Lord when you can **BE** a High Lord? When I return, Mobius will grovel at **MY** feet."

— Wu Han, on the eve of his departure to Mexico

Open message to all High Lords:

Whichever one of you geeks stole our space shuttle has 24 hours to give it back. You don't have to admit it — we'll turn around, and when we turn back, it had best be on its launch pad. Otherwise, we might have to get violent.

— Admiral Secord, Reality  
Ranger High Command

Any *Torg* players in Yellowknife Northwest Territories?

— Sandy Addison

"We have found a land under the surface of the Earth! We have Hoftet in our custody. Befriended Kord, but angered some giant ape!"

— Scott R. Mitchell  
Chicago, IL

Important safety tip for an elf in the Cyberpapacy:

Learn all there is to know about running and hiding. Trust me on this.

— John S. Olson  
Baltimore, MD

Trust no one, especially priests and Japanese!

— Fighting for America  
Howard 'Brad' Johnson

We, the Storm Knights of Scandinavia, send thanks to the Canadian government and can't wait for the chance to join forces with Reality Inc.

— Petter Sjöberg  
Stockholm, Sweden

"Burp!"

— Daikoku, six hours after being introduced to Excalibur ...

Storm Knights, pass on the warning:

Rumor has it the Cyberpapacy is conducting experiments in artificial intelligence — they hope to combine a self-aware computer brain with the body of a cartagra bristling with cyberware, to create a robotic hunter/killer.

Hasta la vista, baby!  
— Scott Darley  
Caryville, FL