

INFINIVERSE™

Volume 1, Number 26

C A M P A I G N G A M E

August, 1992 — \$2.00



CONTENTS

Rumor Report and News	2
Ravagon Miracles	3
MarSec Agent	4
Questionnaire Results	6
Dispatches	7
Your Letters	11
Herald Messages	12

Contributors This Issue:
Tom Baxa, Paul Daly, Greg Farshtey,
Ron Hill, Jaime Lombardo, Bill
Slaviscek, Bill Smith, Ed Stark



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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By the time most of you read this, GenCon will be in full swing, and West End is looking forward to a banner year in the confines of Milwaukee. We have exciting *Torg*, *Star Wars* and *Paranoia* products to bring with us this year, and we hope to see everyone there.

This month (August) brings an adventure, *When Axioms Collide*, the second by Shane Hensley, author of *Temple of Rec Stalek*. It's an exciting journey through the Cyberpapacy, with a dash of Orrorsh (and a dash is all you need, after all).

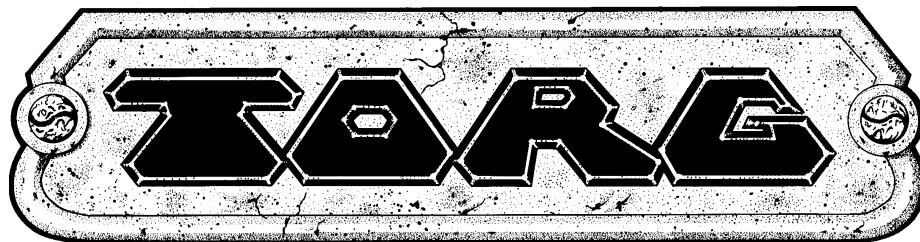
In October, watch out for *Ravagons: Dark Hunters from a Dying World*. *Torg* co-creator Bill Slaviscek really outdid himself on this volume, which includes details on how to generate player character ravagons.

In November, we present the *Character Template Book*, featuring contri-

butions from *Infiniverse* subscribers. The book includes 60 pregenerated characters, heroes and villains, suitable for use as PCs or NPCs. It also features suggestions on how to create an advanced player character.

And you'll need one in December when *The Gaunt Man Returns*. John Terra (author of the upcoming *Interview With Evil*). Illmound Keep. Dueling with Nightmares. Ravagons, techno-demons and a plot to slay a city. Ninety-six pages of fear-fraught fun, our first super-adventure.

And as a brand new year begins, travel to Tokyo with Brian Sean Perry and Genichi Nishio's *Tokyo City Sourcebook*, as they guide you through the neon-lit streets and the dark and dangerous back alleys of one of the most exciting cities in the world.





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 #24

1. Akashans volunteering their assistance, as edeinos and other Living Land creatures flee troubled Eastern Land. Opens at True (13).
2. Yugoslavia becoming a focus of conflict between the Cyberpapacy and Mobius. Is it war in Europe? Starts at a solid True (20).
3. Paris a vampiric battlefield, as one of Sabathina's minions seems to be running the show with a new gang called the Night Stalkers. The Stalkers are making trouble at True (16).
4. Have a Nile weird scientist and a Victorian occultist worked together to create an "Isle of Doom?" Maybe, maybe not — False (13).

5. New Orleans facing numerous Orrorshan intrusions. More trouble for the United States at True (19).

Continuing Report: Issue #23

1. Ayslish troll nicknamed "Zilla" seen fighting Cyberpapal forces in France. Flip-flops, coming out at True (19).
2. "Jane Doe," a former employee of the Guildmaster, is selling arms to both sides, angering both her ex-employer and the Hachiman Division of the Kanawa Corporation. Still could go either way at True (13).
3. Reality trees under attack in Chile and Colombia. Chop-chop — jumps to True (28).
4. Strong earthquakes and volcanos reported in the Eastern Living Land, particularly around New York and northern Pennsylvania. Shake, rattle and roll at True (17).
5. Mobius spying on his Overgovernors, and is prepared to execute them at the first hint of treachery. Maybe it's all just a nefarious rumor, fools! False (19).

6. Warrior of the Dark increases the size of her army and may have killed her creator, the wizard Salbane. Sharpen those pikes, as it climbs to True (18).

The Wrap-Up: Issue #22

1. Reports from Gaea that the Carredon has returned. Struggles across the line to finish at True (13).
2. Spartans out to rip up Living Land stela. Another one that barely survives the Infiniverse — True (13).
3. Berlin a hotbed of Storm Knight activity. Get out those passports, folks! True (80)!

4. Mobius planning an invasion of Greece. Athens — welcome to the Possibility Wars at True (50).

5. Overgovernor Herunut turns Good. Maybe it's all just a plot to bring Wu-Han back over to Evil ... NOT! False (18).

Contributor News

The big thing going on this month in the game industry is GenCon, to be held August 20–23 at the Mecca Convention Center in downtown Milwaukee. Everyone in the industry (including West End Games) will be on hand, and it's highly recommended!

West End will have a booth in the convention hall, and don't hesitate to stop by and say, "Hi!" and introduce yourself. We're very eager to hear your comments and suggestions for *Torg*.

For our part, West End Games will be sponsoring several demos of *Torg*, as well as our other popular roleplaying games, *Star Wars* and *Paranoia*. We'll also be putting on seminars on all of our games.

In addition, the guys from High Lord Theater will be presenting a whole new series of skits (although how they'll top the idea of a "sitcom where the High Lords all rent an apartment together" is beyond us).

In addition, there are regular adventures and tournaments running almost continuously for the whole game fair for every game imaginable, and pick-up games everywhere you look. It's an experience you definitely ought to check out! ☒

Ravagon Miracles



As a special treat for our readers, we are presenting a handful of ravagon miracles, suitable for use against various and sundry enemies.

Note that these miracles are *in addition* to those presented in the upcoming Ravagons supplement. None of the rites listed below appears in that volume.

The priests of Ravok command miracles of power. In all cases, the blessings of the Scourge provide the faithful with the spiritual fortitude to hunt and fight better, to survive and prosper in a hostile world. To perform any of the miracles listed below, a character must have at least one add in *faith* (*Irishantism*) and one add in *focus*. Most of the miracles of Ravok affect only the priest who invokes the power. Ravagons can teach the miracles of Ravok to non-ravagons, but the Scourge only bestows his holy power on those who truly believe in the ways of savagery and the hunt.

Ravagons can learn miracles of other cosms, provided the miracle fits into Tz'Ravok's axioms and can be used to aid the dark hunters in the sacraments of Ravok — the hunt, the fight, the challenge.

Inspire

Spiritual Rating: 12
Community Rating: 8
Difficulty: 11
Range: voice
Duration: performance

Effect: removes shock and KO conditions

A tzullat can call upon the power of Ravok to *inspire* himself and his companions. When successfully invoked, the miracle allows all of the priest's

companions who can hear his voice to remove all of their shock and KO conditions as though they received first aid. In addition, the priest and each of his companions can draw one card from the Drama Deck and add it to their hands.

Weaken

Spiritual Rating: 14
Community Rating: 10
Difficulty: 14
Range: touch
Duration: 18 (one hour)

Effect: increases the amount of damage an opponent suffers

This miracle can be used to *weaken* an opponent to such an extent that he suffers greater damage than usual. By successfully invoking this miracle, the priest causes his target to take damage on the "Ords" column of the Combat Results Table for the duration of the miracle.

Wing Snare

Spiritual Rating: 11
Community Rating: 9
Difficulty: 12
Range: sight
Duration: 18 (one hour)

Effect: entangles an enemy's wings

This miracle entangles an enemy's wings in glowing mist, causing him to lose the power of *flight* until the miracle ends or the snare is broken. Entangled targets cannot fly. If they are flying when entangled, they crash to the ground and take falling damage. In addition, a ravagon entangled loses some of his natural mobility — reduce his *Dexterity* by -2 for the duration of the miracle.

A ravagon can break free of the snare by making a *Spirit* or *faith* roll. The difficulty is equal to the miracle's total as generated by the invoking priest. An entangled ravagon can attempt to break the miraculous snare once per round, but may take no other action while trying to break free.

Voice of Ravok

Spiritual Rating: 13
Community Rating: 8
Difficulty: 10

Range: 25 (100 kilometers) or unlimited

Duration: 14 (10 minutes)

Effect: enables priest to make mental contact with the ravagon warlord

Once tzullats used this miracle to keep in contact with their tribe's warlord while on hunts or off fighting wars. Now this miracle is used by priests to keep in contact with Parok, the ravagon warlord. It is one of the ways Parok maintains communications with his hunters operating in the Possibility Wars.

When used to contact other ravagons, the *Voice of Ravok* sends words across a distance of up to 100 kilometers directly into the communicators' minds. The priest must have the possibility print of his target in order to use the *Voice of Ravok*. If the target is not a follower of Ravok, the difficulty increases to 16.

When used to contact Parok, the range is unlimited. As the warlord of all ravagons, Parok is their spiritual and physical leader. All share in his possibility print, and he in theirs. Ravok's voice can reach across cosms to put tzullats in contact with their warlord. ☒

Torg Questionnaire Results



Part I

The response to the first *Torg* Questionnaire (included with *Infiniverse* some months back) was overwhelming. So much so that we decided to publish the results in two parts, so that you can all see what your fellow gamers are saying.

The results we got were thought-provoking, more than a little surprising and sparked a fair amount of debate ("What? Just because he wrote 'No! No! No! No!' across the page doesn't mean he doesn't like the idea!")

So without further ado, let's see just how things turned out:

1. What are you two favorite realms?

The battle in this category was for second place. First place went to the Nile Empire, going away, with a whopping 46 votes (25 percent of all votes cast—fortunately, Ross Perot dropped out early).

Second place went to Orrorsh, with a sudden burst of speed, finishing at 29 votes. Aysle and Tharkold tied for third (an unusual pairing, to say the least) with 23 votes.

The rest of the realms stacked up this way:

Cyberpapacy	21
Nippon	16
Space Gods	12
Living Land	8
Core Earth	4

2. What are your two least favorite realms?

Living Land wins it in a landslide, with 54 votes, almost a third of the votes cast. Those of you attempting to "send a message to Honesdale" can rest assured that you've succeeded.

The rest of the results break down like this:

Core Earth	20
Nippon	18
Tharkold	18
Cyberpapacy	16
Aysle	13
Orrorsh	12
Space Gods	12
Nile	6

3. Would you want a tenth realm to land directly on Earth, or would you prefer an alternate means of getting there (dimthreads, dimensional rifts)?

Of the people who did want to see a new realm, the majority do not want to see it come to Earth: 39 people voted for some alternate means of finding this new reality, while 26 would be perfectly happy to see it attack an already beleaguered Earth.

4. What products would you most like to see?

Sourcebooks and other supplements were the overwhelming winner in this category, with a grand total of 57 votes. But adventures made a good showing as well, with 33 votes (and what a coincidence, we have one coming out this month. Who says we don't pay attention to our audience?)

5. Would you like to see a *Torg* board game?

Wow. What a horse race.

The "yes" faction ended up with 43 votes, while the "nos" weighed in at 36 votes. What makes it even tighter is that many of the people who don't want a board game REALLY don't want a board game, while a few of those who said "yes" sounded like they thought we were going to come over and beat them up if they said "no." That sent the margin of error on this poll up, so it is effectively a dead heat. Only time will tell.

6. What is the most difficult realm to play in?

This one was our fault, for a badly phrased question. What we meant was, which realms are difficult to play in because there are rules problems or a lack of source material. Many people caught on to this, but some interpreted the question to mean, "Which realms are you most likely to die in?" (That accounts for the high number of Orrorsh votes here, judging from the comments attached to the question.)

Putting those aside for a second, again the Living Land claimed the dubious distinction of winning, with 32 votes. Cyberpapacy also had a respectable 16 votes in this category, and here's how the rest came out:

Orrorsh	25
Tharkold	10
Nippon	6
Aysle	4
Space Gods	2
Nile Empire	1
Core Earth	1

As for *Infiniverse*, the most frequently voiced complaint was about product previews featuring material soon to be published. Fear not, readers, we have taken your advice—which is why the ravagon miracles contained in this month's issue are ones that will NOT be appearing in that volume.

The vast majority of people seem to be pleased with the newsletter, particularly the fact that their responses have a telling effect on the game line as a whole. Many people asked us to add pages, something we'd like to do but do not have the manpower to accomplish at present.

A few people asked us to drop the four-page center section entirely and put in more rumors and dispatches. This is something we are reluctant to

— continued on page 12



Dispatches and Rumors

Dispatches

1

Rumors of communication between the High Lord of Tharkold and the new High Lord of Aysle (whoever that may be) are running through the court of Pella Ardinay. They came from Norway, down through Scotland, and into Oxford like a serpent striking at the realm's heart.

The forces of the Light are in a panic. Without Tolwyn Tancred (who left for the cosm of Aysle some months ago), the generals of the armies are leaderless. Ardinay herself seems exhausted most of the time, and quite disoriented. Word has gone out to Storm Knights: defend Aysle or a new darkness will cover the land.

Recent reports state that there have been gruesome slayings in southern Norway and Scandinavia, where it is rumored the Warrior of the Dark has been operating. But these attacks do not seem to bear her signature. While she is a brutal fighter, and cruel to her enemies, she is more determined to win her objectives than perform torture on seemingly unrelated victims.

At first, the intelligence gatherers of Norway, England, and Aysle thought the Warrior had summoned up some powerful spirit to aid her in her quest for the High Lordship. But, as the most recent reports tell, this seems to be untrue. Instead of an undead spirit or terrible wight hovering over a mangled body, a witness saw a demon bound in iron and steel. Its eyes glowed like fire as it licked the blood from the still-twitching corpse. The witness (who was driven half-mad by the sight) swears that it also used some sort of spell to cast a beam

of burning light from its hand and destroy a solid oak door during its departure.

The Storm Knights must investigate this terrible event, and, hopefully, kill or capture the culprit. The town where this occurred is on the southern tip of Norway, but other occurrences in nearby towns have been reported over the last month.

The creature performing the attacks is an Alpha techno-demon, named Kritchek, in the service of Jezrael. She has made overtures to the Warrior of the Dark — should the Warrior need assistance in claiming the High Lordship of Aysle, Jezrael will provide that assistance ... for a favor to be named later.

helps him to relax.

So far, the Warrior has been pleased. She admires the savagery and energy of the demons, not to mention the control they have over those they dominate (none of Kritchek's bodyguards has been allowed to attack anyone). Now she is waiting to see how they fare against a Storm Knight group.

Critical Event: Finding and killing Kritchek and his bodyguard — their stats are on pages 87 and 88 of the *Tharkold* sourcebook — is a *Good* (6+) success. Additional points are to be given to Knights who learn a little of the plans between Jezrael and the

A witness saw a demon bound in iron and steel; its eyes glowing like fire as it licked the blood from the still-twitching corpse.

Kritchek bears papers making this overture, and also discussing possible attack plans against the strongholds of the Light. Seizing these would be a great boon for any Storm Knight group.

The reason for the killings is simple. Being an Alpha, Kritchek is not used to venturing from his pridehold at all — and seldom with such a small retinue. He currently only has three techno-demons as bodyguards. He was not allowed to bring any gangslaves. This mission is supposed to be secret.

But Kritchek is kept cooling his heels as the Warrior of the Dark considers Jezrael's offer. In actuality, she is studying the demon and his servants, hoping to analyze their tactical worth and abilities. Kritchek has grown tired of waiting and, once every few nights, he abandons his "monkey form" and attacks someone. This

Warrior. Seizing the papers Kritchek carries is also good. A *Bad* (3-) is one that allows Kritchek to escape or win the battle. He will retreat immediately to Tharkold upon being discovered, knowing that his usefulness as a courier has ended (of course, he would love to carve up a few Knights first).

2

Since their arrival on Earth, the Akashans have been fighting many foes — the Comaghaz the chief among them. But, with that threat somewhat dormant (at least they haven't taken over the planet yet), many of the Akashans and their client species are beginning to ache for their homes among the stars.

Chief among these are the Larendi. Even though their world was conquered by the Comaghaz, many

Larendi wish to return to the stars themselves. The trip from their homes to the Earth was brief, but it gave them an appetite for soaring beyond the atmosphere in the great biotech ships of the Akashans.

One Larendi in particular — Zeh Yuro, he is called — wants desperately to find some way to travel beyond the confines of the Earth again. It is rumored that he has become obsessed with the idea and will go to any length to realize his dream.

Very recently, members of Yuro's nest reported to the Akashan Council that he was seen in the company of Cyberpapal agents near Rio de Janeiro. When asked about his meeting with these enemies, Yuro was uncharacteristically silent.

More and more, the Larendi distanced himself from the members of his nest, they reported, until, one day, he disappeared entirely. It was at this point, out of concern for their nestmate, that the members of his family reported him to the Council.

After reviewing his history, it seems unlikely to most of the members of the Council that Yuro would ally himself with the Cyberpapists for a chance at space travel — but they do not rule out the possibility. They are eager to find out the truth, however, as Yuro was leader among the Larendi and knew much about the inner workings of the Akashan realm.

If Storm Knights are willing to venture into Rio and search for Yuro, the Council will pay handsomely in either Earthly currency or equipment for his return — or information about his fate. They believe the mission will be a dangerous one, because recent Cyberpapal activity in the city has increased greatly. Rio has become the hardpoint of resistance to the Akashans and a haven for those who hate or distrust them. The Cyberpapacy capitalizes on this feeling, and it promotes the hatred of all those who would help the Akashans at all.

Zeh Yuro is a typical Larendi except in one sense — he has allowed his passion for space travel to overwhelm his dislike of “dirty” technology. He has learned about the tools of Earth and the Cyberpapacy and may be carrying items of technology around with him — if he is still alive.

Critical Event: Finding Yuro (or learning of his fate) is a *Good* (6+) result. If the Knights are actually able to return him to the nest, they will get additional rewards. Yuro may or may not have allied himself with the Cyberpope — he may not even still be alive. Whatever has happened to him, the Knights must find out.

Not finding out is a *Bad* (3-) result. Whatever happens, the Knights will almost certainly meet with resistance from Cyberpapal agents, anti-Space God people, and renegades from the realm — usually other client species

Critical Event: If the Knights are going to learn the truth of these rumors, they are going to have to infiltrate either the Guildmaster's headquarters, or a Kanawa-owned subsidiary and find out for themselves. The latter is the much easier choice — if Kanawa really is in the habit of betraying its hirelings purely for the sake of eliminating them, they will be in a position to do something about it.

Have the Knights seek employment either in Nippon or in a company allied with Kanawa. Either that, or they

Zeh Yuro is a Larendi who wants desperately to find some way to travel beyond the confines of the Earth again.

that have grown disenchanted with the Akashan High Council. It is also very likely that the Comaghaz are somehow involved in this splitting of Larendi and Akashan.

3

More reports of aggression by 3327 against the Guildmaster of Hawaii have been heard by Storm Knights operating in and around Japan. Rumors state that Guildmaster representatives have been targeted for “sanctioning” by the Nippon Tech High Lord. Storm Knights have heard that representatives of megacorporations have hired Knights through the Guild, only to betray and kill them.

But this may be only a propaganda ploy. Ever since the Guildmaster “set up shop” last year, she has been at odds with the Nippon High Lord and his megacorps. Refusing offers to work directly for him, or to “sign over” names and locations of various stormers and Storm Knights, she has made it known that she will remain independent of any outside control.

Kanawa, however, is also in the habit of hiring stormers and even Storm Knights from time to time. Perhaps the “reports” of betrayal and assassination by Kanawa employers is only a blind set up by the Guildmaster to eliminate the competition.

can try to break into their computer net. Either way, they will come into conflict with Kanawa's agents (if the rumors are true), Guildmaster agents (if they were false), or both (if they are extremely unlucky).

Finding out the truth is a *Good* (6+) result — whichever way it goes. Being run around in circles and not determining which rumors are true and which are smoke screens is a *Bad* (3-) result.

4

When the Cyberpapacy “took” Quebec, it did it with a minimum of propaganda and excitement. The Cyberpope, normally hungry for media and public attention, toned down his approach to a bare minimum.

Still, he had to either bring in or convert 25,000 people or more to his religion before the stelae could be planted and the bridge dropped. Now, many of those people are consumed with an evangelical fervor that cannot remain “under wraps” for long.

Public displays of cybergear have been discouraged by the Church, but that has not stopped many from flaunting their “metal.” More and more, the people of Quebec are looking towards France and Malraux for spiritual guidance, and the “secrecy” of the realm cannot be maintained much longer.

Currently, the Delphi Council has assisted Malraux by turning a blind eye north. They are suppressing reports of a new invasion site, fearing that opening another front in this war will lose them more control than ever over their already teetering populace. Storm Knights, acting on their own, could tip the balance.

It is known, to a select few, that the GodNet now extends, via satellite, into certain areas of Quebec. Malraux has used it to monitor and “adjust” television and radio programming — much more subtly than most would give him credit for. The Knights have heard of this and, if they can tap into his communications — either through the Net or right at the television or radio broadcast stations — they can remove the “shades” that cover his obvious propaganda. While this will undoubtedly hearten Malraux’s supporters — they will think the Cyberpope has finally unveiled his glory to the people of Quebec — it will awaken, alarm and strengthen resistance both in the Quebec Zone and throughout Canada and the northern regions of the United States.

Critical Event: The Knights either have to break into the GodNet and

means no one is informed and the fight must continue to awaken Quebec.

Special: If the Knights are able to perform the mission, they get an *automatic* Glory result — as far as planting a story seed goes. They do not get the three possibilities unless they have the card. If they *do* have the card, they do not have to get a 60+ roll to make the Glory result happen — they can just turn it in when the success of the mission is assured.

Rumors

1

A controversial cartoon based on the Possibility Wars is slated for a mid-summer release. The cartoon, called “Reality Rangers” is based loosely upon an Arizona-based Storm Knight band and their exploits. The controversy is that the show depicts a mysterious eighth realm in Japan, with a reportedly detailed account of how the invasion was accomplished in the show’s first episode.

Rumors of an invasion of Japan have now become almost-mainstream

Storm Knights working against Malraux may find both the Yakuza and the Italian crime families assisting in their efforts.

find their way to the Quebec areas, or they have to make an assault on a Malraux-controlled television or radio station. Then, when they are in place, they have to “alter” the programming of the station — they have to remove the “subtlety” from Malraux’s concealed doctrine and actually broadcast his true message of hate, prejudice, and fear.

A *Good* (6+) result allows the Knights to broadcast the “truth” and unveil Cyberpapal Quebec to those who will see. Undoubtedly there are more supporters of Core Earth in the Zone than of Malraux — but for every day they remain uninformed, Malraux gains more followers. A *Bad* (3-) result

news, becoming the subject of speculative articles in fringe journalism. The activities of Storm Knights in Los Angeles, which expose the true nature of Japan, haven’t reached the attention of the public because the mainstream media has chosen to ignore the story as “incredible,” at least for the time being.

Several Japanese-American groups have decried the show as in “poor taste” and “intentionally provoking anti-Japanese sentiment and Japan bashing.” Some have gone so far as to call the show’s producers racists and fascists. 3327 has remained behind the scenes, but nevertheless is exerting much influence to dissuade sponsors from supporting the show.

The show’s producers, who strongly believe that Japan has been invaded, hope that the controversy brings the rumors to the forefront of the media and that the American public will demand a full investigation. Even if the show is suppressed, its producers intend to release the episodes via black market outlets to reach Storm Knights and the American people at large. If the plan is successful, 3327 might be unquestionably exposed as a High Lord ...

—Dan Viger
Bronx, NY

2

Ayslish Corsairs have gone to the Mediterranean to check out the fun! Taking advantage of the high magic axiom and the world laws of the Nile Empire dominant zone now bridging from Africa to Crete, they have been successfully preying on much more powerful modern ships.

Now, the Mediterranean’s sea lanes are a curious mixture of Cyberpapal high-tech ships, U-boat style Nile submarines, and magically enhanced 17th century pirates! It is believed that the Corsairs are building a secret fortress somewhere along the Tunisian or Libyan border with huge vaults for the vast treasures they are collecting.

It is believed that there are no less than five different groups of pirates who have taken up residence in the area, with at least a score of ships. They seem to use complex magics to conceal themselves, possibly turning invisible. Then, when a ship is most vulnerable, the pirates drop their magical protections, raise the Jolly Roger, and steal all goods and valuables from the victimized ship. So far, no one seems immune — Cyberpapal cargo ships, European cruise liners and even some Nile Empire military vessels have fallen prey to the scurvy dogs!

There is no word from Aysle itself to learn of Ardinay’s reaction. Some believe that she is outraged by these actions, but others seem to think that she is quietly encouraging these actions in order to distract Mobius and Malraux. Others think that she is simply too busy to turn her attentions to the Mediterranean, and that it is the problem of Mobius and local officials.

Curiously, the pirates seem not to have been truly affected by the Nile's inclination, at least not yet. In fact, the pirates seem to be operating by their own curious code of honor. No civilians have been harmed, and only those military officials who have fought with the pirates have suffered any injuries — those who have proven especially troublesome have been forced to walk the plank, but that is to be expected. Those who submit and follow the or-

or *removed* somehow. Those that have remained have been crushed by the force of the sea water — some scientists are theorizing that some kind of device was used to weaken the steel and other compounds the rigs are made from. Then, the sheer pressure of the water collapses them.

The Kanawa Corporation's scientists are at a loss to explain who or what did this to the rigs. They theorize that the change might be the result of

tical about partnering with these Japanese criminal masterminds.

However, the Yakuza already seem to have two major, if cautious, takers on the offer. It is believed that the major Italian and South American criminal organizations are receptive to the concept. While at this time the centerpiece of the agreement seems to be a sturdy drug trade, it is suspected that the Italian Mafia families are ready to strike out at their own government, while also infiltrating the Cyberpapacy through drugs, money laundering and numerous other schemes. The South Americans are simply looking for something to assist them in their efforts against the Akashans and local governments, while also recouping lost profits from the invasion of the United States (due to the fact that nearly half the country has been taken over, the demand for drugs has plummeted to half pre-invasion levels). In addition to drugs and weapons, the Yakuza also seem to be freely trading information, although whether or not the Yakuza are telling everything they know is debatable — this organization is especially known for half-truths, deceit and withholding information. However, what the Mafia and South American drug cartels have already learned has proven invaluable, giving them "ins" in important government offices, warning them of impending crackdowns and possible spies in the organizations. Of course, no one knows where or how the Yakuza got its information.

In these days of the war, politics truly are making strange bedfellows. Storm Knights working against Malraux may find both the Yakuza and the Italian crime families assisting in their efforts.

The Yakuza are still considered hostile to most American criminal organizations, both those of Italian and Asian origin. However, the Yakuza is slowly attempting to turn the situation around to its advantage. ☒

Now the sea lanes are a curious mixture of Cyberpapal high-tech ships, U-boat style Nile submarines, and magically enhanced 17th century pirates!

ders of the pirates are often simply set adrift in life boats only a few hundred meters from a shoreline, and then local authorities come to the rescue while the pirate ship drifts off to sea, unscathed.

While the pirates are not purely evil, neither are they wholly good in their actions — they are taking treasure for the action, excitement and fun of the moment. They seem to be ambivalent about the larger struggles of the Possibility Wars — those are beyond their concern, especially where there is money to be made. It is believed that with continued residence in the Nile Empire's boundaries, the Corsairs will soon switch to a definite inclination.

3

Kanawa Corporation exploratory oil-drilling rigs near Antarctica have been disappearing at a remarkable rate. While the Kanawa Corporation has tried to keep the existence of the rigs secret, word has leaked out as several teams of officials have been sent to the sites to determine what has happened.

The rigs themselves are fully submerged in the frigid waters. Investigators have learned that no less than a dozen of the units have been destroyed

some new weird science gizmo of some kind, or possibly an unknown magical spell, but these are just random theories desperately trying to explain that which is unknown.

For now, the mysteries of the deep will remain so, but how long will it be until man-made constructs in warmer waters suffer a similar fate? And will these kinds of attacks be doled out only to Kanawa Corporation constructs, or will they be more indiscriminate?

4

The Japanese Yakuza is extending an offer of cooperation to other criminal organizations around the world. Apparently the Yakuza believe that by working with other criminal types they will be able to achieve higher profits and more pervasive influence than attempting to muscle their way into foreign lands with inadequate contacts (as has proven difficult for them in the past).

Perhaps what the Yakuza can best offer is easy access to equipment and weapons, in exchange for a portion of the increased profits. The Yakuza seem to be much more conciliatory than in the past, but many other crime families and organizations are openly skep-

Your Letters

Some questions about spells and other things came up in my campaign:

1) Is the damage value of a *lightning bolt*, as determined by its conjuration, modified by the bonus number of the attack roll?

2) Can *increase weight* also be used against objects, e.g., for immobilizing a car?

3) Can *telekinesis* be used as an offensive spell by hurling things at opponents? If so, how are attacking and damage calculated?

Is it possible to grab a person by a part of his clothing (e.g., a belt) and then do damage to him by smashing him into an obstacle?

4) Does *heal* give an immediate additional recovery roll, or is the bonus simply applied to the next one?

5) Why does Amethyst in *The Possibility Chalice* take a Wound from spell backlash? Is this simply to give the Knights an edge, or can Backlash damage really not be erased by spending Possibilities?

—Rainer Nagel
Mainz, Germany

1) The spell's effect value of 20 is affected by the bonus number.

2) No. Since we know the spell's pattern knowledge is *inanimate forces*, it would have to use *living forces* as a result knowledge to affect living things. The spell's write-up specifically states opponents, implying living things.

3) Since the spell doesn't specifically state otherwise, it would be safe to say that objects being affected by *telekinesis* move at a rate of 0, or one meter per round. Therefore, the spell probably wouldn't be an effective form of attack—however, the sheer weight of the object still would do crushing damage equal to the weight of the object.

A person could be hauled around by their clothing using the *telekinesis major* spell, but not very fast.

4) A roll is made immediately, but it is considered the character's healing roll for that day. It does not give an additional healing roll.

5) We can only assume that Amethyst's *fireball* spell, which was altered from the standard spells, had a much higher backlash (enough so that he suffered a wound even after spending a Possibility to reduce damage).

One question on the *Tharkold* sourcebook. The renegade infiltrator template has a tag *Spirit* skill called *cyberpsyche*, but I cannot find an explanation of this skill anywhere.

—Sam Thornton
Essex, England

Cyberpsyche is explained on page 138 under "Cyborgs." This skill replaces *Spirit* when making cyberpsychosis checks and may only be taken by cyborgs.

There is a situation that keeps arising that the rules don't seem to help me resolve. If a number of Storm Knights try in succession to individually perform a single feat (e.g., pick a lock), how do I stop them from rolling die after die until someone is successful? Or, similarly, how do I penalize a single player who tries the same action repeatedly?

—Lt. Stewart Jesse
Ft. Irwin, CA

There's no reason that Storm Knights couldn't continually attempt this kind of task, just as in the real world, you can repeatedly try to pick a lock and hope that some time you can figure it out.

On the other hand, you can always use story-telling factors to manipulate the story along, such as having bad guys show up, etc. To discourage the "do it until we get it right" syndrome, if locks have alarms on them, or guards show up, or other kinds of

complications, the players may change their tactics.

When figuring Cyber values for a character, is the value listed for tendons and similar equipment for each limb? Do I double the value for two arms, or is that value for the whole body?

—R. Hodge
Napa, CA

The values listed are for each limb. If you have slicers on both limbs, for example, you would get double the cyber value.

1) Since Huitzilopochtli is actually not Core Earth's Darkness Device but Kantovia's, does this mean that there is a Core Earth Darkness Device still at large?

2) When will we get statistics for the disfigured humanoid creatures that appeared in the *Tharkold* sourcebook? The creature on the cover looked wicked!

3) Does the Living Land have world laws?

—Christopher Scott
Windsor, MO

1) That's a good question. We could be boring and say, "No" or ...

2) Most of these creatures are highly "modified" members of the Race, and can perform any number of roles: scientist, guardian, researcher, pain master or any other task the Tharkoldu think of. Some are enhanced by the Tharkoldu, while others merely disfigured.

3) The information on pages 65 to 71 of the *Living Land* sourcebook can be considered the world laws of the realm.

Does the Cyberpapal miracle *cure disease* work against the Comaghaz plague? Can Cyberpapal agents use the plague in conjunction with *alter*

disease and stay disease to disrupt rival realms and frame the Akashans in the process?

—Gregory W. Detwiler
Williamsburg, PA

As stated on page 20 of the *Space Gods* sourcebook, *cure disease* can return the disease to its first stage dormant and noncontagious stage. However, the difficulty for the miralce is not that which is listed in the *Cyberpacity*, but the difficulty listed on page 20 of *Space Gods*.

Alter disease and *stay disease* can also affect the Comaghaz. For those who want to try the magic route, Ayslish magicians theorize that the Comaghaz is *entity* knowledge, although it is known that living forces will affect it. The biggest problem with affecting the Comaghaz is for the wizard to actually perceive the disease.

Central Valley Gate needs some serious revision. Melee weapon damage is frequently incorrect. Certain armor values are wrong.

—David L. Huston
Burlington, LA

The differences in weapon and armor values were unintentional. However, just as not all guns do identical damage, not all swords or types of armor are identical in capabilities.

We recently received this letter and thought the information might be especially useful to all of you ...

As far as I am concerned *Torg* is the best RPG of all the Infiniverse. The world is fascinating, and the system is easy and useful.

Of all the eight adventure realms, I like *Nippon Tech* the best, though it has some problems. Some of the names for NPC's don't sound at all like Japanese names. For example, "Ryuchi Kanawa" doesn't sound at all like a Japanese name; it should be "Ryuichi Kanawa." Names like "Hama Kokoru" are much worse.

Herald Messages

Aysle realm is gone for good! Rebel Kyle, using an undisclosed process, has trapped Drakacanus in an interdimensional time loop! The stelae have been removed and are being replaced by more reality trees. Ardinay working on spell to connect the new Aysle realm with Aysle cosm.

— Joe Farrell
N. Merrick, NY

Storm Knight reports indicate severe volcanic eruptions in the eastern portion of the Living Land are connected to Pyrian Firetamers' attempts to conjure up their god's avatar. But something seems to have gone wrong ...

— John M. Kahane
Ottawa, ONT, Canada

The Black Diamonds are no more; having been vanquished by the Race warriors and Storm Knights.

Aras-ben Hav' Wax Museum was changed in a reality storm which transformed him to cyberpapal reality.

Next stop for the Tharkoldu,
San Francisco

— Scott R. Mitchell
Chicago, IL

"What do you mean you are on our side? You are a demon ..."

Blam! Blam! Blam!

"Sorry about that. So, you are on our side."

— Slash the Flash
Stormer in LA

"Hm ... cybernetic penguins armed with rockets. They could infiltrate Avignon and destroy Malraux. Yes, it could work!"

— Dr. Mobius, overheard at the Cairo Multiplex premiere of a popular new movie. I wasn't about to point out that it was fiction.

"You, sir, are the spawn of a motherless Ravagon!"

— Angus von Storm, realm runner, to an angry armor-clad edeinos somewhere in the Living Land.

"Why is it every time I make vacation plans, the place I'm going to gets invaded?"

— Arn Beston upon returning his plane ticket for L.A.

Here are some good Japanese names to use.

First names for men:

Taro	Ichiro
Ryoichi	Sigeru
Hiroshi	Haruo
Kyosuke	

First names for women:

Keiko	Kyoko
Akemi	Kazue
Akiko	Hiromi
Mitsuko	

Family names:

Yamada	Tanaka
Nakajima	Hasegawa
Ito	Aoki
Ishikawa	Yamazaki
Kita	Azuma

—Norimitsu Kaiho
Yokohama, Japan ☒

Torg Questionnaire Results

continued from page 6

do — while not everything we have tried in the four-page section has been successful, it gives us a chance to do something a little different each month. It gives us a lot more mobility to respond to people's requests.

Next month, we'll meet again to discuss what realms people most want to see fiction written about; who their favorite villains are; what they would like to see in a tenth realms; and what products they most want to see created by West End. Tune in — the answers may surprise you. ☒

