

INFINIVERSE™

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Contributors This Issue:

Greg ("Where's that database stuff?") Farshtey, Daniel Gelon, John Paul Lona, Doug Shuler, Bill ("What do you mean, *everybody* played in Tharkold?") Smith, Ed ("Gee, I thought I remembered how to run that program...") Stark, and the female lead from "Mogambo"



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

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Here is yet another card face for the blank portions of the Torg deck, this one appropriate for the Cyberpapacy ...

Net Gain

This card may be used by the player who draws it or it may be traded to another player. The card is then set out facing the gamemaster.

With the *Net Gain* card, a character in the GodNet or the Grid may receive a +3 bonus to a use of the *net find*, *net manipulation*, *net stealth* or *net tracking* skill.

The card cannot be used to provide a bonus to similar skills used outside of the Net. *Net Gain* cannot be used to improve *net attack* or *net defense* totals.

One *Net Gain* has been used, it is removed from play.

Breakdown

Breakdown is similar to a *setback*, save for the fact that it affects only characters fitted with cyberware. The appearance of *breakdown* on the conflict line automatically results in a *cyberpsychosis* check.

Such a check inspired by a *breakdown* result adds a +2 bonus to the cyber total generated by the gamemaster to determine whether *cyberpsychosis* exists or not. *Breakdown* thus makes it more difficult to resist *cyberpsychosis*.

Next Issue: New and nasty equipment, courtesy of our subscribers!

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Feel the tension

S: V — H Setback

D: H Breakdown V —

Act: MANEUVER/TRICK

Skill A B

+3 bonus to *net find*,
net stealth,
net manipulation
 or *net tracking*
 while in the GodNet
 or Grid.

Net Gain

160

Rumors and News



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

Rumor Report

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

First Indication: Issue #22

1. Reports from Gaea that the Carredon has returned. Hide the women and children — it's True (13).
2. Spartans out to rip up Living Land stelae. Is there a Nippon-Tharkoldu mixed zone in our future? Not just yet — it's False (11).
3. Berlin a hotbed of Storm Knight activity. *Guten tag*, folks, it's True (18).
4. Mobius planning an invasion of Greece — kind of looks that way, it's True (16).
5. Overgovernor Herunut turns Good. Not in this life — it's False (18).

Continuing Report: Issue #21

1. Nippon forces planning to seize control of the Cairo underworld. Yes and no — stays at True (13).
2. Unidentified deckers from the Deep have been spotted, but not captured, in the GodNet. Did we say False? Make that True (18).

3. Glowing Nazca lines reported in the Akashan realm. Or maybe your eyes weren't playing tricks — flips to True (13).

4. A cyber-enhanced catcher has been reported on the new Quebec baseball team, part of the Consolidated North American League. Drops slightly to True (15).

The Wrap-Up: Issue #20

1. Edeinos and other Living Land denizens making a "march for life" toward Akasha. Finishes up at True (20).
2. Nile villains transform in Tharkold reality (eek!) "The Storm Knight Returns" — finishes at True (30).
3. Bi-Century Dragon Concordance about to take place in Scotland. Put away the party favors, it's False (17).
4. Japanese cars come complete with bugs and self-destruct devices. A nice steady True (25).

Quiz Kids

And the winner is ...

David Levesque of Rochdale, MA, who scored a perfect 105 percent on the Torg Trivia Quiz. Dave will be receiving a \$25 gift certificate from West End Games.

Here are the answers to the quiz, along with explanations for the ones that tripped people up:

1. d. Walter "The Truth" Jones was pitching that fateful day (see the novel, *Storm Knights*).
2. c. Laxius.
3. c. This one got a few people. The last paragraph of "The Hardpoint" section on page 34 specifically states that the hardpoint is the scale model of the aircraft carrier *Enterprise*, and provides the radius for said hardpoint.
4. e. Jeff Mills; 5. d. Heritage; 6. a. Camazotz; 7. e. Dzis;

8. b. Jilibulake is the nearest Tibetan village to the resting place of the Possibility Chalice.

9. e, 2174.

10. c. Thorvald discovered the consequences of making a pattern permanent.

11. d. Irishantism; 12. b, Karruk; 13. e, the Carrion Dogs; 14. b, a royal decree;

15. c. The mucus-covered creature from the stalenger homeworld is a restrar.

16. e. Ahastur is not a biotech weapon — it's a microorganism that improves vision.

17. a, Rat and Coyote.

18. e. Dr. Mobius has used all those names at one time or another.

19. e. By far, the question that nailed the most people. The answer is e, none of the above. On page 20 of the *Orrorsh* sourcebook, it states "The identity of Salisbury is a recent choice for the Gaunt Man, having played the part for less than a decade."

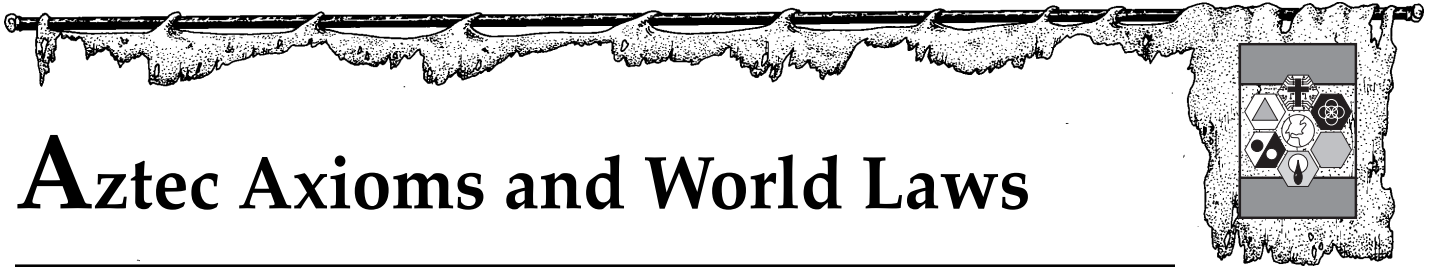
20. d, the wasting disease; 21. c, The Order of the Purple Eyes; 22. a, stelae sense; 23. e, Tech 16; 24. a, Social 10; 25. d; 26. e, Draconis Crotalaria; 27. b, the sword of Khan; 28. a, a Draygakk; 29. d, SpellChips; 30. c, *stone tunnel*; 31. d, were-tigers; 32. b, Lereholm;

33. a. Another one that brought down a few — the Penitentiary is the Cyberpapal bureau that handles litigation.

34. a, Darkness Device; 35. d, Rumostria; 36. a, Pattern knowledge; 37. c, Tarot cards; 38. b, Cartagras; 39. d, Arel; 40. a, House Daleron; 41. d, Sebaru; 42. b, Eddie Paragon; 43. c, Catequil; 44. e, None of the above; 45. a, Busus; 46. d, crocodiles; 47. b, Ungrosh; 48. e, Tanta Kallar.

Bonus Question

The child would be of the Nile's reality, as it is that into which she was born. She would not be possibility-rated until she had faced a "moment of crisis" and transcended. (Birth itself does not count as a "moment of crisis.")



Aztec Axioms and World Laws

It's been quite a while since we presented a realms update in these pages, primarily because of work on *Infiniverse Update*. This update encompasses issues 19-23, and follows up on information presented in the *Update* book.

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, 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 outcome, starting and ending Possibilities and the card total are also given.

	Full Quarter
Aysle	8.6
Core Earth	4.4
Cyberpapacy	10.4
Land Below	7.1
Living Land	9.8
Nile Empire	14.3
Nippon Tech	11.0
Orrorsh	12.2
Space Gods	5.0
Tharkold	14.6
Other	2.3
Knights per group	4.1
Adventure Outcome	4.3
Starting Possibilities	43
Ending Possibilities	52
Card total	9

Aysle

All of the Aysle realm has been shaken by the news of Tolwyn of Tancred's departure from the disk-world, and the subsequent civil war which erupted there. Tolwyn traveled

with only a small portion of the Army of the Light, but gathered large numbers of followers from those House Gerrik, House Liandar and House Bendes forces remaining in the cosm.

Gareth Tancred, warned by spies of his sister's approach, met her in battle on the border between House Gerrik and House Tancred lands. Although possessing superior numbers, Gareth saw his troops being outflanked and outfought. In desperation, he sent in wave after wave of elven dragon-riders, who took advantage of the maneuverability of their mounts to strike and then fly out of range of Tolwyn's archers. Tolwyn was forced to order a retreat into the mountains and is currently planning her next campaign.

In the realm, a number of events have taken place which suggest that the battle for the High Lord's position may have been won, but no one has yet stepped forward to claim the title. Perhaps the clearest signal is that Drakacanus has vanished from Oxford, and Ardinay claims to no longer hear its seductive call. Two Aysle stelae — one at 72°N, 22°E and one at 65°N, 8°E — have been uprooted, but no Storm Knight group has claimed credit for the action, leading to speculation that the new High Lord may have ordered them pulled. This may, perhaps, be a prelude to a change in Aysle's axioms.

Finally, the Army of the Dark has launched a large-scale offensive from Scotland, with fighting currently concentrated in the York area. Spies report their target is Oxford and the capture of Pella Ardinay. Thus far, Lady Pella has refused to leave her headquarters, despite pleas by her advisors to do so.

Storm Knights have, in general, been successful in their efforts to combat this new wave of evil acts in Aysle. However, many Knights normally

based in Aysle have crossed the Channel to fight in the Cyberpapacy in recent months, not boding well at all for the future of the Light.

The Cyberpapacy

Cyberpope Jean Malraux I had grand plans for the past few months — further expansion in Spain, perhaps a second stelae triangle in North America, one encompassing New England.

Unfortunately for this High Lord, the events of Operation Central Fire seem to have shown Storm Knight groups around the world that he could be beaten. Storm Knights scored their most impressive victories in the Cyberpapacy in the first chunk of this year, preventing Malraux of making any expansions and threatening, though not uprooting, one of his North Atlantic stelae. Only swift action by Inquisition squads prevented the loss of Brest to Core Earth.

Malraux has also been troubled by events in the GodNet, beyond simply the Angel-Demon war going on in the lower levels. Now there are reports of a Net construct most unlike anything seen before, something that simply *feels* wrong. Malraux is convinced that one of his opponents has been tampering with the Net in an effort to use it against him.

Despite the Cyberpapacy's long-lasting enmity with Nippon, Malraux has thrown the support of his Church behind the new, Kanawa-backed regime in Peru (see "Nippon Tech"). A temporary truce between 3327 and Malraux currently exists in South America, since both view the Akashans as the common enemy.

Meanwhile, the Cyberpope is planning vengeance on Germany for its part in the recent attack on France. Cyberpapal agents are infiltrating Ber-

lin and Bonn at an alarming rate, gathering information for a CyberFrench strike at this nation.

In Canada, Malraux continues to encourage the Québec separatist movement, with his agents quietly assuring the more radical groups of full military support should they decide to rebel. Much to the dismay of the Canadian government, CyberFrance has made it known that they would support and ally themselves with an independent Québec.

Land Below

There has been relatively little activity in the Land Below since the defeat of the Nile-backed attempt to seize control of the Darooni Wasp Riders. However, it is known that Rec Pakken and the Kefertiri Idol have been in contact with each other regarding their grand experiment. The Nile Darkness Device is believed to have alerted Rec Pakken that disruptions in the Eastern Living Land may be related to the Land Below in some way. Events in the Western Land have kept Rec Pakken too busy to look into this situation.

Living Land

It has been another rough period for Baruk Kaah and his edeinos. Although he has enjoyed a fair amount of success against Storm Knight parties, it has not taken place when and where it counted. Stelae at 34°N, 114°W and 44°N, 105°W have been uprooted, taking with them the Western Land bridge. Coming on the heels of struggles with the Stalek cult and Nippon forces, Kaah's forces are seriously depleted. The collapse of the bridge has made obtaining reinforcements a serious problem, as an overland march of edeinos from New York would be impractical.

The one bright spot for Kaah is that he has firmed up an alliance with Sterret of the Blades and the Tharkoldu, meaning there is someone to run interference for the Western Land. Marine expeditions from Camp Pendleton near San Diego north toward the Living Land have encountered stiff resistance from techno-de-

Some other force may be behind the Terran Martian invasion

mons, gangslaves, and creatures from the Tharkoldu cosm. Although Jezrael is disappointed that she was forced to make her realm's presence known in this fashion, she does not yet feel her forces are ready for all-out war with Nippon Tech without the benefit of edeinos guerilla attacks.

Reports filtering back from the Chicago area and from the Land Below have convinced Baruk Kaah's closest advisers that Rec Pakken plans to betray the High Lord. However, their warnings have fallen on deaf ears, for reasons that remain unclear. (Perhaps it really isn't Baruk Kaah at all ...?)

Nile Empire

Dr. Mobius has enjoyed another period of unprecedented success and is now more firmly convinced than ever that he is destined to conquer the world.

Having abandoned the idea of expanding south or west, and checkmated in the east by Israeli and Arab forces, Mobius launched a quick strike north. He sent amphibious forces into Greece purely as a diversion, then sent the main body of his troops against smaller, less well-defended Crete. Although losses were surprisingly heavy, in the end the Battlegroups were victorious and Crete fell. The only remaining resistance is small bands of warriors who took refuge in the mountains.

This conquest has allowed Mobius to construct a base for possible future invasions of Turkey or Greece, and has both extremely nervous. It has also allowed him to plant two new stelae, one at 36°N, 19°E and one at 36°N, 29°E. (Suddenly, the Cyberpope's offer to aid the Italians against a Mobius-sponsored jihad doesn't seem so farfetched, although it is known that the newly-instituted Fascist elements in Italy's government have been holding secret talks with Mobius.)

A tremendous amount of Storm Knight activity has been centered on the Nile Empire, but Mobius' lieutenants have learned from their setbacks in the first 18 months of the war. The vast majority of Knights have been, at best, succeeding by the skin of their teeth and many more are now "enjoying" life in the Omegratron.

The disappearance of Wu Han under mysterious circumstances and the subsequent assassination of his successor left a void in Cairo, only recently filled by a mysterious new overgovernor, The Hood, secretly an agent of Kanawa. The Hood is believed to have been involved with recent efforts by Nippon agents to seize control of the Icarus Club.

Mobius' most recent action has been to celebrate the conquest of Crete by agreeing to his paramour's request that he "dispose of all those nasty peasants" in Ethiopia. The mobile death rays have been moved into position, and Mobius simply waits for the planets to move into a favorable conjunction before firing. Mobius apparently does not realize that by staging this massive blood sacrifice in the villages of northern Ethiopia, he is playing into the hands of the Sisters of the Serpent. They believe that such a sacrifice, combined with their own rituals, will free Wadjet from her bonds and allow her to challenge the power of Sebek. (This could really mess up Mobius' day ...)

Mobius is also concerned about reports that some other force may be behind the Terran Martian invasion of his home cosm. As yet, his agents have been unable to identify just who is backing the Martians, but for now he is content to allow Terra's Mystery Men to deal with the problem.

Nippon Tech

Nippon's extremely low profile over the past few months has paid off — although Storm Knights did take action against 3327's forces, far more went after the Tharkoldu (and almost as many bashed on the Cyberpapacy), both enemies of the Kanawans.

Overtures to Dr. Mobius have thus far not borne fruit — flushed with success after his conquest of Crete, the Nile High Lord is no longer certain he

needs help against the Cyberpope. After all, he is Dr. Mobius — who would dare to stand against him?

Nippon Tech has succeeded in planting one stela, despite the vast amount of resources being poured into the battle with the techno-demons. The stela, located in the Pacific Ocean at 37°N, 128°W, has allowed a Nippon dominant zone to fall over San Francisco, ensuring that the port will remain open for shipments of Nipponese goods.

Kanawa's top lieutenant, 7710, continues to manage affairs in Sacramento and is believed to be intensifying the search for eternity shards. Strangely enough, this is not simply to increase 3327's powers, but to prepare the Nippon High Lord for the day the Gaunt Man returns. His weakness to High Lords has been common knowledge since his defeat at the hands of Storm Knights, and it is doubtful that 3327 is the only High Lord taking such action.

Meanwhile, 3327 has implemented a plan to make a killing in the fusion market. He has dispatched the creatures known collectively as "Project V" on missions of destruction to nuclear power plants throughout Europe. The local governments, still nervous about nuclear energy after the disaster at Chernobyl, are expected to react to the devastating sabotage by looking for alternative energy sources. At that point, Japanese scientists will make a "breakthrough" and develop fusion (actually exporting extant technology from Marketplace). This will allow 3327 to maintain some illusion (for those who are still deceived) that Nippon is not a realm, but rather the technology was developed naturally. The introduction of fusion power would allow 3327 to use his more advanced equipment openly, while charging a hefty fee to any government that wished to obtain a prototype power plant (naturally, these plants would have programs built into their computers which would allow 3327 to seize control at any time, softening the nations up for a future invasion.

Another long-range plan for 3327 revolves around raising his *Tech* level to 26 to better compete with the Cyberpapacy and the Tharkoldu. Daikoku, however, does not want to

know from uprooting stela to bump up axiom levels, feeling that until the techno-demons are a serious threat, possibility energy flow should remain constant. So 3327 is considering planting stela and then tipping off Storm Knights to where they are located — when the Knights approach, 3327 will convince Daikoku to let him uproot the stela rather than let them be destroyed. Whether or not Daikoku will be thus deceived remains to be seen.

Orrorsh

A thrill of fear has recently run through the realm of Orrorsh, the like of which has not been felt in many months. Its origin is unknown, but its effects are obvious — a new sense of urgency among the Nightmares, who are goading their horrors on to greater and greater atrocities; a feeling of trepidation among some members of the Hellion Court, who feel as if they are being watched; and the utter disappearance of Thratchen from Orrorsh.

Much of this feeling can be traced back to Thratchen's recent trip to Tharkold. Agents of the Hellion Court reported back on his actions while in that realm, which could only be interpreted to mean, a) the Gaunt Man was about to return, or b) Thratchen intended to betray Orrorsh to the Tharkoldu, or c) both.

What makes this most bizarre is that, by all accounts, the Gaunt Man has yet to reappear. Certainly, he has not made his presence known to the Hellion Court members, the realm has not expanded, and Heketon remains hidden. Those Court members who believe the Gaunt Man to be dead have intensified their search for the Darkness Device so that one can replace him, now that the regent has mysteriously vanished.

Space Gods

Coar intentions to expand the Akashan "realm" have been thwarted by an unwillingness on the part of Rotan Ulka to appear as a conqueror to the people of Earth, as well as the suddenly far more hostile attitude of the Peruvian government. Although the Coar Monitors can find it in them-

selves to respect a government run by the military and dedicated to "decisive action," the Peruvians do not return the compliment. Rather, troops now ring most Akashan landing sites and all aliens on Peru's soil must account for their whereabouts at all times and be arrested as spies.


Ulka has agreed to be more free with reality tree biotechnology, and it is known that Storm Knight groups bound for the Living Land and Aysle were in possession of the seeds. Whether or not they arrived safely in those realms is unknown.

Akashan scientists have also had some success in developing new biotech weaponry and armor (to be detailed in a future issue of *Infiniverse*).

Tharkold

The techno-demon realm has seen an unprecedented number of Storm Knights relocate to that area in the past few months, forming organizations along the lines of the group known as Tempest Fugitive. But despite vast amounts of activity on their part, the Knights have been, in general, lucky to just escape with their lives.

Though Jezrael is pleased with the progress of her invasion so far, she has begun to consider possible locations for a second bridge. Concentrating all of her forces into so small an area is leading to friction and thoughts of rebellion among the techno-demons (apparently, Garthak is not the only one displeased with being ruled by a "female monkey").

Repairs on the Apocularum are proceeding apace, and Sterret of the Blades hopes to have the machine functioning again within the next few months. At that point, he vows, the Tharkoldu will be ready to begin their conquest in earnest. 





Dispatches and Rumors

Dispatches

1

Secessionist forces in Québec have stepped up the tempo in their campaign to convince residents to secede from Canada. Anti-Anglo propaganda can increasingly be encountered in many cities and small towns — there have been no less than three separate linguistically motivated violent deaths in Québec City, and at least five English-speaking schools have been bombed in the past month (all of the bombings took place during weekend hours, resulting in only property losses).

On a national level, the Canadian parliament, led by the Ontario and Newfoundland representatives, has asked the Prime Minister to send national guard troops into Québec City to quell any disturbances, and to not so subtly remind the revolutionaries that Québec is still a part of Canada. The Québec delegation responded by simply leaving — the province has refused to participate in any debates or votes in the past three weeks. More importantly, Jean Malraux has publicly announced that France would recognize and support, "by any means necessary," an independent Québec nation. It is known that an embassy for CyberFrance has been established in Québec City as well as in the Canadian capital of Regina, Saskatchewan.

The Storm Knights, if they don't already know, will learn that the CyberPope is actively sending military aid to various revolutionary groups. They will learn that a huge shipment of weapons is destined for Québec City, earmarked for cybergangs and anti-English terrorists. If these weapons arrive at their intended

destination, the revolutionary movement will shift into high gear. While there is little chance that Québec will find itself engaged in armed combat against the rest of Canada, it is quite likely that these weapons will help the cybergangs enact a reign of terror within the new state, and possibly seize control. Québec may quickly become an isolationist state, answering to no one but Malraux, and possibly serving as an invasion platform from which to take over what remains of Eastern Canada and New England.

The Storm Knights will have several possible approaches regarding this shipment of weaponry. First, they may want to sign on as hired hands in

The defeat of Tolwyn Tancred has dealt a crushing blow to the forces of Light throughout the cosm and the realm.

France, and then try to sabotage the ship on its way across the ocean. They may also want to attempt an armed assault at any point during the ship's journey down the St. Lawrence River. Finally, they may attempt an all-out assault on the ship while it is in port, although there will be very little time for this, since the ship will be unloading its cargo in the dead of night.

The ship is guarded by no less than a score of enhanced DroneWolves, who are cybernetically mind-controlled wolves (truly ferocious, and unlike human guards, not ambitious enough to steal cyberware). They are under the direction of three average CyberKnights (see page 83 of *The Cyberpapacy*).

DroneWolves

DEXTERITY 10

Dodge 15, maneuver 14, running 12, swimming 12, unarmed combat 14

STRENGTH 9

TOUGHNESS 10 (15)

PERCEPTION 6

Find 12, tracking 13, trick (13)

MIND 3

Test (8), willpower 8

CHARISMA 3

Taunt (8)

SPIRIT 4

Intimidation 12

Possibility Potential: none

Equipment: HallowMesh, armor value TOU+5/15; Cyberware: Neural-Cal, J-jack, BelleView 20-20 (+2 to visual *Perception* skills), DATAS transmitter (transmits wolves' visual images from Belleview 20-20 to any at-tuned video receiver within 200 meter range), FFO NightView (+3 to *find* and *tracking*), DATAS Snooper (+2 to hearing based *Perception*), CyberHam Receiver (to broadcast commands to wolves), TSE Bloodhound (+3 for *tracking* by scent), slashers in front paws, damage value STR+4/13, apotheduct, 5 doses MB Adrenal Booster (+3 to *Strength* and *Dexterity* for three minutes). Cyber value: 21

Note: The CyberKnights use the video broadcast units to keep tabs on what each wolf sees, and then use simple verbal commands to get the wolves to coordinate their actions.

The cargo aboard the ship, *The Holy Messenger*, includes the following cyberware, which are to be distributed to the various groups:

20 FFO NightViews, 15 DATAS Snoopers, 15 TSE LeDos, 30 Compte Trilon Tendons, 50 Trigon LeGentle +4 Cyberarms, 25 sets of +4 Trigon Body Plating, 20 sets of slashers.

Critical Event: If the characters stop the weapons from reaching the hands

of the terrorists, this is a *Good* (6+) result; allowing the cybergangs to get these weapons is a *Bad* (3-) result.

2

With Las Vegas, America's tackiest hardpoint, now freed of the influence of the Living Land, America's gambling industry has rebounded with a vengeance. Tourists have returned to the city in droves, and aside from gambling and entertainment, sightseeing into the nearby Living Land territory has become a major industry. However, along with the return of business has come the violence that is a trademark of such shady facets of society. The various factions which own Las Vegas seem to have started a turf war in an effort to consolidate power before the city gets back up to full speed — the battle for control of the city has come down to two crime families: the D'Attinio clan and the Dardissino clan; everyone else is either allied to or owned by one of these clans, or simply lying low so as not to attract attention.

This being Las Vegas, much of the in-fighting is behind the scenes, but no one is taking chances on its not becoming a true battle. The various casinos have begun sporting unusual security guards — Nile Empire weird scientist and pulp-powered villains, Ayslish giants and trolls (in tuxedos and toting automatic rifles, no less!), and rogue cybernetically enhanced Stormers. The casinos explain that these guards are in place to allow everyone around the world to visit in safety, but those native to the city are smart enough to recognize the signs of a feud in the making.

Publicly, both sides are keeping quiet about their battles because they are afraid to scare away business. There is a pressing and almost palpable anxiety in the city, though.

To get the Storm Knights involved in this situation, they may be approached by one of the casino owners and be asked to act as guards or spies. They may also be set up to serve as an appropriately colorful distraction while a real plan to wipe out a competing business leader is set into motion.

However, their activities lead them to information of a surprising nature

— the Dardissino clan is firmly in the control of Nippon Tech Yakuza. They shouldn't be aware of the Nippon influence in the city, and part of the mystery is to figure out that the turf war is between the Yakuza and American crime families instead of its being simply a feud between rival American interests. They will also learn that the Yakuza's patience is wearing thin, and that they have devised a plan to completely eliminate the D'Attinios by killing off their top leaders in a sweep of hits and picking up whatever pieces remain without any active resistance. They will also learn that only the top leaders of the Dardissino clan have "sold out" — they might be able to convince the underbosses to ally with the D'Attinio's, at least temporarily, to cast out the Yakuza. The Storm Knights should only have a couple of days to set into motion any plans before the big strike is to take place.

Critical Event: Preventing the Yakuza from taking over Las Vegas is a *Good* result (6+). Allowing the Yakuza to trigger the gang war and buy out the city is a *Bad* result (3-).

3

The crushing defeat of Tolwyn Tancred at the hands of Gareth Tancred's Dark Army in the Aysle cosm has dealt a crushing blow to the forces of Light throughout the cosm and the realm. Many of Tolwyn's most trusted and capable warriors fell in the battle, and once again the forces of Darkness, despite their pathetic lack of leadership, have the sheer power to steamroll the opposition.

One of the keys to Gareth's victory was the reinforcement of his forces by hordes of elven dragonriders. The attacks of these forces created so much fear in the ranks of the army of Light that they can truly be said to have turned the tide. Tolwyn, disheartened by the battle, doesn't know what can be done to restore good to the land of Aysle, but she has realized that there were far more dragonriders in the battle than had ever been heard of, at least by the inhabitants of Aysle proper. Any elven Storm Knights, upon hearing accounts of the battle, will also

note that the numbers of dragonriders involved in the battle are unbelievable.

The Storm Knights may decide by themselves or be asked to go to Elvenport, and then to Elveim, to find out the truth of the matter. The journey to Elveim is fraught with peril — their ship is blown off course by a storm that seems to come straight from The Limit itself, and then, as the Storm Knights are tending their wounds, they are attacked by a sea creature that seems part serpent, part whale and part dragon. Finally, a huge tidal wave sweeps their ship into Elvenport, where a single elf, MythTeller (Ayslish translation from his elvish name), introduces himself, contemptuously welcomes the Storm Knights and demands to know why they have come.

MythTeller will be greatly disturbed at the notion that all of the elven dragonriders joined House Tancred; he will reveal that only a small number, perhaps half a dozen, ventured off to battle. The rest of the dragonriders remain on Elveim. He insists that the others must have been some sort of magical illusion. He then orders the Storm Knights to leave Elvenport by the next morning, and will have nothing to do with them.

Critical Event: The Storm Knights must convince MythTeller to ally other dragonriders with Tolwyn for a *Good* (6+) result. If the Storm Knights leave without any pledge of allegiance, they will come off as simple buffoons, making it very hard for Tolwyn to recruit elven assistance in the future for a *Bad* (3-) result.

4

While venturing through the Land Below, the Storm Knights will encounter a huge tribe of edeinos scouts (if the characters aren't in the Land Below, but have ventured there before, perhaps some of their Keefee friends have come to them asking for help). The edeinos have been wandering Merretika for some time, and have proven to be quite war-like and dangerous — entire Keefee tribes have been destroyed by their murderous rampages.

The edeinos have since ventured

into the Leopard Man jungles, triggering an ongoing war between the two groups (the Storm Knights may first learn of the edeinos existence by being caught in the middle of a raiding party). The Storm Knights will have an extremely difficult time getting through the jungles, as the ongoing conflict has whipped the wild beasts of the area into a blood frenzy, while both the Leopard Men and the edeinos have called upon powerful miracles to set traps throughout the area.

The Storm Knights should eventually make contact with the edeinos to learn of their purpose here — Baruk Kaah has sent them here, believing that this area may be the source of the earthquakes and volcanoes that have plagued the Living Land in recent months. They have been sent to capture the most potent warriors of the lands and bring them back to Baruk Kaah for a ritual sacrifice to Lanala. They have also been sent to find a great temple of alien architecture, guarded by a “beast of rock”; they believe that the key to the natural disasters in the Living Land lies within the temple. Storm Knights may suspect that this temple is the Abominari Temple far to the north.

One of the optants in the group may mention that he doubts the wisdom of this plan, but the gotak will hear of this treason and have him cast out into the wilderness. The Knights may gain an unlikely ally as a result of this, but there will still be much danger in the Land Below before they can return to the surface world. If the Storm Knights themselves venture to the Abominari Temple, any magic users will feel an increasing flow of raw magical energy, but at this point, no true magic spells or rituals have been triggered (because of this energy, any spells used within 100 meters of the temple get a +3 to their effect value).

Critical Event: To return word to Earth authorities that the edeinos have ventured to the Land Below under the orders of Baruk Kaah is a *Good* (6+) result. To fail to tell anyone of this is a *Bad* (3-) result.

Rumors

1

Large numbers of edeinos and other sapient beings, and even many of the dumb animals of the area, have begun fleeing the Eastern Land in terror as a result of increasingly frequent and violent earthquakes and volcanoes.

The Delphi Council has been very concerned about this development, even though some edeinos with close contacts to Storm Knights have explained that this is merely an evacuation and not another invasion. The Council had not issued directives on the situation since there was no violence.

Recently though, things have taken an unusual turn as the Akashans have used their advanced technology to help speed up the evacuation. They are effectively airlifting many of the land's residents to the south, although the final destination is unknown.

As a result, the Akashans and their client races are encountered increasingly in border town areas, yet they will not discuss their motives (and with their superior weaponry, no one can force them to divulge that which they wish to keep a secret).

This most recent development has caused the Delphi Council to place all border military forces on full alert. The people in the border regions are afraid that this alert will turn into all-out warfare (if only due to some itchy trigger fingers), and the population is slowly dwindling as the people pull back to safer areas. The politicians are posturing that now is the time to take back the invaded lands, and the media is speculating that army and marine squads may be ordered into the jungles to sweep out the area and establish permanent settlements. Military officials, with first-hand knowledge of what the Living Land can do to the best of troops, are privately very concerned about these rumors; they're afraid of once again being asked to fight a political war with the only important factor being public opinion polls.

2

Eastern Europe may be the scene of the first open warfare between opposing High Lords. In recent months, the civil war in Yugoslavia (brought about by a decentralization of the Soviet power structure) has escalated. Pharaoh Mobius, in an effort to bring about some popular support, has been very visibly arming the Serbian faction of the war. However, various intelligence agencies have been carefully monitoring the flow of weapons — Mobius has sent much more than would seem necessary for a “small-scale” conflict such as this battle. Instead, he has sent sufficient arms and munitions (or purchased them covertly from Kanawa and sent to Yugoslavia) for a protracted campaign over a large area of territory.

When word of this reached the halls of Avignon, Cyberpope Malraux's response was swift and brutal. Within hours, hundreds of hover tanks, enhanced anti-grav low-atmosphere fighter planes and thousands of infantry poured across the border into northern Italy and straight into western Yugoslavia. In the first few hours of fighting, whole cities have been leveled, and it is suspected that Malraux will declare open war on Mobius on all fronts (not just the European theater) shortly.

3

Paris has become a vampiric battlefield. One of Sabathina's coven members, Michael, has arrived in the city. His instructions: to create a cybergang that resemble vampyres. He is to slowly transform the leaders of the gang into true vampyres and establish Paris as a base from which the new cult can act against the Cyberpapacy.

Maletritus, determined to thwart Sabathina's plan, has dispatched his human followers to the City of Lights with orders to hunt down Michael and his new gang, the Night Stalkers. Meanwhile, corpses are turning up in record numbers, their throats savaged to conceal puncture marks. The Stalk-

ers' human members do not actually drink blood, but enjoy the terror these attacks cause amongst the citizenry of Paris.

It is believed that Maletritus himself is preparing to travel to the Cyberpacy and deal with Sabathina's minions.

—Steve Crow,
North Liberty, IA

4

The islands of Hawaii have reported many strange occurrences in recent weeks. Even the Guildmaster is concerned. The stories began after a wave of dead fish washed up on the shores of the lovely resorts located there. Many of the fish seemed to be changed to a more bestial appearance — horrific mutations were enough to frighten and traumatize many who found these poor creatures. The beaches were polluted with these carcasses for days.

Most recently, aircraft and sea-going vessels in the vicinity have reported navigation difficulties near some of the westernmost isles. The rumors began to spread throughout

**Together, it is believed,
they have created an
"Isle of Doom."**


the islands and now some believe that a group of stormers, probably independent of direct High Lord control but nonetheless dedicated to evil, have set up a base of operations on one of the small, uninhabited volcanic isles nearby. Most stories tell of an unlikely alliance between a clever Nile weird scientist and a Victorian occultist shapechanger.

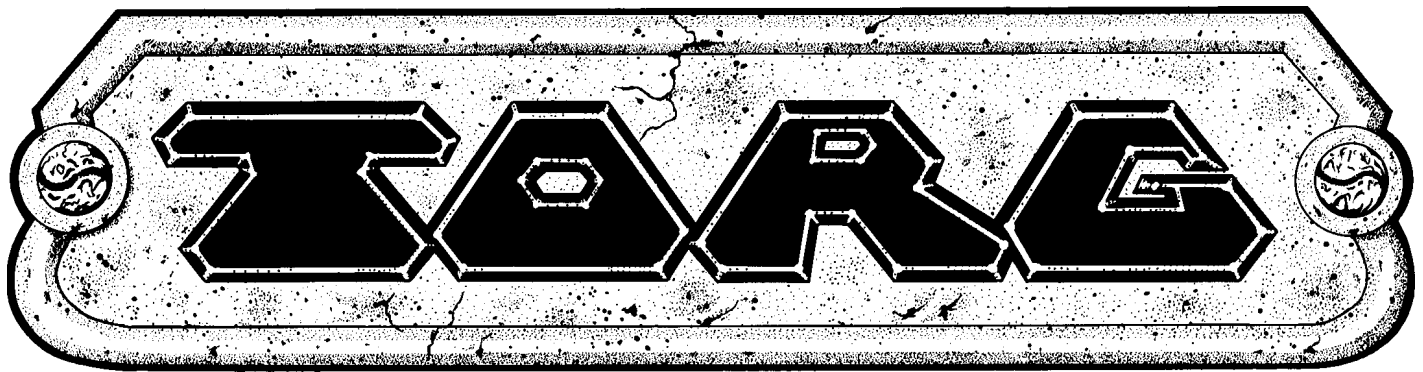
Together, it is believed, they have created an "Isle of Doom" whose cursed shores transform all who venture onto its beaches. Other stories say that those lucky enough to escape that fate fall prey to fiendish death traps rivalling the most dangerous in the Nile Empire! If the stories are true, it could mean potentially powerful allies or a rather nasty group of adversaries for any Storm Knights.

—Brian Schomburg,
Prescott, WI

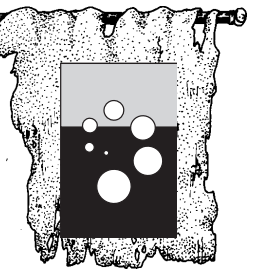
New Orleans, long a city associated with mysticism and the occult, now plays host to new horrors. Small numbers of Orrorshan agents, some bearing talismans of their reality, have begun infiltrating the Louisiana city, under the orders of an unknown Nightmare.

As yet, there have no mass sightings of horrors, save for a few amphid (descriptions of which were passed off as the ravings of drunkards). But many of those with knowledge of the ways of the dark have stated that a pall of death has fallen over the city, one most unlike anything they have felt before.

Most of the areas of Orrorshan reality currently extant in New Orleans are no larger than individual buildings — but they are structures Storm Knights who wish to live to ripe old ages might be wise to avoid. 



Your Letters



A number of people have asked for stats for the Thav-Zan Plasma Cannon from the *Tharkold* sourcebook. Here they are: Tech 26, damage value 39, ammo 10, 3-125/500/1k, price 200,000 (27). Keep in mind that it requires the *heavy weapons* skill to be operated.

Now, on with this month's letters:

In *Infiniverse* #21, you gave several methods of dealing with a "Reality Boy" character. You left out a favorite of mine, which leaves the Storm Knights potentially unsure of exactly what's going on — confront Reality Boy with a villain from the same cosm as himself.

As an example, let's say the Storm Knights are within the Nile Empire. Reality Boy is from Core Earth, while Bad Guy is also a Core Earther who has gotten hold of some gizmos. When Reality Boy tries to invoke a storm against Bad Guy, it fizzles out, yet Bad Guy is obviously possibility-rated (since you can't invoke a reality storm against someone of your own reality). And should Bad Guy disconnect, so what — he can't use the M-16 he isn't carrying, and is limited to the axioms of the realm he is in. That means he can use the electro-ray gun he has with him. If Reality Boy and his stalwart companions were expecting the storm to take out Bad Guy, this is a good example of a *set-back* without the use of the card.

— Randy Wilde,
Long Beach, CA

Sounds like a plan to us, Randy. It's nice to see people who care enough about the game to ask questions or point out problems with it, in an effort to make it better and improve future products. It's even nicer to see people who read those letters and offer suggestions for ways to handle these situations.

I am currently running a campaign where the Core Earth Darkness Device has found its High Lord. What constitutes a new cosm being invaded and subjugated, so the Darkness Device can ... "increase an attribute ... grant the High Lord 3-15 additional skill adds."

— Scott Mitchell,
Chicago, IL

"A new cosm being invaded and subjugated" refers to planting stelae and dropping a maelstrom bridge into a separate cosm, allowing your reality to take hold there. A Core Earth High Lord with a Core Earth-reality Darkness Device would have to invade another cosm (Terra, Gaea, the Star Sphere, Marketplace, etc.) and drop a bridge to achieve these bonuses. Planting stelae on Earth would not do it — remember that the alternate realities on this planet are *realms*, not cosms, and cannot be counted as such for these purposes.

Referring to Rumor #4 of *Infiniverse* #21, aren't people curious as to where a Canadian received a cyberhand from? Has Malraux's quiet invasion of Canada already been revealed?

— Jim Ogle,
Socorro, NM

See the "Realm Update" in this issue for info on the Canadian invasion. Yes, we suppose people would be intrigued by the Canadian's hand, but its presence is by no means a tip-off that the Cyberpapacy has invaded Canada. There are Storm Knights with cyber-enhancements all over North America.

The *Tharkold* sourcebook mentioned that Kreya Keena-Three was sent through to Earth as a test subject. Does this mean Kadandra is ready to

make a move to help Earth, or will they just send advisors?

— Dan Viger,
Bronx, NY

Only the Kadandrans know that for sure ...

Seriously, Dan, the presence of Tharkoldu on Earth may well be the spark that gets the Kadandrans moving. They have been hampered by having to recover from their own war. The Tharkoldu may be expecting this, however, which could explain their interest in the Kadandra section of the GodNet.

When a character enters the Net, or the Grid, what goes with him? Does he still gain *Perception* bonuses from cyberware? What about skill adds from chips? If he has an on-line SpiritChip, does the spirit in the chip come along? If the spirit does, are the decker and the spirit running duo, or are they both part of a single entity?

— Chris Butz,
Madison, WI

1. The VX images of tools carried by the Storm Knights can be brought into the Net, but their game and damage values are no longer applicable. A machine gun's power, for instance, would be derived from the *Perception* or *Mind* of the user. (See page 25 of *The GodNet* for a more detailed description of this.)

2. Cyberware counts as a tool and is governed by the same rules. A low-light eye, for instance, would not function unless the decker possessed a program that could simulate its effects.

3. Chipware can function normally in the Net (save for skill chips that provide bonuses to skills that are not *Perception* or *Mind*-based). The spirit in a SpiritChip could come along, if the decker so chose. They would be considered a single entity for purposes of running the Net.

Herald Messages

Opportunists loot while L.A. burns. Who needs the demons? We can steal possibilities from ourselves.
— Randy Wilde,
Long Beach, CA

“Vahn Silvertongue has conquered Pyria. Will you help me overthrow him?”
— The Gray Ghost

“Who has pyorrhoea?”
— Dr. Ion-U (in one of his more lucid moments)

“The Women’s Circle, a group of female Storm Knights in Nile Empire, have tracked down Monkey Boy in Khartoum. By treating him as a boy and not a freak, we have won him away from Evil.”
— The Women’s Circle

Used motorcycle sale (150 bikes) in Redside, CA. They’re battered and have bayonet and sabre-slashed tires, but are otherwise intact. Wholesaler’s bonus: each purchase of 50 bikes nets the buyer on free Res-14/Alph laser rifle. Contact Mayor for details.
— Greg Detwiler,
Williamsburg, PA

It won’t be long!
Thratchen in on the run, realizing the Gaunt Man will soon be free. With the death of Garthak at the hands of Storm Knights, the High Lord Regent of Orrorsh stands alone ... all alone.
— Scott Mitchell,
Chicago, IL

Storm Knights have discovered Akashan renegade scientists working with agents of Nippon Tech and the Nile Empire on cloning processes. While the cloning labs were destroyed, it is possible that several key South American officials are Nile or Nippon agents.
— John Kahane,
Ontario, Canada

We have rescued US Vice-President Gregory Farrel from a Nile mining camp on the Atbara River, west of Kassala. He indicates that President Kent may still be alive somewhere in the Land Below. We are preparing for a journey into Merretika and would welcome the assistance of any Storm Knights willing either to go with us, or to guard Mr. Farrel from foul play until he is return to the public.
— Christian Avarice & Co.,
Fayetteville, AR

“When you see six dozen armored eideinos charge you from the ridge, you really begin to miss the Deep Mist.”
— Mary Caldwell,
Mercenary

“That was not a good idea.”
— Muegel-san, while he and the rest of the Harlequins ran for their lives after disturbing a dragon during lunch.

Organ Donors Needed: Are you possibility-rated, but don’t know how to aid the war effort? Donate your brain to science — weird science, that is! Top dollar paid for High Lords — lizards need not apply. Contact Dr. Doom, 555-3327.
— Brian Schomburg,
Prescott, WI

The swami Mohini makes an enemy for life doing a deal with a techno-demon and then playing an *Opponent Fails* card. Meanwhile, will Kid Java ever locate his evil clone?
— ad for this week’s “Days of Our Torg”

Tharkold is outstanding!! I thought that you had done superbly on *Orrorsh* and *Space Gods*, but Paul Hume and Greg Gorden really outdid themselves and produced a product far above my expectations. I would, however, have liked to see a few more character templates. Any plans to publish some in the future?
— Tony Perkins,
Layton, UT

Yes. There were four or five templates that were cut out of *Tharkold* for space reasons. They will be appearing, along with a number of others, in the *Los Angeles Citybook*, releasing this month.

1. Regarding your response in *Infiniverse* # 20 to Jim Ogle, can a character ever voluntarily choose to disregard the world laws of a dominant or mixed zone, so as to avoid the disconnection chance?
2. If the answer to # 1 is no, does

that mean a non-Cyberpapal character in the Cyberpapacy who tries to taunt or intimidate will always disconnect on a 1, since they are benefiting from a world law, whether they want to or not?
— Steve Crow,
North Liberty, IA

Good question, Steve, our answer to which is sure to set off another furious round of world law debate. Oh, well ...

1. No. Characters have to pay attention to their world laws and the world laws of the realm they’re in. They can only resist the effects of world laws if they have a reality bubble up.
2. Yes, that’s exactly what it means.

All right, guys, the Tharkold realm is neat and all, but it really does make a lot of sense for Jezrael to attempt to establish a realm that’s secure and uncontested by any of the other High Lords. Have her expand into Russia! It would make for a more interesting variety of settings and character-types

in my opinion.
— Michael Levay,
Roscommon, MI

Opinion noted, Michael. Actually, Jezrael does have plans for expansion. Where? We’re not telling just yet ...

High praise for *Strange Tales from the Nile Empire*. More, more, more ...
— Tracy S. Landrum,
Columbia, SC

You talked us into it, Tracy. In addition to *Dragons Over England* (released in May) and *Mysterious Cairo* (releasing this month), look for Nigel Findley’s *Out of Nippon* in September, *City in the Sky* later this year, and in February of ‘93 the inside story of the Gaunt Man. How did he discover Heketon? What was his first meeting with Kurst? Are there REALLY no Dire Wolves left in Kantovia?

You’ll have to wait and see ...
