

INFINIVERSE™

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Hello once again from the Poconos! (Or, depending upon how you look at it, the middle of a Living Land zone, in which case we aren't able to figure out where we are, and come to think of it, it has been real foggy lately ...)

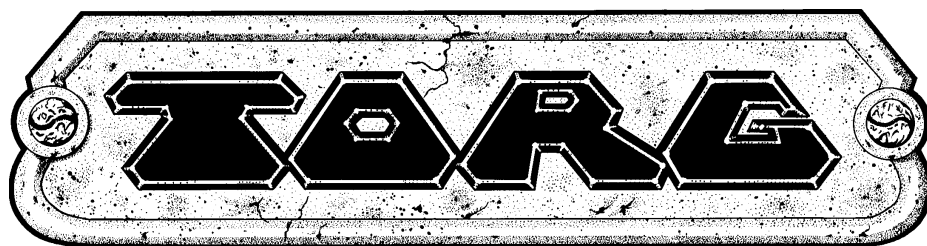
This month in *Infiniverse* we are doing things a little differently. Inside is the first ever *Torg* trivia contest. While we have given hints for each question, we warn you right now that it isn't for Ords. And, oh yes, have fun with the essay question.

Also included with this month's issue is a questionnaire. We at West End really want to know what you folks want to see in the future for *Torg*. The cosmverse is such a big place, and there are so many different avenues that can (and will) be explored, we want to make sure that our creative

juices are flowing in the same direction as your desires. So send us your wish list!

"You Asked For It!"

We hope all of you are happy. *Tharkold* has finally arrived in book and hobby stores, and let's just say that we warned you it wasn't a nice place. From the knockout Nick Smith cover, to the background of this most deadly realm, the sourcebook is a real "knock-your-socks-off" product. Learn all about the techno-demons' society and power structure, the tech of the Race, and the incredible magics of this techno-horror realm. Hats off to Paul Hume and Greg Gorden, who have devised a realm more feared and deadly than Orrorsh. Enjoy!



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 #19

1. The half-folk of Aysle have petitioned the British government for full rights, while Pella Ardinay refuses to discuss the matter. London has been the scene of protests and a dramatic increase in the crime right. Hey, Centaurs are people, too, and start at True (15).

2. Kanawa Officials displeased with a new competitor, International Investment and Holding Company, which is outbidding Kanawa for land and construction rights. Sacramento officials refusing to investigate. True (25).

3. Ghazi Rafek, staff reporter for the *Cairo Clarion*, investigating the mysterious Thebes Importers. Mobius also curious about recent goings-on. False (12).

4. Seraphim Angels have been injected into Rauru Block computers in Japan. It looks like the Cyberpapacy has begun to strike back against their "friends" in the Orient. True (15).

Continuing Report: Issue #18

1. Brazilian workers sent to Japan dealing with prejudice, but worse, are they infected with the Comaghaz virus? If you're in Japan, it's time to buy stock in sealed environment suit manufacturers. Increases to True (25).

2. Elves in Finland and Sweden have voted to split off from the Dark forces and establish their own territories. It looks like the United Nations will be adding even more members to its roster at True (40).

3. Jakatts develop new and more powerful miracles. Just what the Spartans need. Rises to True (65).

4. Secret Islamic mosque in Orrorsh reported to be easing Power of Fear

and renewing hope for the faithful. True (13).

The Wrap-Up: Issue #17

1. "Anglach Dornorin," Aysle's "Day of Night and Night of Day," may see the honorable become corrupt, if Uthorion has his way. Slight increase to finish at True (19).

2. VX images of Knights Templar making life in the GodNet difficult for the Inquisition. Getting some extra strength down the home stretch — True (30).

3. Magna Verita prepping for revolution due to Malraux's absence. Rises to finish at True (55).

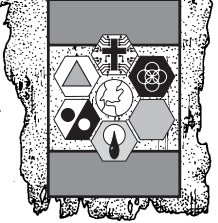
4. Tharkoldu occulttech device unearthed in the Soviet Union, and radiation levels indicative of a second invasion. Yeah, yeah, as if we didn't know this one would be popular. You wanted it, you got it — True (100).

5. Nippon Tech ninjas also bringing the Comaghaz virus back to Japan. Don't trust oozing CEOs, that's what we say. Barely survives at True (13).

6. Madame K., an Orrorshan spiritualist, claiming to have contacted the spirit of Lord Bryon Salisbury. Needless to say, she'll be very surprised ... any time now. A last minute reversal and finishes at True (17). ☒



Torg Trivia Contest



Welcome to the first *Torg* Trivia Contest! Simply read through the questions below, circle your answers on the sheet provided (page 6), and mail said sheet (or a reasonable facsimile) to:

Torg Trivia
West End Games
RR 3, Box 2345
Honesdale, PA 18431

Deadline for the contest is May 30, 1992. Winner will be the entrant with the most correct answers — if there's a tie, we'll have a drawing. Winner receives a \$25 gift certificate toward the purchase of WEG merchandise.

Onward:

1. Who was pitching for the Mets when the bridge from Takta Ker crashed into Shea Stadium?

- a. Dwight Gooden
- b. Bob "The Bullet" Jenkins
- c. Dave "Fireman" Jensen
- d. Walter "The Truth" Jones
- e. "Ace" Decker

2. What is the name of the library demon in *The Possibility Chalice*?

- a. Septimus
- b. Chislethwaite
- c. Laxius
- d. Gibberfat
- e. Azazel

3. What is the actual hardpoint in Fort Eugene in *Operation: Hard Sell*?

- a. The former Jackson residence
- b. The Spartans' barracks
- c. A model of the aircraft carrier *U.S.S. Enterprise*
- d. An autographed picture of Lee Iacocca
- e. The basketball court

4. Name the designer of the *Five Realms* game.

- a. John McLafferty
- b. Bill Smith
- c. Greg Gorden
- d. Rick Adler
- e. Jeff Mills

5. The mental institution to which Maya is sent in *Crucible of Pain* is called:

- a. Oasis
- b. Horus House
- c. Mobius Memorial
- d. Heritage
- e. Honesdale

6. What is the name of the lord of vampyre bats encountered in *High Lord of Earth*?

- a. Camazotz
- b. Ahulane
- c. Manwaring
- d. Pacal
- e. Huitzilopochtli

7. What is the largest demesne in the Tharkold cosm?

- a. Sterret
- b. Apocularum
- c. Malgest
- d. Mizatyan
- e. Dzis

8. The nearest Tibetan village to the final resting place of the Possibility Chalice is:

- a. Tangkula
- b. Jilibulake
- c. Lhasa
- d. Xigaze
- e. Kathmandu

9. 3327's mentor on Marketplace was:

- a. 7710
- b. 6365
- c. 9012
- d. 1099
- e. 2174

10. The famous Ayslish theoretical mage who discovered that the act of making a pattern permanent lowered the natural world's resistance to that pattern was:

- a. Pixaud
- b. Kenipat
- c. Thorvald
- d. Mathea
- e. Gutterby

11. The religion of the Ravagons is:

- a. Sacellum
- b. Slavicsekism
- c. Secular dwarvenism
- d. Irishantism
- e. Magmar

12. When the god of *The Land Below's* Pyrian Fire Tamers is in a good mood, he is called:

- a. Bob
- b. Karruk
- c. Darok
- d. Hevvil Gok Tek
- e. Amethia Cor Tal

13. The Parisian street gang whose members dress in rags and carry rabies is:

- a. The Warewolves
- b. The Crucifaces
- c. The Tri's
- d. The GOP
- e. The Carrion Dogs

14. What is a "queenswrath"?

- a. A type of succession
- b. A royal decree
- c. An execution
- d. A form of exile
- e. Bill Smith's favorite rock band

15. The creature from the stalenger homeworld whose body is covered with thick mucus, whose eight to 16 limbs each have their own sub-brain,

and who likes to steal small objects is called:

- a. A grotuk
- b. A portochk
- c. A restra
- d. A rufka
- e. A burger rex

16. Which of the following is **not** a biotech weapon?

- a. A volent
- b. A jiros
- c. A mitositer
- d. A calaki
- e. A hastur

17. The two youths who travel with Father Christopher Bryce in the *Torg* novel trilogy are named:

- a. Rat and Coyote
- b. Yogi and Boo-Boo
- c. Tolwyn and Tancred
- d. Rick and Tal-tu
- e. Ren and Stimpj

18. Dr. Mobius has also been known as:

- a. Pharaoh Mobius
- b. Deathhawk
- c. Sutenhotep
- d. Madib Al-Hebpsa
- e. All of the above

19. The Gaunt Man's real name is:

- a. General Avery Wellington
- b. Lord Stanton Cheltenham
- c. Professor James Moriarty
- d. Lord Bryon Salisbury
- e. None of the above

20. Elves and giant who disconnect are most likely to fall prey to:

- a. an inclination change
- b. the Comaghaz virus
- c. Ahjebax
- d. the wasting disease
- e. influenza

21. The most powerful of the evil secret societies in Orrorsh is:

- a. The Sanctum
- b. The Sign of Four
- c. The Order of the Purple Eyes
- d. The Order of the Golden Dawn
- e. The Sign of Six

22. Which of the following is a group power?

- a. stelae sense
- b. pathfinder
- c. common ground
- d. possibility shadows
- e. the Heart of Coyote

23. At what *Tech* axiom do watches and bifocals become possible?

- a. 15
- b. 19
- c. 21
- d. 7
- e. 16

24. At what *Social* axiom does democracy become possible?

- a. 10
- b. 15
- c. 20
- d. 23
- e. 30

25. A *Magic* axiom of 12 allows you to conjure from "nothing" as well as:

- a. Create wards
- b. Cast "wish spells"
- c. Impress spells
- d. Change living beings to inanimate matter
- e. None of the above

26. Which of these is, on average, the smallest of the Ayslish dragons?

- a. Draconis Teutonica
- b. Draconis Metallica
- c. Draconis Terra
- d. Draconis Aquatica
- e. Draconis Crotalaria

27. 3327 has had his agents searching the mountains of Manchuria for which eternity shard?

- a. The Potala
- b. The sword of Genghis Khan
- c. The Tobukai Algorithms
- d. Mao's Red Book
- e. The El Kharga Dagger

28. Which of the following aliens is most likely to possess the *frenzy* skill?

- a. a Draygakk
- b. a Larendi

- c. an Akashan
- d. a Lorbaat
- e. a Terran Martian

29. Which of the following is not produced by the Cyberpapacy?

- a. SpiritChips
- b. MemChips
- c. DatChips
- d. SpellChips
- e. None of the above

30. Which of the following is not an alteration spell?

- a. ritual of mind preparation
- b. sweet water
- c. stone tunnel
- d. sunstore
- e. weather control

31. Third-planting Orrorshan gospog are called:

- a. Caretakers
- b. Others
- c. Wraiths
- d. Were-tigers
- e. Ghouls

32. Sabathina, Nightmare from Orrorsh, is originally from the cosm of:

- a. Gaea
- b. Lereholm
- c. Dairoga
- d. Magna Verita
- e. Ahjebax

33. The Cyberpapal bureau which handles all legal matters and litigation is:

- a. the Penitentiary
- b. the College of the Way
- c. the Church Police
- d. the Chancery
- e. the Seidenary

34. Rec Pakken means:

- a. Darkness Device
- b. Dead Tree
- c. Black Forest
- d. Dark Blood
- e. King of Darkness

35. Gaea's kingdom of undead is called:

- a. Victoria
- b. Ch'in

- c. Nippon
d. Rumostria
e. Jonestown
36. According to *Pixaud's Practical Grimoire*, the "raw material" of a spell is the:
- Pattern knowledge
 - State path
 - Result knowledge
 - Mechanism knowledge
 - Pattern skill
37. In *Full Moon Draw*, the werewolf's rampages are connected to what?
- A crystal ball
 - Wolfsbane
 - Tarot cards
 - A Ouja board
 - Jonathan O'Leary's home
38. The cybernetically controlled husks of people who have been chipped into the GodNet are called:
- Cygoyles
 - Cartagras
 - Hospitallers
 - HOGs
 - Slinkers
39. Which of the following is an Ayslish minor god of balance?
- Mesus
 - Sarila
 - Kalim
 - Areel
 - Ulka
40. The first of Aysle's great Houses to fall in line with the Dark forces in centuries past was:
- House Daleron
 - House Vareth
 - House Gerrik
 - House Bendes
 - House Tancred
41. Yakuza syndicate operations in Hokkaido are headed by which mob "family"?
- Ashimoto
 - Corleone
 - Haragawa
 - Sebaru
 - Tottori
42. The singer who sacrificed his life to destroy a bridge from Takta Ker to Earth in the *Torg* novel trilogy was:
- Christopher Bryce
 - Eddie Paragon
 - Rick Jones
 - Douglas Kent
 - Quin Sebastian
43. The enforcement arm of the Human Factor, a Core Earth/South American group, is known as:
- The Sons of the Soil
 - The Peace Through God Party
 - Catequil
 - The Comaghaz
 - Nazca
44. The figure of central authority in the Sacellum religion of Gaea/Orrorsh is:
- Pope Willis IV
 - The Archbishop of Canterbury
 - The Deacon of Lourdes
 - The Gaunt Man
 - None of the above
45. The hippo-lion-crocodile demons that haunt the tunnels beneath the Nile Empire are called:
- Busus
 - Corpuls
 - Ustanahs
 - Swarmers
 - Monoliths
46. The creatures from *The Land Below* known as arhet crows are:
- wasps
 - rats
 - bears
 - crocodiles
 - leopards
47. The giant ape that stalks Merretika is named:
- Borr Aka
 - Ungrosh
 - Rodar
 - Torgo
 - Lathiar
48. Merretika's largest volcano is called:
- Ungrosh
 - Abominari
 - Kihiti Dok
 - Caleacon
 - Tanta Kallar



Torg Trivia Quiz Answer Sheet

NAME _____

ADDRESS _____

CITY _____ ZIP _____

- 1. a b c d e
- 2. a b c d e
- 3. a b c d e
- 4. a b c d e
- 5. a b c d e
- 6. a b c d e
- 7. a b c d e
- 8. a b c d e
- 9. a b c d e
- 10. a b c d e
- 11. a b c d e
- 12. a b c d e
- 13. a b c d e
- 14. a b c d e
- 15. a b c d e
- 16. a b c d e

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- 18. a b c d e
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- 33. a b c d e
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- 39. a b c d e
- 40. a b c d e
- 41. a b c d e
- 42. a b c d e
- 43. a b c d e
- 44. a b c d e
- 45. a b c d e
- 46. a b c d e
- 47. a b c d e
- 48. a b c d

If a Cyberpapal man and an Ayslish woman, both Storm Knights, mate, and their child is born in the Nile Empire, of what reality is the baby? Would the child be possibility-rated?

Dispatches and Rumors

ispatches

1

Some strange force has entered the war in the Nile Empire. Two new pulp adventurers lurk in the streets of Cairo. They go by the names of the Crimson Cloak and the Red Mist.

Truly, it is unknown whose side these two adventurers fight on. One day, they can be seen duking it out with gangsters or super-villains in Mobius' employ, and the next, they use their powers against Storm Knights and pulp heroes.

Of the two, the Crimson Cloak is the obvious leader. A female of unknown origin, she wears a dark red outfit that leaves little to the imagination, and, strangely, no mask. However, she also wears a long, billowing crimson cloak that seems to flow around her with a life of its own. It is unknown whether her powers are hers or come from the cloak.

Her hair is short and blonde, and she is considered attractive. However, she seems to wear a perpetual sneer when encountered in her Crimson Cloak guise (and no one has met her otherwise).

The Red Mist is the more mysterious of the pair. Obviously deferential to the Cloak, "he" follows her instructions to the letter — but "he" is fully able of acting independently. Actually, it is unknown even what sex the Mist is, for his (or her) costume is baggy and covers his/er entire body like a half-inflated balloon. S/he wears a mask.

The Mist has two apparent powers: s/he is able to shoot an inky mist from his/er hands at will — it is presumed that this substance comes from the

suit — and s/he is able to *disperse* into a fine red mist. The Mist, in this form, is able to travel normally, and s/he is very hard to hit.

The Mist does not talk — it is not known whether s/he can or not, just that s/he doesn't. S/he is, however, able (and very willing) to write with his/er inky jets on walls, paper, and people.

The Crimson Cloak, currently, strikes without warning all over Cairo. It is likely that any group of Storm Knights engaged in activities could run into her and the Mist at any time. So far, she has refused to assist Storm Knight groups, except coincidentally, and supposedly sneers at all offers to join or work with groups.

The Crimson Cloak
True Identity: Unknown
DEXTERITY 12 (15)

Acrobatics 14 (17), dodge 16 (19), flight 16 (18), fire combat 13 (16), missile combat 17 (20), stealth 16 (19), unarmed combat 14 (17)

STRENGTH 10
Jumping 12
TOUGHNESS 9 (15)
PERCEPTION 10

Evidence analysis 11, find 12, trick 13
MIND 9
Survival 12, test 15, willpower 14

CHARISMA 8
Taunt 15
SPIRIT 10
Intimidation 15, reality 17

Possibilities: 18
Inclination: Unknown
Powers: super attribute (DEX)

Equipment: Crimson cloak (*boosted* armor value +6/22) with *flight* power (value 9) built in; throwing blades (damage value *boosted* to +6/16); bow and arrow (damage value *boosted* to +8/18); Crimson Cloak costume.

Description: The Cloak is an attractive woman about 5' 6" in height. She is blonde with hazel eyes. The Cloak's

personality and inclination are in question. She apparently disdains male heroes, thinking them egotistical and chauvinistic. For this reason, she has a *stymie* flaw every time a male successfully *taunts* her. Also, she *must* attempt to *taunt/trick* or *test/intimidate* male opponents when the combat line says so. If she is unsuccessful, she gets a *stymied* result. She is wonderfully sarcastic.

The Red Mist
True Identity: Unknown
DEXTERITY 9

Dodge 14, fire combat 13, pulp power (mist blasters) 16, stealth 14, unarmed combat 12

STRENGTH 9
TOUGHNESS 12 (19)
PERCEPTION 12

Evidence analysis 16, find 17, first aid 14

MIND 13
Survival 14, test 16, weird science 16, willpower 14

CHARISMA 8
SPIRIT 11
Intimidation 14, reality 16
Possibilities: 14

Inclination: Unknown
Powers: dispersal power

Equipment: Red Mist costume (armor value TOU+7/19) equipped with "mist blasters." Mist blasters cover the target in an inky mess, obscuring vision. A character who is hit by a normal mist blast is automatically *stymied* the next round (from both sight obscurement and disorientation) and, if the target is hit with a *vital blow* to the eyes, he automatically suffers a *setback* the next round. If, however, a character who has been hit by the mist blaster gets an "Inspiration" on the next conflict line, the *stymied* or *setback* goes away, and the Red Mist suffers from his *stymie* weakness.

Description: Silent and supportive, the Red Mist has an obsession about

“correcting” evildoers — or heroes whom the Crimson Cloak points out as wrong. S/he follows her direction without question — so much so that s/he never suffers a *break* result while the Cloak is present — but s/he is smart and able to act independently as well.

Critical Event: The Storm Knights have been asked by the Mystery Men to defeat the Red Mist and the Crimson Cloak and hold them at bay long enough to perform an *Inclination Seduction* (see *The Nile Empire* sourcebook for details) on them. Since the Crimson Cloak and the Red Mist are of questionable inclination, the Knights get a -1 to the DN of this attempt. However, for each male in the Knights’ group, they get an additional +1 to the DN. A -1 to the DN is awarded for each female.

If the Knights are able to convince the pair to be *Good*, then they get a *Good* (6+) result. If the two cannot be convinced, or if they evade capture, then it is a *Bad* (2-) result.

2

The dark side of the Space Gods is beginning to show through. Initially helpful to Storm Knights and even ords, the Akashan High Council has been growing increasingly aloof. Members of the Delphi Council and the other western governments have been denied access to the Council with no reason given.

The reason is simple: after sending out single Monitors and other agents to observe Earth and the so-called “Possibility Wars,” the Akashans are displeased. Instead of seeing a people united in their fight against the invaders, they are seeing lots of little self-interested power groups.

And this seems to have affected the Akashans as well. After shoring themselves up against Comaghaz infection as well as they can, certain high-ranking Akashans — including a Council member or two — have set out to pursue their own agendas.

The most blatant such case is in Columbia, near the northern border. An Akashan Akite leader named Sur Allaan is delving into old Akashan sites searching for information left by

earlier Akashan visitors.

Rumor has it that Sur Allaan has found something horrible in Columbia, but no one knows for sure. Rumors of a biotech horror terrorizing villages in the region have reached Storm Knight ears.

Unfortunately, the Council refuses to believe. They have heard so many lies since coming to this world that they want proof before they act. The Storm Knights must get that proof.

Sergei must spray-paint his initials on one of the medium synthecyclers that prowl the streets.

The Akite Sur Allaan discovered a buried, forgotten lab dating from the time of “Those Who Wait.” In it, he found early biotech experiments placed in stasis. He planted a reality tree with the intention of entering it and then coming out nine months later to study the biotech lab.

But something went wrong. Somehow, feeding off of the tree’s (and Sur Allaan’s) possibilities, the lab’s defenses were activated. A hidden door slammed down, trapping Sur in the lab. Then, the biotech creatures and experiments awakened. Somehow, the lab has become a talisman of sorts of Akashan reality, and also a horrific place.

Sur Allaan, despite his knowledge and power, was overwhelmed. The biotech has merged with him, forming an inhuman blob of protoplasm. Unable to hold humanoid form for more than a few moments, it shifts back and forth between Sur’s pained features to a disgusting blob.

Sur Allaan/biocreature

DEXTERITY 11 (14)
biotech weapons 16 (19), unarmed combat 14 (17)

STRENGTH 12 (18)
TOUGHNESS 10 (22)

PERCEPTION 13
Psi manipulation 20, trick 15

MIND 13
Psi resistance 21, test 16

CHARISMA 8 (18)

Taunt (20)

SPIRIT 13

Intimidation 17 (25), reality 21

Possibilities: 15

Psionic Powers: *Akite Group* (all); *Kinesis Group* (containment, energy routing, telekinesis); *Psionic Defense Group* (general resistance (self), psychic screen); *Psychic Senses Group* (awareness, life sense, psi detection)

Natural Tools: Protoplasmic limbs, (damage value STR+7 / 25; character is stuck to the creature and suffers *digestive juice* damage — see below — every round until he makes a successful *Strength* total to struggle free); digestive juices (damage value 19 on contact with anything — if a character is hit, his armor takes damage as well, as long as it is physical armor)

Note: Because of the fluidity of the creature, the gravitic ray (and similar weapons or spells) has very little effect on the creature. Increase its *Toughness* by 10 if it is attacked by such an item, because the creature will, one round, crash to the floor in a pool of slime and, the next, get right back up.

Description: Sur Allaan has been totally covered by this protoplasm. He is almost totally submerged in the consciousness of the biotech creature. If, however, the creature suffers a *break* or *setback* result, then for the next round, all paranthetical values go away as the creature assumes Sur Allaan’s true form. It will still be mad with pain and hate, but it will be much easier to kill during that round.

The lab is littered with ancient — and sometimes useful — biotech equipment. The Knights can use this to kill the creature possibly, or it might just help it. The creature will try to lure the Knights inside and trap them before fighting.

For an added wrinkle, it is rumored that Kanawa agents are also trying to find the lab, in the hopes that they can capture either the creature or the reality tree for study. They will undoubtedly interfere with the Knights if they can.

Critical Event: The Storm Knights’ mission is twofold. First, they must find the lab and gain entrance and defeat the creature — or at least bring back proof to the Akashan Council

that it exists. Of course, once it is aware of the Knights, it will be obsessed with killing them; it is obsessed with killing possibility-rated people. If they can do this, they must then go to the Akashan Council and convince them that the solution to their problem is not to withdraw from the wars, but to help those who truly fight them.

If the Knights can accomplish all this, they get a *Good* (6+) result. Otherwise, the creature, defeated or not, does no good in helping the Akashans join the Knights in fighting the wars. This is a *Bad* (2-) result.

3

"Score!"

The cry goes up! The Winter Olympics have begun in Spain!

But all is not well. Disgruntled at not being invited to attend (though he would have declined anyway) Cyber-pope Jean Malraux I has decided to mess up the Olympics for everyone ... if he can.

Using his new territory in Québec (which is really pretty secret to all but a select few), Malraux has managed to get a "ringer" placed on the Canadian Hockey Team. This ringer is a HOG specially trained to play ice hockey, and he is very, very good. Possibility-rated, he is burying up the ice.

The plan is simple. Using this power forward on the ice has made the Canadian team an early favorite. Jean Malraux wants his agent to help the Canadians win the event, and then, during the awards ceremony, the HOG will decry decadent civilization and its hedonistic practices and expose himself as a follower of the Cyberpope. Then, he will blast his way out of the ceremony, probably killing dozens of innocents — on international television.

Fortunately, one of the Canadian coaches accidentally caught a glimpse of the HOG's cyberequipment. He has informed the Québec Liberté, and they have passed the word. While exposing the HOG as an agent would disqualify the Canadian team (something that made the coach think twice before leaking the word), if the Knights could infiltrate another team, they could compete against the Canadians and,

in the arena, possibly knock the HOG out of the game — perhaps permanently. Then, when he was exposed, the Canadians could disavow knowledge of his nature and perhaps get a "sympathy vote" that would allow them to stay in the race for the medal.

HOG Ice Hockey Star

See page 87 of *The Cyberpapacy* for the HOG's stats, and he is possibil-

After shoring themselves up against Comaghaz infection as well as they can, certain high-ranking Akashans have set out to pursue their own agendas.

ity-rated, with 2 Possibilities per Storm Knight. He has six more stat points than a normal HOG and 6 adds in ice hockey, a DEX skill.

Equipment: The HOG has several nasty surprises underneath his uniform (and skin!), but he will try to be as subtle on the ice as possible — even after the Knights blow *their* cover. Only if he is danger of dying or already exposed will he reveal his true nature ... and his weapons.

Critical Event: Exposing the HOG player while preventing the Canadian team from being disqualified is a *Good* (6+) result. Not exposing the HOG player is a *Bad* (3-) result.

4

LA Challenge is ready to roll!

The Storm Knights have been approached by a woman in her late twenties. She is Nora Tambukin, a Los Angeles resident. Her husband, Sergei, is a Russian immigrant who came to the U.S. just before the Possibility Wars broke out.

When the bridges dropped, the Tambukins fortified their LA home and prayed. When the people started coming back to LA, they rejoiced. Now, with the new Tharkoldu realm in place, they are frightened.

Sergei, it appears, has made a decision. He wishes to send his wife and eight-month old daughter home to her parents in Florida, now that things seem to be getting worse again in LA. But he has no money. He has decided to enter the *LA Challenge*.

Sergei has been assigned one of the most difficult tasks ever chosen by the cruel authors of the sadistic game show; he must spray-paint his initials on one of the medium synthecyclers that prowl the streets of LA at night. For this he will be paid one million dollars.

Of course, the *LA Challenge* crew has rigged this; several gangs have been paid to antagonize the synthecycler before it gets to the point where Sergei will meet it, and it will be hard to deal with.

Nora pleads with the Storm Knights to help Sergei both beat the *LA Challenge* crew at their own game and make sure they pay off. She will offer them much of the money if they wish (but not all — if she has to pay it all out, she'll figure these aren't heroes, they're just mercenaries whom she cannot trust. Play it by ear).

Critical Event: A *Good* (5+) result is obtained if the Knights keep Sergei alive and manage to help him spray-paint the synthecycler (and collect the money); a *Bad* (2-) result occurs if they fail or if Sergei dies.

Note: This whole sequence will be televised. If one of the Knights rolls 60+ on any "interesting" action versus the synthecycler, the Knights *automatically* get a *Glory* result.

Rumors

A New Rumor Scores True (100)!

Well, maybe not.

But, it is true that we are now accepting Reader Submission Rumors for publication in *Infiniverse!* If you are interested in having a rumor you use in your campaign checked out across the Near Now, simply enclose the Rumor with your normal Response form — *but on a separate sheet!* Include your name and address on this paper (though we won't print it if you don't want) and we'll see about putting it into future issues of *Infiniverse*.

All submissions to *Infiniverse* become property of West End Games Ltd. and West End Games has the right to publish the submission in any manner they see fit.

1

Kanawa has declared war on the Cairo underworld! After being stymied in the West by Tharkold, Ryuchi Kanawa is looking for new profits — in a hurry. The word on the streets of Cairo is that he is moving in ... through independent operatives, of course.

Spreading wealth and using muscle has always been an asset for Kanawa, and in Cairo it seems to be working. "Legitimate" business concerns have been bought out by the Nippon High Lord's operatives, and the Yakuza are working the other side of the street. There is a mint in Cairo if 3327 can grab it.

But considerable resistance is forming. Storm Knights and pulp heroes see the Kanawa operatives as "just more bad guys in suits and pajamas." They fight them normally. Unfortunately, the 3327's subtlety is helping him gain unexpected victories in the realm of action.

However, the underworld is not so easy. Used to dealing from the bottom of the deck, the Cairo gangs are developing an "us" versus "them" philosophy. Though they usually can't wait to stab each other in the back, Kanawa has scared them into some semblance of cooperation.

2

As if Parisian deckers and strange entities in the GodNet weren't enough, a new problem has arisen for Cyberpope Jean Malraux I to deal with. Accounts of deckers owing no allegiance to the Resistance or the Cyberpapacy — or any group, for that matter — have been reported in Cyberpapal constructs and vaults in particular.

Attempts to capture these deckers have met with failure, but jackpriests were able to trace the intruders' pulse trails. What they discovered was puzzling. The pulse trails were originating from beyond the Deep and con-

necting to the GodNet through the remains of the datchip of sensover images of Kadandra.

Malraux is concerned but doesn't understand how the Kadandrans (if that is truly who these strange deckers are) can reach the GodNet. He has sent cyberknights to find out who is behind this and to retrieve whatever in-

All the Nazca lines in the realm glowed ... and a small vessel of some unkown sort was seen disappearing up into the atmosphere.

formation they can before the situation gets too out of hand.

—Christopher Hudson
North Merrick, NY

3

Many reports have circulated through the Akashan realm. Last Monday at midnight, all the Nazca lines in the realms glowed — this is for certain. What is rumored is that, at that time, a small vessel of some unkown sort was seen streaking north-south along the lines, disappearing up into the atmosphere.

So far, no confirmation of this "UFO" sighting has been forthcoming, either from the Akashan High Council or independent sources. "No comment" is the word of the day.

Most rumors state that the Akashan High Council has tried to send a small "mini-lightship" through the stargate. Others believe that one of the client species is using the Akashan biotech to construct a vessel.

Most people just aren't sure.

4

This much is true: Another baseball season will soon be underway! But not the way it once was.

The remaining National and American leagues have joined together to

form one league: the Consolidated North American League. They are made up of teams in cities outside the Living Land and by old teams, such as the Yankees, who moved.

Two new teams have joined the CNAL; the "Mexico City Banditos" and the "Québec Tempêtes."

Now the rumor: some controversy has sprung up. The catcher on the Tempêtes, "Babe" LaCoste, has a cybernetic left hand. While he is willing to risk disconnection to play in Core Earth (rumor has it that he has access to a Cyberpapal talisman anyway), the CNAL is divided on whether they'll let him play.

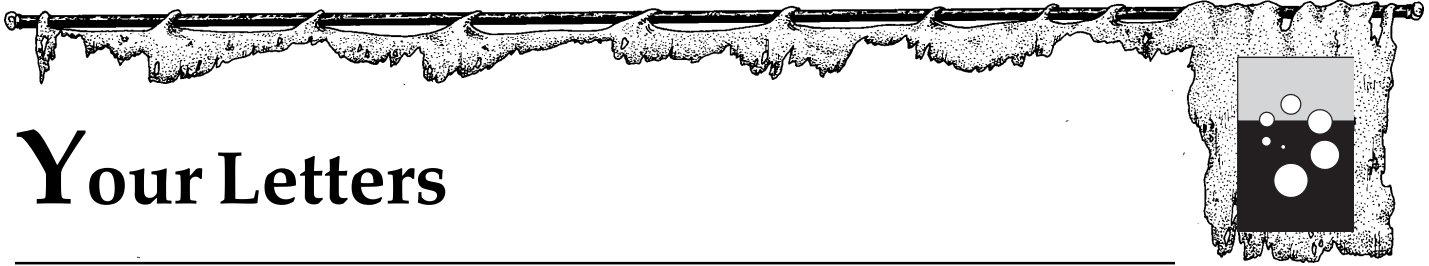
Prosthetics were allowed in the old American and National Baseball Leagues, but this is different; LaCoste's hand is, in many ways, better than his original. However, the fact that he and his team came forward and *asked* whether or not he could play, rather than hiding the fact, is in their favor. ☒



— continued from page 12

A cosm is the totality of everything in that particular universe, including alternate dimensions and such. The "nature" of a cosm varies from cosm to cosm: on Core Earth's cosm, which most resembles ours, there are possibly billions of galaxies. On Aysle's cosm, there seems to be simply "the world," the sun, the Limit, and the stars. It isn't known if there is anything beyond the Limit. ☒

Your Letters



1. When a weird science gadget is used, are Possibilities drained from the capacitor every time the gadget is activated, or only once per adventure?

2. How often may a Storm Knight attempt to reconnect?

3. Will there be any character templates for *Errorsh* featuring monsters (other than the werewolf from the basic set)?

I am really enjoying this game system. So far, I've bought all the sourcebooks and adventures. Keep up the good work.

— Wade A. Warren
Lakeland, FL

1. The Possibilities are drained once per adventure. The gadget cost is paid for immediately upon the first use of the gadget.

2. A Storm Knight (or other character) may attempt to reconnect once per round (in a round-by-round situation, such as combat). If not in a round situation, the character may attempt to reconnect once per scene, and if not in a story (the adventure ends with the character still disconnected), once per day.

3. At this time, we haven't done other templates with "monstrous abilities," although we may introduce such characters at a later date. Of course, Storm Knights cannot be "true" monsters, with corruption and horrific powers.

1. The map of South America, on page 32 of the *Space Gods* sourcebook, shows the Akashan mixed zones and the locations of the Reality Trees. However, there seem to be many more mixed zones than trees. Is there a tree at the center of each zone, or is there another way of spreading Akashan reality?

2. What are the axioms of deep space? When an Akashan lightship travels from one star to another, is there a danger of disconnection? (And must all pilots therefore be Possibility-rated)?

— Dennis Matheson
Kennesaw, GA

1. The map should have had a Reality Tree indicated at the center of each mixed zone.

2. Interstellar travel is beyond the scope of the game at this point, but for those who wish to boldly ...

The axioms of a realm are relatively constant throughout their cosm. Therefore, use of an Akashan lightship in Earth's cosm is a contradiction, but using them in the Star Sphere doesn't cause a contradiction.

You'll notice that some of the Star Sphere species (for example, the Gudasko) don't have a social structure or tech level as high as the axiom of the realm — this indicates that they simply haven't developed to the maximum allowable level for the cosm (just as on Earth, there are many places where Tech 23 equipment is extremely rare or unknown).

Questions regarding invoked reality storms ...

Some of WEG's NPC's have better reality scores. However, these are few and far between. A player of mine spent most of his early Possibilities on raising reality ... and constantly starts reality storms against NPC's. Ninjas make excellent targets ... do we stop using ninjas in campaigns, or just give them reality scores of 17-20 each?

You can't equip every reality-rated NPC with high enough a reality to match the highest reality in a group. For one thing, if the NPC's are losing a fight, they will simply invoke a reality storm ... then you'll have a lot of transformed Storm Knights on your hands.

— Steve Crow
N. Liberty, IA

The problems of a "Reality-Boy" character are similar to the problems encountered with some super hero games with characters of widely different powers. Nonetheless, our suggestions remain the same.

Regarding West End's NPCs, we have to design these characters for the widest possible audience, and thus, some characters will be lower-powered than others. In a situation like this, the gamemaster must be willing to custom design characters, much like adventures are custom designed to match the tastes of the players and gamemaster.

Now, on to the larger issue at hand. "Reality Boy" is bound to be unpopular with his/her friends after a while. If his reality score is that high, his companions are going to be tossed around like rag dolls in the ensuing storm. This will make them an unhappy bunch of Storm Knights.

Because of the effect values involved, when such a character starts a reality storm, its highly improbable that his companions will be close enough to lend any aid (either because they took cover several zip codes away, or were flung away from the battle sight). Remember that reality storms do more than just damage — some might do mental attacks, others might move things with a *Strength* equal to its effect value.

This is very important once the storm is over, since the losing NPC still has all of his other skills once the battle is over. He's transformed you say? No problem (unless this is a Pure Zone) since he'll only have to worry about a one- or four-case situation. Any of the more powerful dragons of Aysle, a wizard with access to some nifty spells, a well-armed and upset Akashan, a techno-demon with an attitude or a cyber-goan will do nicely.

Another nice trick is to give the NPCs a mode of transportation faster than the Storm Knights, so they can arrive on the scene first and beat the stuffing out of the "Reality Boy" character before his friends show up. This shouldn't be considered delibhHYtely loading the situation as much as a reminder that there

is ALWAYS someone more powerful than you.

Reality Boy's technique is also going to fail miserably the first time a storm is invoked on a non-reality rated, but nonetheless powerful, NPC — no storm, all of the Storm Knight's friends are hiding (since they'll be expecting one), and here come the NPC's friends.

Also, any character with *that* high a skill who invokes a reality storm against *everyone* is going to get the attention of a High Lord very quickly, and undoubtedly some of the most powerful NPCs ever to grace your particular cosmverse will be unleashed upon the character and his friends, with the sole intent of kidnapping or killing the pesky troublemaker.

This character is also Darkness Device-fodder the first time he tries to help remove a stela and fails (see pages 76–77 of *The Storm Knights' Guide to the Possibility Wars*).

Finally, the bottom line is that if any character, tool or other factor is unbalancing your game, then it is well within your discretion as gamemaster to do something about it. Explain the situation to the player to see if he/she has any mutually agreeable suggestions — maybe the character can be allowed to retire with dignity; maybe he'll get transformed and once again be reduced to "mere mortal" status; maybe he'll be asked to head up a Storm Knight organization of some kind.

'Nuff said.

Dispatch #2 in issue 16 doesn't lead directly into dispatch #2 of issue 19. Did a dispatch get skipped?

— Karl Hiller
Cincinnati, OH

Sorry! We assumed that everyone would've have gotten their Good/Bad results from dispatch #2 in issue 16. For those who didn't, here's a brief recap ...

Good/Average

After defeating the gospog and finding the mysterious loop, the Knights encounter an aged hermit. The hermit, actually a mage, explains that the band has a powerful teleportation spell, and that it also has a taint of evil about it. The Knights then use the band to follow after Frieda. As they come through, they emerge in a dark dungeon, and in front of them is Frieda, about

Herald Messages

Nightmares gnawing at your neck?
Ghouls giving you grief?

Is the Big Vic after you (having played that *nemesis* / campaign combination)?

"Montgomery Hill Lightning Associates" offer their services as expert vampyre hunters. Call them now!

When the stakes are high — a vampyre's about to meet his True Death

— Morgan Nash
Cuffley, England

A group of dimension travelers calling themselves "Vulture Warriors"™ have appeared in Southern California. Although they are heavily armed and possessed of an Extreme Paranoia™, they claim to be unaligned with any of the High Lords™. Indeed, they seem to be concentrating on the acquisition of various pieces of Computer™ equipment.

— Dennis Matheson
Kennesaw, GA

Lost: one tra (well, that's what it is now).

Last seen near Muncie, Indiana. May answer to "Zephyr-3." If found, contact Tukul through the Home Guard in Aysle.

— Donnie Blagg
Fayetteville, AR

By order of the Akashan High Council:

Wanted: renegade Coar bioengineer, Hzetl. The miscreant was sentenced to imprisonment for immoral biological experiments and escaped. He has been traced to the Living Lands near Sacramento, where we believe he is refining mixed-realm plants into new addictive substances.

— Steve Crow
N. Liberty, IA

Lord Geoffrey Salisbury, a descendent of the Core Earth version of the Gaunt Man, appears to be the current favorite of Drakacanus.

— John M. Kahane
Ottawa, ON, Canada

"I don't know ... I think a knife in the back is a mighty funny way to find 'eternal peace.'"

— Calum the Mage

Never listen to a sales pitch from a Possibility-rated brush salesman.

— Karl Hiller
Cincinnati, OH

to be slain by a headman's axe ...

Bad

The Knights' mission is a failure and they return to the Liverpool Magicians' Guild. The Knights will find it difficult to obtain their aid in the future.

1. My Knights managed to play all four Glory cards on a single action with a roll of 100!

2. Regarding the rules for ammunition on page 77 of the Torg Rulebook. When the book says "chalk off seven rounds worth of ammo," does this mean seven combat rounds worth of ammo or seven rounds as in "bullets?"

3. If making a One-on-Many multi-action attack, must the total ammo used be multiplied for the number of targets?

— Michael Levay
Roscommon, MI

1. Only one Glory card may be player for any single action (which must be in a Dramatic scene and significantly contribute to the plot; see pages 78-79 of *The Storm Knights' Guide to the Possibility Wars*).

2. Full auto fire uses seven *combat rounds'* worth of ammo. Please note that the *Torg Rulebook* indicates that ammo listings are for combat rounds' worth of ammo.

3. When firing upon multiple targets at full automatic, the attack is a One-on-Many, but only the seven combat rounds of ammo is used, regardless of whether the Storm Knight is attacking one character or a dozen.

What is the extent of a cosm? Is it one planet, one galaxy or what? Would aliens with a higher level of technology create a contradiction?

— Allen Woodward
Houston, TX

— continued on page 10