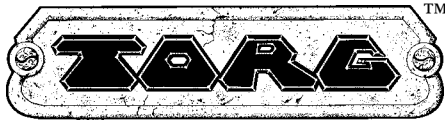


INFINIVERSE™

Volume 1, Number 27

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

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We, who have somehow survived Milwaukee, salute you ...

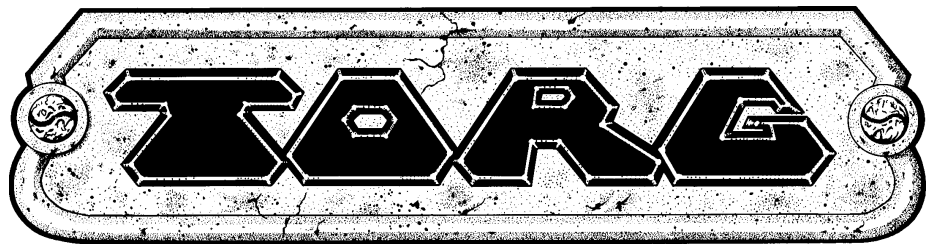
Let's talk about novels, shall we? This month, September, the first new *Torg* novel in two years appears. *Out of Nippon*, by Nigel Findley, is a walk on the wild side of Nippon and Orrorsh. American researcher Nikki Carlson, plagued by memories of her best friend's murder at the hands of a ninja, gets a change of scenery when her company sends her to the realm of Orrorsh on a mysterious project. Little does she know the horrors that await her ...

In February, we invite you to join John Terra in an *Interview With Evil*. A beautiful young journalist travels to Illmound Keep to learn the true story of the Gaunt Man. But can anyone hear a tale of such evil and retain their sanity? Find out details of the Gaunt Man's true home cosm; the origin of Skutharka and Uthorion; how the Gaunt Man found Heketon; the inside story of the conquest of Kantovia (and

just what *did* happen to all those Dire Wolves?)

Look to the skies in March — Bill Slavicsek, one of the original designers of *Torg* and author of *Storm Knights*, puts pen to paper once again to craft the story of the days immediately preceding the landing of the Akashans on Earth. *City in the Sky* is a gripping tale of intrigue, terror and glory that should not be missed.

In May, the excitement continues, as John Terra returns with *Berlin Re-zoned*. The Tharkoldu plan to turn Berlin into a new site of invasion. But Dr. Mobius has other plans, and when his agents uproot a stela and substitute one of their own, Berlin turns into a twisted mixture of heroes, villains and techno-horror. Major Havoc and his comrades battle the bloodlust of the Tharkoldu and the darkness within their own souls in this powerful new book.



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 #25

1. Techno-demons creating havoc in Surrey, England, while dark mages seek them out for exchanges of spells. Starts at True (16).

2. Rumors of secret rocket launch sites in the Sudan — Martians from Terra are trying to go home "real soon." True (15).

3. Storm Knights and an Akashan Monitor have reached Marketplace. The Akashans are taking an active hand in trying to save Marketplace from an "eco-hell." True (20).

Continuing Report: Issue #24

1. Akashans volunteering their assistance, as edeinos and other Living Land creatures flee troubled Eastern Land. True (16).

2. Yugoslavia becoming a focus of conflict between the Cyberpapacy and Mobius. War seems to be a certainty at True (60).

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 jump to True (25).

4. Have a Nile weird scientist and a Victorian occultist worked together to create an "Isle of Doom?" Increases to False (18).

5. New Orleans facing numerous Orrorshan intrusions. Slips slightly to True (18).

The Wrap-Up: Issue #23

1. Ayslish troll nicknamed "Zilla" seen fighting Cyberpapal forces in France. Finishes at True (20).

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. Increases at the last opportunity to True (17).

3. Reality trees under attack in Chile and Colombia. Somebody out there isn't "environmentally friendly" because it's True (55).

4. Strong earthquakes and volcanos reported in the Eastern Living Land, particularly around New York and northern Pennsylvania. Finishes off at True (25).

5. Mobius spying on his Overgovernors, and is prepared to execute them at the first hint of treachery. Mobius has fooled you all at False (15).

6. Warrior of the Dark increases the size of her army and may have killed her creator, the wizard Salbane. The Army of the Dark is ready to march at True (25). ☒



Index to *Torg*: Basic Set, A-F



aving encountered a slight delay in tabulating all the results from the *Torg* Triva Quiz, we are presenting instead the first part — A through F — of the index to the *Torg* Basic Set. Parts two and three will be featured in Issues 28 and 29. Be the first on your block to know where the heck to find things!

Key

- R□—*Torg* Rulebook
- WB — *Torg* Worldbook
- AB — *Torg* Adventure Book



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Dispatches and Rumors

ispatches

1

Drakacanus has disappeared from Oxford!

To her horror, Pella Ardinay has discovered that the Darkness Device is missing. Since it is virtually impossible for anyone to take the object against its will, the only possibility is that it teleported itself away to the side of a new High Lord.

Nor is the general area to which it went difficult to guess. All contact has been lost with Storm Knight teams in Norway and Finland. Rumors are flying of strange creatures rampaging through Scandinavia, easily cutting down battalions of the Army of the Light. There are also reports of Viking longships being loaded for a possible invasion of Britain, so Ardinay is looking to her coastal defenses.

A Storm Knight team is desperately needed to travel to Sweden and attempt to gauge the strength of the Dark invasion force massing for battle. When the Storm Knights arrive, they will find an army filled with renewed hope for conquest, in numbers that stagger the imagination.

Among the rumors the Knights may overhear among the Vikings are: Finland has been conquered at last; Oslo has finally fallen; the monstrous dragon that had been slaying Thorfinn Bjanni's lieutenants has fled the realm, to parts unknown; the civil war in the Aysle cosm will soon reach a turning point, and none among the Dark on Earth are grieving that Tolwyn is occupied up there; and various coarse talk about what will be done with Ardinay and her ministers when they are caught. There will be no open

mention of who the new High Lord may be.

Getting back to Ardinay with this information will be another matter, however. The Knights will have to reach the coast of Sweden and sail back to England (all planes are grounded because of severe reality storms in the Channel). When they reach the docks, they will find many of the Ayslish wooden ships ablaze and a group of Fire Giants happily destroying whatever they lay their hands on. The Knights will have to stop them if they wish to see the halls of Oxford again.

Fire Giants (10)

DEXTERITY 9

Dodge 10, maneuver 10, melee weapons 14, missile weapons 12, running 13, unarmed combat 15

STRENGTH 17

Climbing 18, lifting 19

TOUGHNESS 19

PERCEPTION 7

Alteration magic 11, find 10, tracking 12, trick 9

MIND 7

Survival 11, test 10, willpower 15

automatic damage value 18 from the flames.

Equipment: hides, armor value TOU+1/20; flaming sword (enchanted), damage value STR+7/24

Critical Event: Defeating the Fire Giants and returning to Ardinay's court is a *Good* result (6 or better). Failure to get the information to Ardinay is a *Bad* result (3 or less).

2

The Storm Knights are recruited to investigate the murders of a number of stormers and Storm Knights within the city of Thebes. Beyond their ability to store possibility energy, there seems to be no connection between the victims — until the Knights visit the morgue, and discover that all of the victims were left-handed!

The case grows even more bizarre, as the Knights discover that all of the victims had been the victims of robbery. But only one item was stolen: a pair of the brand new Charismo-Goggles, a privately produced "weird science" product that are reputed to

The Darkness Device teleported itself away to the side of a new High Lord.

CHARISMA 8

Charm 10, persuasion 14, taunt 9

SPIRIT 11

Faith (Norse) 17, intimidation 18

Possibility Potential: some (50)

Arcane Knowledges: fire 6

Spells: altered fireball

Natural Tools: flaming skin, damage value STR+3/20 in *unarmed combat*. Anyone making a successful *unarmed combat* attack on a Fire Giant with an unprotected fist suffers an

make the wearer far more attractive to those around him. They are currently the hottest-selling gizmo in the Nile Empire and the company, WeirdTech Limited, has already begun planning its export.

By investigating the company (and overcoming the gizmo-laden guards), the Knights will discover that it is a front for Mobius. The Charismo-Goggles actually perform a far more insidious function. They send out a

series of electrical signals that interfere with the workings of the *corpus callosum* in the human brain, the nerve fibers that link the left hemisphere of the brain to the right. This effectively makes the two sides of the brain unaware of what the other is experiencing.

Once this is done, strange images are projected onto the left lens of the goggle. The left hemisphere, where consciousness resides, is unaware of them, but the right brain is affected. Essentially, the wearer is now capable of being given post-hypnotic suggestion without even being aware that he was ever hypnotized!

The primary flaw of the goggles is that they will not work on left-handed people, whose consciousness resides in their right brain and who would automatically be aware that something untoward was taking place. Thus assassins have been sent out to slay known stormers who have purchased the goggles.

There is no telling just how many Storm Knights may already be under Mobius' control without being aware of it. Nor is it known just what fiendish use he intends to make of them, or when he will send the signal that will bring them under his sway.

If the Knights are unwilling to investigate the murders, perhaps it can be arranged that one of them finds or purchases a pair of the Charismo-Goggles. As the subject is not consciously aware that he is being hypnotized, he does not get to make rolls to resist. He can act and converse normally all the time in which the goggles are operating on him.

Once the process is complete (roughly 10 minutes after they are first donned), the Knight will not want to take off the goggles. Although they provide no benefit to his *Charisma*, he will be convinced they do. He will recommend in glowing terms that his friends buy their own pair. He may even react violently to suggestions that he take them off. In all other ways, he will be his same old, adventure-loving self.

Secretly make a roll for the gizmo (its *hypnosis* value is 15) against the character's *Mind* value. A *Good* success or better must be achieved for any hypnotic suggestion to take hold. As

far as what the character might be bid to do, this we leave to the gamemaster: do not feel like you must come up with something immediately. Let the character wear the goggles for a while, convinced they are helping him — heck, let the whole party buy them. Won't they feel funny when they suddenly find themselves stealing top secret Cyberpapal computer data and handing it over, smiling, to Nile agents.

Critical Event: The Knights must uncover the truth about the goggles and smash WeirdTech Limited. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

3

The Storm Knights are contacted by the Rauru Block and asked to investigate reports that a Nippon-owned company in San Francisco is involved in an international deal that could have staggering repercussions on the international scene.

When the Knights arrive in San Francisco, they find the city greatly changed by Nippon domination. Unfortunately, a traitor within the Rauru Block has sold the news of their coming to Kanawa. They find their contact murdered, and news that security cameras videotaped persons matching their descriptions beating him to death!

Avoiding police and MarSec agents, the Knights discover that the Nippon firm, Mantis International, is working closely with the Chinese government on the development of their stock exchange. In truth, Mantis' agents in Shenzhen, China are working to destabilize the government in advance of a planned Nippon invasion.

They are doing this, in part, by advising the Chinese to severely limit stock issues, then spreading rumors that government officials are hoarding the best stocks for themselves. The result has been riots in the streets as the stock market comes to China with a vengeance.

Unfortunately, this particular plot can't be stopped at its head. The Knights will have to travel to China, keeping in mind that Nippon agents in the government will blame any troubles on foreigners (like, say, Storm Knights). They will have to discover

which local officials have not been bribed or otherwise corrupted and show them some proof that they are being manipulated by the Nipponese — and try to avoid getting killed in the process.

Critical Event: The Knights must stop Mantis' operations in China. Doing so is a *Good* result (6 or better). Failing to do so is a *Bad* result (3 or less).

4

Storm Knights in Jakarta learn through a gypsy fortuneteller that an occult ritual has been set in motion which will result in the deaths of 50 key people — Storm Knights, Victorian officials, and representatives of foreign governments. The only hope of stopping it is a counter-ritual, and the Knights have only days to find it. Their best lead: an occultist named Harrow, believed to be the originator of both rituals, who came to Orrorsh some months ago. He is reported to be living in a rundown shack somewhere in the jungle of Indonesia.

The path to Harrow's house is fraught with peril — dark things that crave blood and care not from whom they take it. With so little time, the Knights cannot confine their travels to the daytime, and must risk encounters with various and sundry Orrorshan horrors.

When they reach the shack, they find it empty. The only person in the area is an old, blind woman, who explains that Harrow is dead. She knows he was an occultist, but all of his books were destroyed. Still, at least he is not gone forever, she says with an enigmatic smile.

If the Knights press, she will swear them to secrecy and then reveal that in a nearby village there is a building called the "Library of Souls." Within each of the hundreds of volumes therein, there dwells a human soul — the good, the evil, those who had not earned passage to Heaven or to a Waiting Village. Harrow's soul has flown there, she is certain (though she would have no way to pinpoint exactly which book it is in).

The Knights must travel to the library. Within its dark confines, they

must pore through the volumes until they find Harrow. Some of the spirits will try to help them; others will attack; others will mislead them about where Harrow is.

When they finally find the right book, they will have to convince Harrow (a generally nasty old man) to give them the ritual that will stop the deaths.

Critical Event: The Knights must get the ritual from Harrow and stop the deaths of the 50 chosen victims. Doing so is a *Good* result (6 or better). Failing to do so is a *Bad* result (3 or less).

Rumors

1

Yoshiko Nakata, in an effort to buy time and redirect the wrath of Jezrael and Malgest away from Nippon Tech, has sent agents into Russia to gather information on the defeat of the initial Tharkoldu invasion attempt. They have instructions to collect evidence that demonstrates the existence of the Russian "Project Omen." And furthermore, to show that it was solely responsible for the defeat of the invasion.

It is Nakata's hope that the need to establish a secure realm on Earth, along with the incentive of revenge against the Russians, will convince Jezrael to attack Russia or Eurasia, drawing forces away from Los Angeles and Nippon Tech ... at least for a time.

—Michael Levay
Roscommon, MI

2

Sarila may or may not have a rival for mastery of the Comaghaz. On two separate occasions, Storm Knights operating in the city of La Paz, Bolivia report that they encountered an enigmatic Lorbaat who, while apparently not infected with the virus, exerted control over a number of Comaghaz Drones and Soldiers in their presence. Bolivian government officials have also confirmed the rumor that Comaghaz cells throughout the country seem to be divided, and minor

battles between apparent "rival factions" have been fought throughout the Bolivian countryside, both within and without the Space Gods realm.

The only results of an investigation into the matter by the La Paz Storm Knight contingent thus far has been a Lorbaat name: "Kasak't." Sarila has proposed to the Council that the Monitors be dispatched to eradicate what she has called "an even more horrible strain of the Comaghaz plague" before it spreads from Bolivia throughout the realm. Although wild theories have been advanced about "mutating viruses" and "radically advanced medical biotech" which might somehow allow this "Kasak't" to control the Comaghaz, at least partially, the truth of the matter is that no one knows for sure.

—Patrick Flanagan
Freehold, NJ

3

The Orrorshan occultist responsible for unleashing the *necrolepus vampirum* on the world is dead. Storm Knights

zon: that of a shapeshifting dragon ("Nigel") with a vendetta against Ardinay's court — and some new Orrorshan powers, including the ability to use occult magic.

—Dominick Riesland
Milwaukee, WI

4

The little-known South Seas island of Patuar has become a hell in paradise, complete with fire and brimstone! Kalliweha, the local volcano, seemed to experience a brief eruption, then a ten-foot wide chunk of wall at the foot of the cone crumbled away, revealing a tunnel that seemingly led deep into the Earth's interior. A band of bronze-armored warriors emerged, demanding that the islanders swear fealty to "Hadian Fel Ar" or die. The villagers refused, but were quickly overcome by the bronze men and their priest, who shriveled many villagers with a blast of flame.

It is obvious to Storm Knights that the invaders are Pyrians from Merretika, in the Land Below. Why,

The path to Harrow's house is fraught with peril — dark things that crave blood and care not from whom they take it.

investigating the occultist found him frozen by a small arctic air blast, similar to that of a weredragon's breath weapon.

Locals report that they saw the occultist in the company of an Ayslish sorcerer who went by the name of "Nigel" — rumor states he was expelled from the court of Ardinay for allowing burglars into the court to steal valuable magical items and properties from the Queen and her courtiers. During the incident, several guards were found frozen to death. "Nigel" fled Aysle soon after.

"Nigel" and the occultist were seen talking about "an exchange of information" long before the occultist's death. If such is the case, it is feared that a new threat looms on the hori-

and how, they have come to the surface and attacked is not certain. They have beset tourists and traders who visit the island, and they are blood-thirsty. Apparently, Hadian Fel Ar has committed his troops to a series of conflicts on the surface, with the intent of gauging the strengths of Core Earthers. He has probably been in touch with one, or both, of the Darkness Devices monitoring Merretika, and he seems to be intent on becoming The Chosen One.

The most recent movement by Hadian Fel Ar is the most alarming. He and his men attacked a French (now Cyberpapal) naval base nearby, and, despite their cyberware and energy weapons, the defenders fell quickly. A monitoring station run by

the Delphi Council was the next to fall, and rumors state that they were backed by MarSec agents.

The apparent ability of the bronze men to fight and win against the higher *Tech* axiom is alarming. It is recommended that Storm Knights investigate this rumor promptly.

—Gregory W. Detwiler
Williamsburg, PA

5

Burger Rex, the newest fast-food craze in the Midwest, has suffered several setbacks to its supply source.

With the Living Land in the west suffering attacks from Core Earth, Nippon, Tharkold, and even from within, dinosaur meat is becoming harder and harder to obtain. Officials have been actually considering substituting beef for the “wholesome, tasty, and low cholesterol lizard meat, free of preservatives and byproducts” currently on their menus.

One avenue open to the besieged corporation is the adoption of a salad bar. The company has found that Living Land plants survive quite well in Core Earth — as long as they are kept

warm and moist. Indeed, many of the salad bars in Burger Rex are *living* salads!

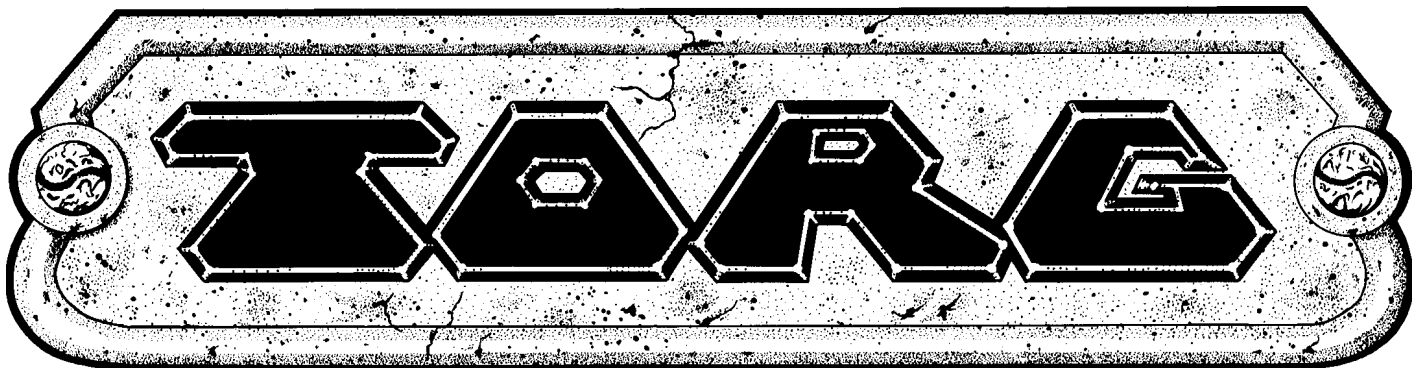
This, of course, has raised protests from several fringe groups of the animal rights coalitions and the “Living Land for Live People” party. They advocate a law protecting the “living” plants of the Land, professing that they are, quote, “more alive and sapient than any of those murdering lard-butts on Burger Rex’s Board of Directors.”

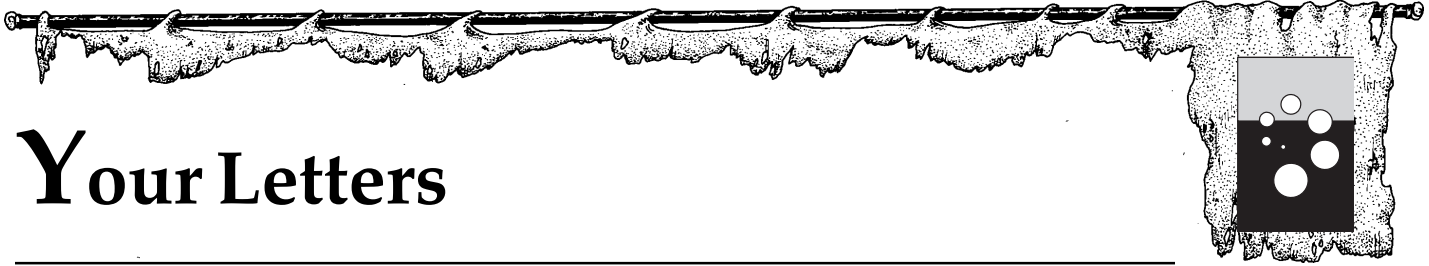
When a civil suit was brought to the Austin city civil court over this issue, the sitting judge — Patrick R. Macdurmet, a judge of 32 years on the bench — said:

“This is too silly for words. Get these idiots out of my courtroom.”

The rights’ groups have had no comment. ☒

**They find themselves stealing top secret
Cyberpapal computer data and handing it over, smiling, to Nile agents.**





Your Letters

Question: A player of mine had his Elf Storm Knight killed in L.A. He was very upset about the incident and wants to resurrect the character "Robocop"-style and turn him into a cyborg. Now the questions: Can a Makermod, which has been properly programmed, take a recently deceased character and turn him into a cyborg? What about a medical vat? How long could the body be dead for? What about skills and memories from its previous life? Would it recognize its murderer? The *Tharkold Sourcebook* is very short on the origins of cyborgs.

— Chris Butz
Madison, WI

Answer: Unless characters have access to very powerful magic spells or miracles, or possibly some sort of special eternity shard, those that die fighting the Possibility Wars are dead. Of course, since there are so many magical, spiritual, etc. tools available, it would be ridiculous to say that all those dead *stay* dead.

However, reconstructing this elf as a cyborg *after* he's taken the last longship for the great unknown is pretty unlikely. Cyborgs are generally constructed of *living* tissue bonded with unliving metal — if both are unliving, you've got something different. Even in the movie *Robocop*, the main character was still alive when he got stuck into the armor.

Our suggestion (if you really want this elf back) is to introduce him — or his body — as an occulttech creation of some nasty old Tharkoldu. Have him souped-up as a mindless cyber-zombie (*à la* gospog) under the control of a bad guy. The Storm Knights then have to defeat him without destroying him, and *then* they have to find a way to return his mind to him — if that is at all possible. I'd think their best bet would be to find an Ayslish mage with some

potent *true knowledge* and *life* spells.

But don't make this too easy; the Possibility Wars are *wars*. People — good guys, bad guys, and those caught in the middle — die. If it is too simple to "resurrect" a character, the players will begin to lose the "edge" that role-playing in a dangerous situation has. Soon, you'll find it difficult to ever kill a character permanently.

As far as your other questions go, it is pretty much up to you how you pull this off. Definitely use occulttech and technohorror. Mix with some fear and terror, and throw in a few measures of domination. That's what makes a Tharkold "deadborg."

I have just gone through the *Los Angeles Citybook* and was impressed by both its design and execution. However, how can so many groups like Orrorsh vampires, Cyberpapal gangers, Nile Empire weird scientists, Nippon Ninja, etc. operate in a Tharkold Pure Zone, when a) World Laws such as the Power of Fear can't work and b) many of these guys are not possibility-rated, so they can't create reality bubbles and they have to worry about transformation.

Also, how did the Nippon Ninja get 16 Dexterity's, anyway?

— Sandy Addison
Yellowknife,
NWT, Canada

We're very happy you liked *LA*. We've gotten a very good response from just about everyone (though there are a few retailers who were worried about the girl in the skating outfit on the cover — no mention of the bloody fingerprints; just the girl).

We've contracted for the *Tokyo Citybook* which will be both the same and different (isn't that an annoying phrase?) as *LA*. Naturally, its layout and presentation will be customized to fit the "feel" of Tokyo, and the infor-

mation will be very different. However, we will stick with the overall "hot" look. One change: there are going to be more stats and adventure hooks, etc. throughout the book — players will just have to be a little more careful what they read. We've gotten the first draft in, and it looks *great*.

But on to your questions: the "contradiction boys" actually function fairly well in and around LA. Many have bases outside the actual pure zone, while others are not hampered too terribly by the Tharkold axioms. The vampires can't use the Power of Fear in the zone, but they've got other tools. The ninjas had better use reality bubbles if they want martial arts, and the Cyberpapal gangers — well, their cyberware is supported, as is most of their spiritual stuff. The world laws can cause problems, but that's what talismans are for.

And speaking of talismans, the Nile Empire "ambassadors" to LA — those wacky weird scientists of the Legion of Doom — do seem to have one particularly awesome talent. It was recently discovered that they had somehow (probably when raiding museums for eternity shards) gotten the group power *create talisman* — it's very similar to *create hardpoint*, except, for some reason, it only creates Nile Empire/Terran talismans. They are currently producing them as part of a particularly vicious plan — those of you who attended West End's GenCon adventure may know what I'm talking about. The rest will have to wait until *Infiniverse Update, Volume II*.

Oh, and about those *Dexterity* discrepancies: take a look at page 58 of the *Nippon Tech* sourcebook. Ninjas are given three extra attribute points that they can apply to their *Dexterity*. What *wasn't* mentioned there (and what was compounded by an error on the "Corporate Ninja" template) was that these three points can "push" past

the attribute limit of Nippon. This is one of the reasons ninja cannot spend possibilities on their *reality* skill — their very existence is a perversion of reality and martial arts. They belong, wholly, to no one cosm or discipline. In Nippon, they do not contradict, but in Tharkold, they must be *very* careful.

1. How big is a primary reality tree in terms of height and weight?

2. How far can a Nile fifth planting spirit roam? Out of the realm? If it possesses a body and leaves the realm, what happens? What if it gets killed out of the realm?

3. Does a reality tree mixed zone require secondary trees? What if there is only a primary tree?

4. Does kinetic armor protect against "physical" magic, such as a altered fireball, lightning bolt, or death shout?

—Daniel Pogoda
Brooklyn, NY

We're going to take these a little out of order — not to heighten the suspense, trust us.

1. Reality trees are funny things. Once they reach maturity, they grow to different sizes — and different shapes — depending on where they are and who resides in them. Generally, they reflect both the surrounding vegetation — to "blend in" — and the personality and characteristics of the person inside. A large, powerful man in a reality tree in temperate Core Earth, for example might resemble a giant oak or redwood. A lithe elven woman who relies on magic and stealth might cause an Ayslsh tree to grow similar to a thin beech or willow. It is not terribly important how large the tree is — just so long as the person is in it. The "mass" comes from its power.

3. Reality trees seldom create anything *but* mixed zones — that's their nature. There are exceptions — a Core

Herald Messages

An Ayslsh and a Core Earth reality tree have been established on a famous ex-Beatles' estate. Also, the *Blaireau* (humanoid badgers) are trying to duplicate the Core Earth reality technology to enable Earth to form a truce with the High Lords.

— Kenneth Boyd
Merriam, KS

Storm Knights investigating a robbery at the new Smithsonian Museum in Los Angeles discovered a Tharkoldu plan to harness the power of magical energy from Avalon in a new plot to expand the Tharkoldu realm

— John Kahane
Ottawa, Ontario, Canada

The Order of the Shard has defeated Robert Smith, son of William Smith, the discoverer of the fecund seed. The young scientist's attempts to put the seeds in computers and ship them to Japan have been foiled. Now the group is travelling to the Phillipines to capture Su Ho, Smith's backer.

— Steve Crow
North Liberty, IA

"Help! Our Perseverance has fallen, and we can't get it up!"

— Storm Knights utilizing the new Hachiman "Horror-no-More™" telelink

— Brian Schomberg
Prescott, WI

"I am the sinewy serpent that stalks the shadows ...

"I am the fuzzy dice on the dashboard of Justice ...

"I am *Nightwalker!*"

— An appropriately dramaticentrance by the Nile Hero "Nightwalker."

— Daniel Pagoda
Brooklyn, NY

One Night and One Night Only at the Hard Point Cafe, Houston:

Two Live Edeinos!

doin' their smash:

"As Lanala as they wanna be!"

— Bill Bracken
Jonesboro, AR

Earth person in the tree planted in Core Earth would create a dominant zone — but that is the general rule. Secondary trees are never "required" — just helpful.

4. Kinetic armor protects against any physical attack — no matter what *caused* the attack. Fire, lightning, sonic attack — those all cause damage physically by going through the armor. Spells, miracles, psionics, etc. that ignore normal armor (like a spell designed to directly affect a character's *Toughness*) ignore the armor.

2. Fifth-planting Nile Empire gospog can roam up to their *Spirit*+5 away from their field without a body. Due to the nature of the reality storms surrounding the Nile Empire, they cannot cross the outer boundaries of the realm — however, if a fifth-planting

gospog was somehow "made" outside the Empire, then it could roam in any area it wished. Once "constructed," the gospog have similar abilities as other gospog — they do not cause contradictions normally and they do not disconnect. They are walking "mixed zones." Possessing another body, however, outside the Nile Empire might cause the creature to disconnect.

This goes for gospog that leave the realm in a body as well. Killing one outside the Empire is the same as inside the Empire — they flee back home to recuperate. They are protected by their natures even outside Terra's axioms.

☒

