

# INFINIVERSE™

Volume 1, Number 28

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

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### Contributors This Issue:

Greg "Big-ticket item" Farshtey, Brian "The front page again?" Schomburg, Bill "But Albany is beautiful this time of year ..." Smith, Ed "Card deck a day" Stark, Randle W. "Along for the ride" Hodge, Jr., Pete "If this keeps up there won't be any more room on the front page, guys" Venters



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Trick or treat, and guess what? That seven-foot tall vaguely lizard-looking thing with the sword at your door would really rather have your possibilities than, say, a bag of Mobius Munchos or Gaunt Gum.

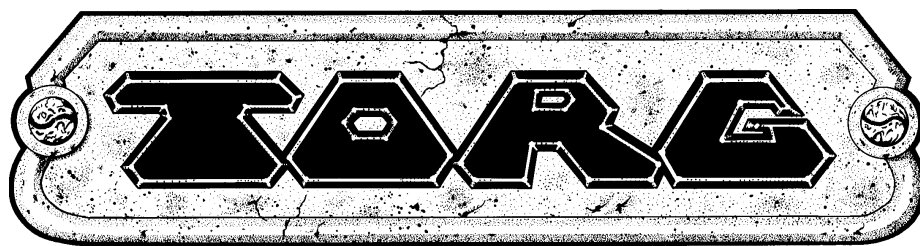
More novel talk, folks. By now, you have hopefully seen Nigel Findley's *Out of Nippon* stealth into your stores (and if you haven't, go have a long talk with the store manager, preferably with a ninja by your side). Those of you lucky enough to snap up early copies now know why we've been so excited about this project here at WEG — not only is it good *Torg* fiction, it's just good *fiction*.

We do have some changes to our novel schedule, as discussed last month. *Interview With Evil*, the Gaunt Man autobiography, has been moved up to May of '93. *City in the Sky*, Bill Slavicsek's Space Gods novel, has landed in August of next year. And

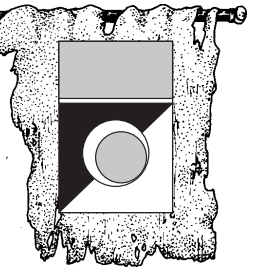
*Berlin Rezoned*, the inside story of the new Tharkoldu-Nile mixed zone in that city (yes, that's what we said) will be ready for your eager eyes in October of next year.

In other novel news, Greg Farshtey's *The River of God*, the novel which introduces the universe of *Shatterzone*, hits the stands in November (just in time for Christmas shopping for that SF fan on your list). The second *Shatterzone* novel, *Sole Survivor*, by Shane Hensley (author of *Temple of Rec Stalek* and *When Axioms Collide*) arrives at bookstores in January of '93. And the third SZ book, *Beyond the 'Zone*, by our own Ed Stark, will appear in April.

Finally, there are tentative plans (so don't tell anybody) for a *Paranoia/Torg* crossover novel or anthology for next fall. So be alert (or play an *Alertness* card), trust no ... um ... High Lords and keep your ... er ... um ... eternity shard handy.



# Rumors and News



**F**irst 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 #26

1. A new cartoon, "Reality Rangers," depicts Japan as the site of an invading realm. Controversy is swirling around it, but it's False (11).

2. Ayslish Corsairs sailing the Mediterranean, sacking Cyberpapal cargo ships and Nile Empire military vessels. True (15).

3. Kanawa Corporation exploratory oil-drilling rigs vanishing in the Antarctic. True (15).

4. Yakuza attempting to forge alliances with the Mafia and South American drug cartels. False (11).

### Continuing Report: Issue #25

1. Techno-demons creating havoc in Surrey, England, while dark mages seek them out for exchanges of spells. Slight jump to True (18).

2. Rumors of secret rocket launch sites in the Sudan — Martians from

Terra are trying to go home "real soon." Rises to True (19).

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." Calling Greenpeace — it's True (40).

### The Wrap-Up: Issue #24

1. Akashans volunteering their assistance, as edeinosaurs and other Living Land creatures flee troubled Eastern Land. Finishes at True (19).

2. Yugoslavia becoming a focus of conflict between the Cyberpapacy and Mobius. Almost a new record — True (85).

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. A nice jump to end at True (30).

4. Have a Nile weird scientist and a Victorian occultist worked together to create an "Isle of Doom?" A definite no — False (35).

5. New Orleans facing numerous Orrorshan intrusions. A squeaker, finishing at True (13).

## Top Ten Storm Knight Pet Peeves

10. Possibility expenditure not tax deductible.

9. Martyr cards.

8. People are afraid it's contagious.

7. Perseverance checks.

6. Those pesky, rule-enforcing gamemasters.

5. Darkness Devices always in a bad mood.

4. Trying to invoke reality storm after spring break at Kennedy's.

3. High Lords tend to never get the punchline to jokes.

2. Ammo rationing.

And the number one Storm Knight pet peeve:

1. No paid vacation or dental plan. — Randle Hodge, Napa, CA

## Top Ten False Identities of Dr. Mobius

10. Elvis, pre-Vegas.

9. George Bush, articulating his long-term hopes for the economy ("Fools! I will crush you all!")

8. Five of 3327's six clones.

7. Clemeta.

6. Greg Gorden and/or Ray Winner ("Oh, no! I have failed!")

5. Skippy the edeinosaurs

4. Oprah Winfrey ("Today: High Lords — Murdering Monsters, or Just Misunderstood?")

3. Delphi Council Director Ellen Connors' masseuse.

2. The Unknown Comic.

And the number one false identity of Dr. Mobius:

1. Cindy Crawford ("Wow, what great ... gizmos.")

## Top Ten Reasons *Infiniverse* #26 Shipped Late

10. "Star Wars, 2nd Edition is almost done!"

9. "I thought YOU had the stamps!"

8. We were waiting for the economy to recover.

7. The Post Office declared Honesdale a "no-fly zone."

6. We wanted it to be perfect.

5. Mail carrier got lost in the Deep Mist.

4. We wanted to keep up with everyone else in the industry.

3. Our printer ran out of eternium.

2. What do you mean, they changed the calendar 600 years ago??

And the number one reason *Infiniverse* #26 shipped late:

1. What's your security clearance, Citizen? ☒



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

**T**his month: letters G-R in the continuation of the comprehensive index to *Torg: Roleplaying the Possibility Wars*.

## Key

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



**g**amemaster — AB 2-5  
 describing the scene — AB 4  
 player's wishes, responding to — AB 5  
 role of — AB 2  
 setting the tone — AB 4-5  
 suspension of disbelief — AB 5  
**gamemaster characters** — WB 3; AB 29-30  
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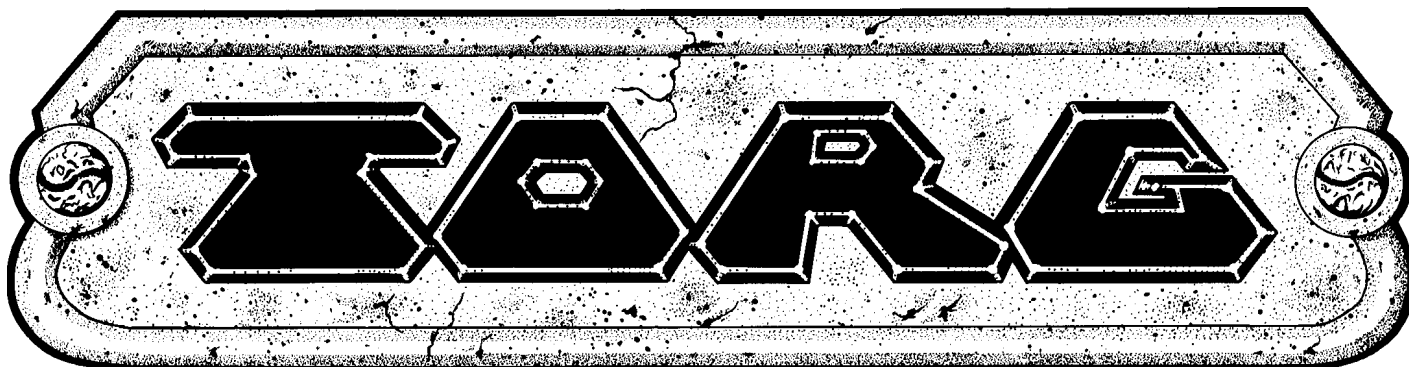
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# Dispatches and Rumors

## ispatches

1

Paris Liberté has begun the long struggle to retake France from the anti-pope Malraux. The Paris Commune has found itself receiving support from a new group called the Citizens of Free Resistance (CFR). The CFR, apparently an amalgam of advanced technology professionals, academicians and military strategists, have finally put forth a concrete strategy for fighting the all-consuming ways of the Cyberpapacy. They have been testing their theories in the Seine-et-Marne area of the Region Parisienne, and finding remarkable success.

First, they have been posing as cyberpriests and begun the slow, laborious process of deprogramming those addicted to HolyVids. Using their false credentials, they have also gained access to the GodNet, encountering minimal problems with church guardians. Under this guise, they have been retrieving the orders given to various arms of Malraux's CyberChurch. Then, using distant, quasi-independent operatives, they have been disrupting these plans, so that the Church believes the disturbances are coming from unconnected gangs and revolutionaries, rather than from a well-disciplined military organization.

Unfortunately for the CFR, their doings have not gone unnoticed by Nippon and Tharkoldu agents in the Net. While neither side has any love for the Cyberpope, they would prefer that any information on his plans be turned over to them rather than to the Resistance. Both sides are planning ambushes of CFR representatives the

next time they enter the Net. Even should they fail to capture one, there is the possibility that they will blow the agents' cover and destroy the effectiveness of the CFR.

**Critical Event:** The Knights learn of the planned ambushes and must protect the CFR agents, quite possibly by posing as cyberpriests themselves and acting as bodyguards, both inside and outside the Net. Stopping the Nippon and Tharkoldu ambushes so the CFR can continue its work is a *Good* result (6 or more); allowing them to ambush or expose the CFR agent is a *Bad* result (3 or less).

2

The Storm Knights are hired by a member of the Sign of Six, the Orrorshan secret society, to investigate reports that an ancient horror has been unleashed in New Guinea.

When the Knights arrive, they find that Papua is under attack by a horde of what appear to be small, winged serpents. They attack in swarms and savagely tear at their victims with their needle-sharp fangs.

Further investigation reveals that they seem to be concentrated in an area in the jungles just outside of Papua. It is here, in a ruined temple, that the Knights will find a seltrak brood mother and the secret behind the attacks. The creatures are Tz'Ravokian, émigrés from the cosm of the ravagons. The brood mother came to Earth as a larva incubating inside the body of a larger creature. Shortly after arriving, the brood mother exploded from its "nest" and rapidly grew to full size. Sensing that ravagons had been in this temple sometime before, it took up residence here and began to give birth.

Its senses did not lie — ravagon Denyers were here at some point in

the past, hiding an eternity shard so that their brothers who followed the Gaunt Man could not make use of it. It now rests atop an altar in the temple and is guarded by the brood mother and her charges. She feels certain that ravagons will return to this place to reclaim this artifact that reeks of Tz'Ravok, and she intends to be there to "welcome" them.

### Seltrak Brood Mother

#### DEXTERITY 8

Dodge 9, flight 15, maneuver 12, unarmed combat 18

#### STRENGTH 25

Lifting 28

#### TOUGHNESS 30

#### PERCEPTION 14

Find 18, tracking 20, trick 17

#### MIND 7

Survival 19, test (25)

#### CHARISMA 5

Charm (25), persuasion (30), taunt (16)

#### SPIRIT 4

Intimidation 21, reality (Tz'Ravok) 14

#### Possibilities: 20

**Natural Tools:** wings, speed value 9; fangs, damage value STR+4/29

**Description:** The Seltrak brood mother is a much larger (roughly three meters long) version of the hordes that have been attacking Papua. It has leathery wings like those of a bat, with a wingspan of six meters. Its body and head are those of a serpent.

### Seltrak (20)

#### DEXTERITY 11

Dodge 15, flight 13, maneuver 13, unarmed combat 14

#### STRENGTH 11

#### TOUGHNESS 16

#### PERCEPTION 10

Find 12, tracking 11, trick 12

#### MIND 4

Survival 11, test (20)

#### CHARISMA 4

Charm (25), persuasion (30), taunt (15)



#### SPIRIT 4

Intimidation 17

**Additional Skills:** one at +2 adds

**Possibility Potential:** some (70)

**Natural Tools:** wings, speed value 10; fangs, damage value STR+4/15

#### *Mask Of Ershan*

**Cosm:** Tz'Ravok

**Possibilities:** 40

**Tapping Difficulty:** 16

**Purpose:** To enable the strong to better dominate the weak

**Powers:** Provides a +3 bonus to uses of *taunt*, *intimidation*, and *test*

**Group Power:** *Create Talisman*

**Restrictions:** The powers of this shard cannot be used by Nile characters with Good inclinations or characters with adds in *honor*.

**Description:** The Mask is a thin stone mask which moulds its shape to fit the contours of any wearer. The stone is veined in red and blue.

**Critical Event:** The Knights must defeat the brood mother and her children and claim the shard. Doing so is a *Good* result (6 or above). Failing to do so is a *Bad* result (3 or below).

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## The small, winged serpents — émigrés from the cosm of the ravagons — attack in swarms and savagely tear at their victims with their needle-sharp fangs.

---

3

The Storm Knights are contacted by Rauru Block agents who inform them that a successful raid has been carried out against a Hachiman Arms factory, thanks in part to information gathered by the Knights in a previous adventure. The Knights' reward is waiting in a warehouse in the city of Sapporo on the island of Hokkaido: a crate of SC Kyogo 144s and hand lasers. All the Knights have to do is claim it.

Unfortunately, that won't be as easy as it sounds. The Kanawa Corporation has been tracing the stolen goods and five fifth-planting gospog have been dispatched to retrieve it.

As if that were not bad enough, this particular warehouse is on territory claimed by both the Sebaru Yakuza

family and an upstart group that wishes to take over Hokkaido.

Things will be relatively quiet when the Knights first arrive at the warehouse, and the crate will be where they were told it would be. As soon as the Knights get their hands on it, the gospog will smash through one of the walls of the warehouse and attack. They want the crate back — once they get it back, they'll leave. But if the Knights stand between them and what they want, they'll gladly incinerate the obstacles.

When (and if) the Knights move outside, they'll find themselves in the middle of a Yakuza gang war. Their auto (if they had one) will be in the line of fire. But if they're smart, maybe they can find a way to set one menace against the other, while making clean their escape.

#### Gospog of the Fifth Planting (5)

DEXTERITY 9

Energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10

STRENGTH 8

Climbing 9

TOUGHNESS 21

PERCEPTION 11

Find 14, tracking 12, trick (25)

MIND 8

Willpower 11

CHARISMA 7

Charm (20), persuasion (20), taunt (20)

SPIRIT 7

Intimidation (20)

**Equipment:** armor, TOU+7/28; shimsi sword, damage value STR+5/13; two SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; chest-mounted flame-thrower, damage value 18, range 3-10/40/100; heat-seeking throwing stars, damage value 11, range 3-5/10/15; jet-pack, TOU 17, speed value 13; self-destruct mechanism, damage value 32, blast radius 0-5/15/40

#### Yakuza Soldiers (50)

DEXTERITY 9

Dodge 10, fire combat 13, melee weapons 10, unarmed combat 11

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, trick 9

MIND 7

Test 8

CHARISMA 8

Taunt 9

SPIRIT 7

Intimidation 9

**Additional Skills:** three at +1 adds

**Possibility Potential:** some (50)

**Equipment:** 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; Sansu 11mm, damage value 17, ammo 10, range 3-15/35/100

4

A maxim of the Nile Empire is that men who try to rise above humanity often fall below. Such is the case with the Mystery Man named the Golden Sun. In an effort to increase his already formidable powers, the Sun consumed a bizarre potion which altered his body chemistry. Though it did increase his height, strength and powers exponentially, it also drove him mad, filling him with an urge to kill and destroy.

Unfortunately, his altered state gives him the power he needs to do so. He now towers more than five meters high, and his powers are such that no Mystery Man or group of Mystery Men have been able to stop him. Dr. Alexis Frest believes that he may have a cure for the Golden Sun, but he will need the berserk man-monster subdued first.

That's where the Storm Knights come in. The Golden Sun has taken to stalking only at night, when his light-based powers can be used to their greatest effect (since the luminescence of his electro-ray blast, for instance, can dazzle unwary onlookers). He seems to be working his way eastward from Cairo — perhaps some dim memory is spurring him on toward Thebes. At any rate, the Knights will need to set up an ambush and try and stop the Golden Sun before he causes any more destruction.



To make things worse, Mobius has learned of his old foe's condition and is plotting to turn him into a tool of evil. It is possible that some shocktroopers might show up at an inconvenient time and try to capture the Golden Sun, no doubt wrecking whatever plans the Knights might have made.

**The Golden Sun (altered)**

**DEXTERITY 14**

Dodge 15, energy weapons 18, fire combat 18, maneuver 15, unarmed combat 19

**STRENGTH 23**

Lifting 25

**TOUGHNESS 25**

**PERCEPTION 10**

Find 12, trick (20)

**MIND 6**

Survival 9, test (25)

**CHARISMA 6**

Charm (30), persuasion (30), taunt (30)

**SPIRIT 6**

Intimidation 20, reality (Nile Empire) 18

**Possibilities: 30**

**Powers:** electro-ray, value 33, range 3-10/25/60; teleportation, value 25; adventure cost : 9

**Description:** The Golden Sun wears a gold and white bodysuit and cowl (which, fortunately for the sensibilities of countless Nile residents, grew with him). He had always been a relatively nonviolent Mystery Man, preferring to use his powers only to stun adversaries. But the serum that affected his mind has convinced him that everything about the Nile Empire is evil and must be destroyed. Anyone who tries to stop him is obviously a tool of Mobius and must also be crushed.

Note that the serum's effects have, for all intents and purposes, transformed the Golden Sun into a creature. Therefore, he can violate the cosm attribute limits without fear of contradiction.

**Rumors**

**1**

The Guildmaster has set up a Storm Knight training facility on a remote Hawaiian island.

The island of Kulakai has been renamed "Storm Island." A staff of trainers in various disciplines potentially useful to stormers has been installed, and the search has begun for Knights willing to accept training in exchange for future services.

One of the most useful aspects of the Guildmaster's program is the adaptation of military simulation technology to the process. The trainers set up "war games" between various groups of Storm Knights. Their weapons are refitted with laser sights which are connected to the firing systems. The guns are then loaded with blanks for proper recoil (or energy weapons are modified to fire harmless beams of light), and each participant is fitted with a laser-sensitive harness, which registers hits. However, spell casters are given small computers the size of a TV remote control. The computer is given the specifics of the spell and, when a button is pushed, the computer sends a signal to the harness, which registers the effect.

The training and simulations combine to produce some of the most skilled stormers anywhere, and both Knights and servants of the High Lords are clamoring for inclusion in the program.

—Ron Strong,  
Carson City, NV

**2**

As a master of "technological" horror, Skutharka is well-suited to challenging Nippon Tech. His most recent scheme is particularly cunning. The Nightmare has sent his primary agent, Mr. Ho, to the Philippines. Ho, along with several occultists, have recruited some remnants of the Hukbong Mopogpalaya ng Bayan, the former People's Liberation Army who fought against the Japanese in World War II.

Convincing the "Huks" that the Japanese are once more a threat, Ho has used them to gather the blood of 66 individuals who witnessed the landing of General MacArthur and his troops at Lingayen Bay in the northern Philippines. The blood is to be used in an occult ritual that will summon the spirits of those who died in the landing. So powerful is the ritual that it will

give the spirits an actual physical presence, as well as resurrecting the vessels lost in the operation. This undead fleet will be sent to attack Tokyo.

Among Ho's allies in this operation are the sister of the infamous sorcerer Kibos (see *High Lord of Earth*), a ravagon veteran, 30 first-planting gospog and chthon. The blood has formed itself into a blood golem, which must be defeated in order to shatter the spell.

—Steve Crow,  
No. Liberty, IA

**3**

The legendary resting place of King Arthur, Glastonbury Tor, has become the focus of intense scrutiny by the Ayslish Home Guard. A number of Storm Knight groups have vanished in the area under mysterious circumstances, and a woman who matches the literary descriptions of sorceress Morganna LeFey has been spotted nearby.

Ayslish mages sent to investigate the site have detected faint traces of magic that may be associated with an extradimensional gate spell. It has also been reported that a young woman apparently "emerged" from the Tor, claiming that Avalon was in danger and aid was needed. She then vanished before a hundred witnesses.

—John Kahane,  
Ontario, Canada

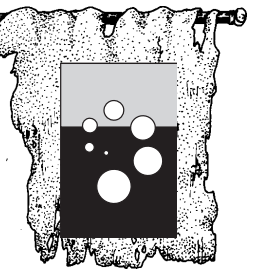
**4**

The Philippine Islands have become a center of Storm Knight activity, as several factions search for Yamashita's gold. This vast treasure was stolen from the Philippines and other nearby islands by the Japanese during World War II, but they were unable to remove it before the Americans retook the region. The treasure is said to include gold, other precious metals and religious artifacts and be scattered about the islands.

Both Nippon Tech and the Cyberpapacy have dispatched agents to search for the treasure, while Tharkoldu and Orrorshan emissaries are attempting to prevent either side from getting their hands on it.

—Ron Strong,  
Carson City, NV 

# Your Letters



Just what happened to the Darkness Device the Carredon offered Decker in Storm Knights?

Also, the *Torg Rulebook* made moving a Darkness Device seem like a big deal. In the case of Drakacanus, Malgest and Daikoku, can't they simply be hefted up and carried around? Can Darkness Devices move by themselves or resist being moved by characters?

— Christopher Hudson,  
Newark, DE

Interesting questions, Chris. First off, the Darkness Device the Carredon showed Decker does not exist. Remember, it was supposed to be a "gift from the Gaunt Man." Had Decker accepted this, he would have received a heap of Corruption points and be that much closer to falling under the Gaunt Man's sway.

John Terra's upcoming novel, *Interview With Evil*, gives some insight into the nature of Darkness Devices, a bit of which we'll share with you. Darkness Devices begin their existences as animate beings, portions of the Nameless One's lifeforce. Until they become fully attuned to their first High Lord, they retain some humanoid features and can be carried around by their High Lord. They will violently repel any attempts by anyone else to lay hands upon them.

Once they become fully attuned to High Lord and reality, they take on the shape of an inanimate object connected to that reality and the *Torg* rules governing movement restrictions on Darkness Devices kick in.

If someone knows a group power, can that person teach it to someone else without using an eternity shard?

One of my players is a Mystery Man. Recently, he designed a FireBlaster pistol. He found the range a bit limited. Is it possible to boost

the range of this weapon? If so, how?

— Roger Myhre,  
Oslo, Norway

Yes, it is possible, Roger. We have already established that once characters have acquired the group power from a shard, they no longer need to possess it to use that power. If someone new joins your party, he may spend a Possibility to become eligible to support the power's use. Or he can be "sparked" by one of the bearers — the new character must spend as many Possibilities as the bearer originally spent. He will then become a bearer of the power in his own right.

Yes, it is possible to increase the range of this weapon using a booster. You can either mark one of the existing boosters on your blueprint as applying to range, or you can rebuild the gizmo and add another booster that will apply to range.

If a Storm Knight rolls a 1 on a reality skill check, does he disconnect or transform?

— Scott Mitchell,  
Chicago, IL

No, you can't disconnect using your reality skill. You have just rolled really badly.

As I understand it, the Cyberpapal Darkness Device is the GodNet. Does this mean that a device (such as a nuclear bomb) that causes an electromagnetic pulse could destroy it? Also, where is the Cyberpapal Darkness Device located?

— Sam Thornton,  
Essex, England

Sorry, Sam, no such luck. On page 19 of *The Cyberpapacy*, it states that the Darkness Device is "linked" to the GodNet, and a VX image of it resides at the center of the GodNet. But it and

the GodNet are not one and the same.

Physically, the Darkness Device resides in Malraux's palace at Avignon.

There will be more details on the Cyberpapal Darkness Device in *Infiniverse Update, Volume II*.

1. Is Mobius nuclear-capable yet? Malraux? Jezrael? 3327?

2. To what extent has Magna Verita built up its technology?

3. Why doesn't Baruk Kaah invade Marketplace?

— Patrick Flanagan,  
Freehold, NJ

1. Mobius' scientists are still studying the bomb confiscated from the Libyan oil fields. Malraux and 3327 are certainly capable of nuclear destruction (but why bother? It's hard to get possibility energy from piles of ash.) As for Jezrael — Tharkoldu technology may have gone in a different direction and not emphasized nuclear devices as some other cosms did.

2. Not a lot. Magna Verita, despite its increased *Tech* axiom, remains locked in a medieval mindset.

3. Baruk Kaah has been losing territory, maelstrom bridges, and possibility energy at a frightening pace. He is battling 3327 and enjoying an uneasy alliance with Jezrael. His Darkness Device is paying an increasing amount of attention to the Land Below. He can't afford to split his forces and it's doubtful Rec Pakken would back another risky venture at this point.

Can an Orrorshan shapeshifter be transformed to Aysle and retain the shapeshifting skill? Can she be transformed to Nile and keep it as a pulp power?

— Will Cinburri,  
Bethpage, NY

If your character has the shapeshifting skill and is transformed to

another reality, she still possesses the skill. But it's now a contradiction for her to use it anywhere — a one-case in Orrorsh, a four-case everywhere else, because she can no longer support it.

**I noticed in Rumor #3 of *Infiniverse* 22 you reference the collapse of the Soviet Union. Huh? Why would the Soviet Union collapse on Core Earth? It makes no sense. Why would the republics disband from a nation with the strongest military in the world? Besides, the Communist Party has a great propaganda tool: none of the invading realms have affected them.**

— Richard Tomasso,  
Merrimack, NH

This is the kind of question we like here at *Infiniverse*: the kind that can precipitate a nice, juicy debate. You raise some valid points, Richard, so here's our take on the subject:

Yes, the Soviet Union repelled the Tharkoldu invasion. They then sat there and did nothing to help anyone else, their mighty military machine lying dormant. Those within the USSR who wanted to encourage closer ties with the West saw it as the squandering of an opportunity to gain allies. Those of a more militaristic bent didn't understand why (a) the Soviet army wasn't sent against, say, Aysle and (b) why the USSR wasn't taking advantage of confusion in the West to conquer Western Europe, etc.

All of this led to a semi-successful coup against Gorbachev, and Yeltsin's subsequent stand against the conservative elements in the land. Those republics who wanted independence (fearing domination by the old-style hardliners in the Kremlin) were granted it, for a civil war in the face of the Possibility Wars would be a bad idea.

There's more on this in the *Delphi Council Worldbook*, but that's the answer in a nutshell.

**I'm sorry that this is the first response I have submitted, ever. I've been playing ever since the game came out, and frankly, I must say that *Torg* is a revolutionary concept in roleplaying games. A welcome one, as well. Unfortunately, I have diffi-**

## Herald Messages

"Ninja are just thugs in funny clothes. Stick a big gun in their face and they spill everything."

— Dr. Christine "Doc Boom"  
Howitzer

Tharkoldu expansion proceeds apace, with San Diego under siege. Sterret is currently in the Living Land, holding talks with Kaah.

Comaghaz plague now reported as far north as Regina. Substantial cell activity found in Los Angeles. Massive combat reported between the Comaghaz and the techno-demons.

Japanese scientists claim the Earth may be slowing down again. The truth of this is unknown.

— Patrick Flanagan,  
Freehold, NJ

"Stanley and the Puppeteer are banished from the Abbey of Skellig Michael. Their evil did not prevail."

— Father Paul Morning

"Don't be so sure, Father Morning. Don't be so sure."

— Victor Manwaring

"Tell Reality Solutions, Inc. that 'those damned demons' are already aware of Zonec of Akasha and the Kat. Our hunting packs are eagerly seeking them out, and we promise to give them a proper burial — in the gospog field."

— Jezrael

In alliance with the Warrior of the Dark, techno-demons have created a magical gateway between Los Angeles and the tunnels beneath Aysle. The demons are assisting the potential High Lord by using occulttech implants to provoke key half-folk into rioting, while Dark mages inscribe new spells for the demons.

— Steve Crow,  
North Liberty, IA

"If you like your men hard and shiny, I'm the one for you, babe."

— The last smart comment  
Skyjack makes to Eliza Roma

Dear governments of the world: We've left corporate ninja splattered, battered and tied up at crime scenes all over the world. Haven't any of you noticed a trend developing here?

— Scott Darley,  
Coryville, FL

"A Core Earth reality tree in Tokyo! It'll be destroyed! You made it invisible with a Nile gadget and hid it on top of a skyscraper? Are you serious? Oh God, is 3327 going to be ticked off!"

— Arthur Hill, agent of the  
Whisper, upon receiving a  
Storm Knight's report

"Abomination before God? I got your 'abomination before God' right here!"

— Rex the edeinis paladin  
while fighting Cyberpapal  
Inquisitors

**culty keeping up with the fast pace the wars go at. Even though I am a year behind, should I still send in my adventure results?**

— Joe Nikolaus,  
Hartland, WI

Yes, yes, yes. While you may be behind the official WEG campaign, that does not mean we are not interested in what your group has or has not accomplished. We're interested in what every group that plays this game does, thinks and feels — it helps us to judge the strength of past products, gives us ideas for possible future ones, and also hints at directions people would like to see the overall campaign go.

We had a number of people at GenCon as us if it was too late to get

involved with *Infiniverse*. The answer is absolutely not. If, say, Tharkold had not come down in your campaign yet, there are Nile, Aysle and Cyberpapal dispatches and rumors you can use. And when you do drop one of our newer realms in, *Infiniverse* will be there for you to use.

We've received a ton of new subscriptions in the last few weeks, so we're proud to say that, more than two years into this grand experiment, *Infiniverse* is still going strong. 