

INFINIVERSE™

CAMPAIGN GAME

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It's Beginning to Look a Lot Like Gaunt Man

(To the tune of "It's Beginning To Look
a Lot Like Christmas")

It's beginning to look a lot like Gaunt
Man,
Everywhere you peer,
The vampyres haven't slept,
Therels bloody prints where some
creeps have crept,
The scary kind that remind of the
Power of Fear.
It's beginning to look a lot like Gaunt
Man,
Horror's on your face,
But the scariest sight you'll see,
Where the maelstrom used to be,
Is just an empty space.
Chthons and amphids and green
things that eat kids are shambling
up your walk,
Ravenous gangs of fellows with fangs
and complexions somewhat like chalk,

And the Carredon can hardly wait for
its next chance to stalk.

It's beginning to look a lot like Gaunt
Man,
And hel's good for a scare,
Just remember your Christmas trees
Good for stakes, that just might be,
Your only prayer.

Yes, it's holiday time again, and in
the true spirit of warmth and giving,
West End is bringing back the Gaunt
Man in (appropriately) *The Gaunt Man
Returns!* Forget that guy in the red suit
- go for the one in the black cape:

He sees you when you're sleeping,
And you might not awake,
He thinks that being bad is good,
And your life hels sure to take.
So feel free to scream, feel free to moan,
Feel free to call "911" on the phone,
Salisbury's coming to town!

REALITY CHECK

by Brian Schomburg

A rarely visited section of the GodNet:
the Cyberpope's virtual reality shopping complex.



Rumor Report 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 #28

1. The Guildmaster has set up a training facility on a remote Hawaiian island and is using military simulation technology. Starts at False (13).

2. Skutharka has used the remnants of a Phillippine resistance army as part of a ritual to summon the spirits of those who died in MacArthur's landing. Starts at False (13).

3. Morganna Le Fey sighted near Glastonbury Tor, where a number of Storm Knights have disappeared. There may be a connection with the pocket dimension of A valon. Starts at False (13).

4. The search is on for Yamashitals gold in the Philippines, with Nippon, Cyberpapal, Orrorshan and Tharkoldu

emissaries involved. Surprise, surprise, it's False (13).

Continuing Report: Issue 27

1. Yoshiko Nakata attempting to redirect Tharkold's wrath toward Russia by gathering evidence on "Project: Omen." Moving up the chart to True (20).

2. Reports that a Lorbaat known as "Kasak't" may have gained some measure of control over the Comaghaz virus. Hmmm ... flips to True (13).

3. The occultist responsible for creation of the *necrolepus vampirum* has been murdered, and there are fears that a shape shifting dragon with knowledge of the occult may be loose in A ysl. Continues to fall to False (18).

4. Island of Patuar in the South Seas under attack by Pyrian Fire Tamers. Casualties include a CyberFrench naval base and a Delphi Council monitoring station. Slight drop to True (11).

5. Burger Rex salad bar — featuring sentient Living Land plants — lands in court, but only briefly. Little bit of a jump to True (13).

The Wrap-Up: Issue 26

1. A new cartoon, "Reality Rangers," depicts Japan as the site of an invading realm. Finishes at a whopping True (45).

2. Ayslish Corsairs sailing the Mediterranean, sacking Cyberpapal cargo ships and Nile Empire military vessels. Drops slightly to end at True (35).

3. Kanawa Corporation exploratory oil-drigging rigs vanishing in the Antarctic. Holds steady to finish at True (19).

4. Yakuza attempting to forge alliances with the Mafia and South American drug cartels. Nope, think a

Contributor News


Some big news this month (yes, almost as big as the Gaunt Man's return):

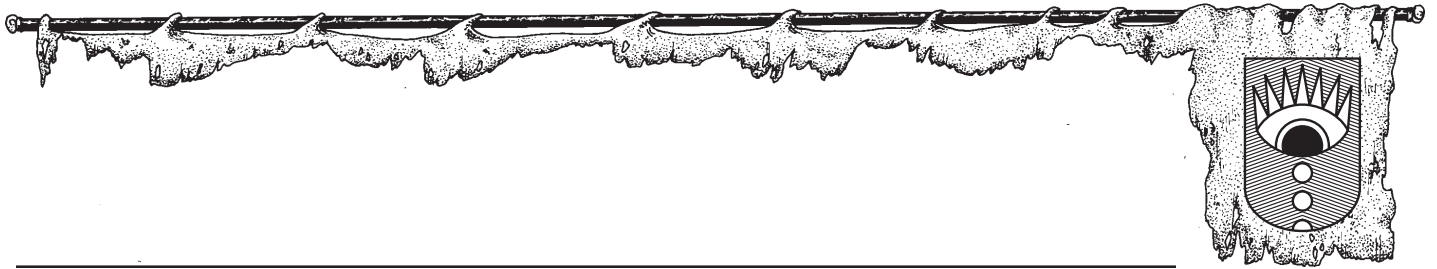
West End Games now has its own category on the GENie computer network! As of November 12, we're on Scorpials Games Bulletin Board, category 30. Our board will feature *Torg*, *Star Wars*, *Paranoia* and *Shatterzone* topics, along with (we hope) on-line games for all four lines! This is a great place to get the latest doings on events here at WEG and future plans for your favorite games. So if you're already a subscriber, log on and pay us a visit. And if you're not — well, the rather emaciated gentleman at your door would like to talk with you.

WEG has also made it on to America OnLine. Just where we'll be on that bulletin board isn't known at press time, but we will be there. And since we hate being lonely, we hope you will be, too.

Finally, the Gamers Hotline (1-900-737-5999) featured info on WEG's releases and other such things, for a mere \$1 a minute. This new phone service can save you from wondering what's coming out when.

Mini Madness

Lance and Laser has come out with a whole bunch of new *Torg* Miniatures blister packs. New figures include a ravagon, Storm Knight characters, Nippon gospog, a techno-demon, and many more. They're getting very good reviews from the folks who know minis, so check them out at your local game and hobby store. 



he following pages offer summaries of the basic information relating to all the known cosms and realms of the infiniverse.

These charts have been updated to include *all* the cosms covered to date, in one consolidated source listing the quantitative values used when dealing with those cosms and realms as

well as summaries of the axioms and every skill currently available in *Torg*.

Additionally, should more detailed information be required, page numbers are provided for easy reference.

THE AXIOMS OF THE COSMS				
Cosm	Magic	Social	Spirit.	Tech.
Aysle	18	18	16	15
Core Earth	7	21	9	23
Cyberpapacy	10	18	14	26
Orrorsh	15	20	17	19
Land Below	12	8	17	10
Living Land	0	7	24	7
Nile Empire	12	20	17	21
Nippon Tech	2	22	8	24
Star Sphere	7	27	13	30
Tharkold	12	20	17	26
Tz'Ravok	7	18	17	12
Aztec	14	20	17	16
Atlantis	10	10	13	19
Avalon	17	12	19	15

COSM LIMITS TABLE							
Cosm	DEX	STR	TOU	PER	MIN	CHA	SPI
Aysle	14	15	15	14	14	13	13
Core Earth	13	13	13	13	13	13	13
Cyberpapacy	13	13	13	13	13	13	13
Orrorsh	13	13	13	13	13	13	13
Land Below*	13	13	13	13	13	13	13
Living Land	13	14	14	13	13	12	14
Nile Empire*	13	13	13	13	13	13	13
Nippon Tech	13	13	13	13	13	13	13
Star Sphere	13	13	13	13	13	13	13
Tharkold**	13(17)	13(19)	13(24)	13(24)	13(25)	13(17)	13(24)
Tz'Ravok	14	17	16	13	13	13	13
Aztec	13	13	13	13	13	13	13
Atlantis	13	13	14	13	13	13	13
Avalon	13	13	13	13	13	13	13

* One Attribute may be as high as 14.
 ** Parenthesized values are the cosm limits for techno-demons.

LINK DIFFICULTY CHART														
Character is from:	Character is in:													
	AY	CE	CP	OR	LB	LL	NE	NT	SS	TH	TZ	AZ	AT	AV
Aysle	0	14	7	6	13	20	8	17	13	8	14	7	7	6
Core Earth	11	0	6	8	15	18	6	8	3	4	14	11	8	12
Cyberpapacy	12	9	0	9	17	21	8	12	7	3	16	8	3	10
Orrorsh	8	11	8	0	15	17	6	15	11	6	12	3	3	6
Land Below	4	11	7	3	0	15	3	12	17	3	8	15	12	10
Living Land	10	16	12	9	9	0	9	16	12	9	10	17	15	19
Nile Empire	10	11	8	5	14	16	0	12	8	3	13	5	3	8
Nippon Tech	11	5	7	8	16	19	7	0	3	5	15	14	11	16
Star Sphere	16	11	12	13	22	25	12	10	0	10	20	10	6	12
Tharkold	14	12	6	9	17	21	8	14	8	0	17	5	3	8
Tz'Ravok	6	10	7	3	12	15	3	12	8	3	0	11	10	13
Aztec	7	10	12	7	3	9	8	11	16	12	3	0	6	7
Atlantis	12	13	12	13	8	12	14	14	18	14	11	3	0	11
Avalon	8	12	13	11	3	8	12	12	16	13	8	11	7	0

Master Skill List

Skill	Available in Cosm? ¹										Skill Description	
	CE	LL	NE	AY	CP	NT	OR	SS	TH	LB		TZ
ADRENALIN SKILLS												
<i>(Dexterity)</i>												
Acrobatics	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	Torg Rulebook, page 49
Beast Riding	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	Torg Rulebook, page 49
Biotech Weapons	N	N	N	N	N	N	N	Y	N	N	N	Space Gods, page 54
Dodge	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 50
Energy Weapons	N	N	Y	N	Y	Y	N	Y	Y	N	N	Torg Rulebook, page 50
Fire Combat	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	Torg Rulebook, page 50
Flight ²	N	Y	Y	N	Y	Y	N	Y	Y	Y	Y	Torg Rulebook, page 50
Heavy Weapons	Y	N	Y	N	Y	Y	Y	Y	Y	N	N	Torg Rulebook, page 50
Lock Picking	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	Torg Rulebook, page 50
Long Jumping	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	Torg Rulebook, pages 50-51
Maneuver	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 51
Martial Arts	Y ³	N	N	N	N	Y ³	N	N	N	N	N	Torg Worldbook, pages 55-56, and Nippon Tech, pages 72-83
Melee Weapons	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 51
Missile Weapons	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 51
Prestidigitation	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 51
Running	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 51
Stealth	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, pages 51-52
Swimming	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 52
Unarmed Combat	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 52
<i>(Strength)</i>												
Climbing	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, pages 52-53
Lifting	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 53
WILLPOWER SKILLS												
<i>(Perception)</i>												
Air Vehicles	Y	N	Y	N	Y	Y	Y	Y	Y	N	N	Torg Rulebook, page 53
Alteration Magic	Y	N	Y	Y	Y	N	Y	Y	Y	Y	N	Torg Rulebook, page 53
Cyberdeck Operation	N	N	N	N	Y	N	N	N	Y	N	N	The Cyberpapacy, page 71, and Tharkold, page 41
Camouflage	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	The Storm Knights' Guide, page 66
Direction Sense	N	Y	N	N	N	N	N	N	N	N	N	The Living Land, pages 66-67
Disguise	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	Torg Worldbook, page 54, The Cyberpapacy, page 71, and Nippon Tech, page 83
Divination Magic	Y	N	Y	Y	Y	Y	Y	N	Y	Y	N	Torg Rulebook, page 53
Egyptian Religion ⁴	N	N	Y	N	N	N	N	N	N	N	N	The Nile Empire, page 64
Evidence Analysis	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, pages 53-54
Find	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 54
First Aid	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 54
Forgery	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	The Cyberpapacy, page 71
Heiroglyphics	Y	N	Y	N	N	N	N	N	N	N	N	The Nile Empire, page 65
Land Vehicles	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	Torg Rulebook, page 55
Language	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 55
Mathematics ⁵	N	N	Y ³	N	N	N	N	N	N	N	N	The Nile Empire, page 65
Psionic Manipulation	N	N	N	N	N	N	N	Y	N	N	N	Space Gods, page 54
Research	N	N	N	N	N	N	Y ³	N	N	N	N	Orrorsh, pages 68-69
Scholar	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 55
Scholar (Computer Science)	Y	N	N	N	Y	Y	N	Y	Y	N	N	The Cyberpapacy, pages 71-72
Scholar (Crafter)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Ravagons, page 43
Scholar (Faith) ⁶	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Ravagons, page 43
Scholar (Master Criminal) ⁷	N	N	Y ³	N	N	N	N	N	N	N	N	The Nile Empire, pages 65-66
Space Vehicles	Y	N	Y	N	Y	Y	N	Y	Y	N	N	Torg Rulebook, page 55
Tracking	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 55
Trick	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 56
Water Vehicles	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	Torg Rulebook, page 56
<i>(Mind)</i>												
Apportation Magic	Y	N	Y	Y	Y	N	Y	N	Y	Y	N	Torg Rulebook, page 56
Artist	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Torg Rulebook, page 56

Skill	Available in Cosm? ¹											Skill Description
	CE	LL	NE	AY	CP	NT	OR	SS	TH	LB	TZ	
Business	Y	N	N	N	N	Y	N	Y	N	N	N	<i>Nippon Tech</i> , page 84
Conjuration Magic	Y	N	Y	Y	Y	N	Y	N	Y	Y	N	<i>Torg Rulebook</i> , page 56
Cybertech	N	N	N	N	Y	N	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 721 and <i>Tharkold</i> , pages 41-42
Engineering	N	N		Y ³	N	N	N	N	N	Y ³	N	<i>The Nile Empire</i> , page 66
Hypnotism	Y	N		Y	N	Y	Y	Y	N	N	N	<i>The Nile Empire</i> , pages 66-67
Medicine	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 56
Meditation	Y	N	N	N	N	Y	Y	Y	Y	N	N	<i>Torg Worldbook</i> , page 541 and <i>Nippon Tech</i> , page 84
Mindsense	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Occult	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , page 69
Psionic Resistance	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Psychology	Y	N	Y	N	Y	Y	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 731 and <i>Tharkold</i> , pages 42-43
Science	Y	N	Y	Y	Y	Y	Y	Y	Y	N	Y	<i>Torg Rulebook</i> , page 56-57
Science (Biotech)	N	N	N	N	N	N	N	Y	N	N	N	<i>Space Gods</i> , page 54
Science (Computers)	Y	N	N	N	Y	Y	N	Y	Y	N	N	<i>The Cyberpapacy</i> , page 73, and <i>Tharkold</i> , pages 43-44
Science (Demolitions)	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>The Storm Knights' Guide</i> , pages 65-66
Streetwise ⁸	Y	N	Y	Y	Y	Y	Y	Y	Y	N	N	<i>The Cyberpapacy</i> , page 73
Survival	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 571 and <i>The Living Land</i> , page 68
Test of Wills	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 57
True Sight	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 72-73
Weird Science	N	N	Y ³	N	N	N	N	N	N	N	N	<i>The Nile Empire</i> , page 67
Willpower	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 57
PRESENCE SKILLS												
<i>(Charisma)</i>												
Charm	Y	Y	Y	Y	Y	Y	Y	Y	N	Y	N	<i>Torg Rulebook</i> , page 57
Persuasion	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 57
Taunt	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 57
Training	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Tokyo Citybook</i> , page 94
<i>(Spirit)</i>												
Corruption (Aysle)	N	N	N	Y ³	N	N	N	N	N	N	N	<i>Aysle</i> , pages 51-54
Cyberpsyche ⁹	N	N	N	N	N	N	N	N	Y ⁹	N	N	<i>Tharkold</i> , page 138
Faith	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	<i>Torg Rulebook</i> , page 58
Faith (Irishantism)	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , pages 43-44
Focus ¹⁰	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Frenzy	N	N	N	N	N	N	N	Y ³	N	N	N	<i>Space Gods</i> , pages 54-55
Honor	N	N	N	Y ³	N	N	N	N	N	N	N	<i>Aysle</i> , pages 50-54
Intimidation	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Occultech	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , pages 44-45
Pain Weapon	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , page 45
Possibility Rip	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , page 44
Possibility Sense	N	N	N	N	N	N	N	N	N	N	Y ³	<i>Ravagons</i> , pages 44-45
Reality	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	<i>Torg Rulebook</i> , page 58
Shapeshifting	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Torg Worldbook</i> , page 18, and <i>Orrorsh</i> , pages 69-70
Spirit Medium	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 70-71
Swami	Y	N	N	N	N	N	Y	N	N	N	N	<i>Orrorsh</i> , pages 71-72
True Sight	N	N	N	N	N	N	Y ³	N	N	N	N	<i>Orrorsh</i> , pages 72-73
UltraCAD Operation	N	N	N	N	N	N	N	N	Y	N	N	<i>Tharkold</i> , page 45

¹ CE: Core Earth; LL: Living Land; NE: Nile Empire; AY: Aysle; CP: Cyberpapacy; NT: Nippon Tech; OR: Orrorsh; SS: Star Sphere; TH: Tharkold; LB: Land Below; TZ: Tz'Ravok.

² The *flight* skill can only be used by characters capable of self-powered flight, or those with equipment which provides them with personal *flight* capabilities. Stalengers in the Living Land, and characters with either the flight power or a gizmo with the flight power. Because of its nature, the Core Earth rocketpack is an *air vehicle*.

³ This skill is only available to characters from the specific cosm indicated. Characters who begin in that cosm but do not belong to the reality may not have this skill to start the game.

⁴ The *Egyptian religion* skill cannot be used unskilled to perform

religious astronomy.

⁵ The *mathematics* skill cannot be used unskilled to perform spell casting and magical astronomy.

⁶ Must be of a faith available in the cosm.

⁷ This skill is only available to characters of Evil inclination.

⁸ The *streetwise* skill may be used unskilled to procure food and water

⁹ The *cyberpsyche* skill is only available to cyborgs.

¹⁰ The *focus* skill can only be taken by characters who have it listed as their tag skill, or who have Presence listed as their primary skill category (see page 27 of *The Storm Knights' Guide to the Possibility Wars*). A character with *focus* must have at least one add in *faith* as well.

THE WORLD LAWS OF THE COSMS

Laws	Summary	Description
AYSLE		
The Law of Observation	Anything which can be perceived is real.	<i>Aysle</i> , pages 48-49
The Law of Magic	Aylish characters born with one magic skill and one arcane knowledge.	<i>Aysle</i> , page 49
The Law of Honor	Good and honor reflected in the appearance; allows <i>honor</i> skill.	<i>Aysle</i> , pages 49-50
The Law of Corruption	Evil and corruption reflected in the appearance; allows <i>corruption</i> skill.	<i>Aysle</i> , page 50
CORE EARTH		
The Law of Prodigy	Starting character can buy prodigy package (start with +6 in tag skill) for three possibilities.	<i>The Delphi Council Worldbook</i> , Vol. 1, page 9
The Law of Hope	Characters not from Core Earth decrease difficulty numbers on the "Transformation Table" by one step.	<i>The Delphi Council Worldbook</i> , Vol. 1, pages 9-10
The Law of Glory	+2 to Core Earth character for <i>persuasion</i> during planting of story seed.	<i>The Delphi Council Worldbook</i> , Vol. 1, page 10
CYBERPAPACY		
The Law of the One True God	Increase difficulty level for members of other religions when attempting miracles.	<i>The Cyberpapacy</i> , page 67
The Law of Heretical Magic	+3 to spell difficulty and backlash; if backlash other than just shock points, demon attempts possession; +5 to effect of successful spells.	<i>The Cyberpapacy</i> , page 68
The Law of Ordeal	Must prove innocence through a trial by ordeal if accused by priest.	<i>The Cyberpapacy</i> , pages 68-69
The Law of Suspicion	+3 to <i>willpower</i> or <i>Mind</i> when resisting <i>charm</i> or <i>persuasion</i> (only +1 if character attempting has proof of identity); +3 to <i>taunt</i> or <i>intimidate</i> .	<i>The Cyberpapacy</i> , page 69
ORRORSH		
The Power of Fear	Until Power of Fear is overcome, may not invoke reality storm or play to critical moment; Perseverance.	<i>Orrorsh</i> , pages 60-66
The Power of Corruption	Wicked acts lead to Corruption.	<i>Orrorsh</i> , pages 57-59
The Law of Eternal Corruption	Monster is reincarnated if not killed by True Death.	<i>Orrorsh</i> , pages 35-37
LAND BELOW		
The Law of Savagery	May only use Drama or Hero cards during combat for physical attacks or to reduce damage; if Attack is approved action, only get card if all-out attack is used; one extra possibility at end of each Act if <i>romance</i> subplot played; +3 to <i>Charisma</i> tests involving opposite sex.	<i>The Land Below</i> , pages 66-67
The Law of Action	Can spend two possibilities on actions and choose either result.	<i>The Land Below</i> , page 67
The Law of Wonders	Use <i>engineering</i> to construct buildings which exceed the <i>Tech</i> axiom.	<i>The Land Below</i> , page 67
LIVING LAND		
The Deep Mist	Visibility is reduced; easy to become lost.	<i>The Living Land</i> , pages 65-66
Lanala's Love of Life	Dead things decay rapidly.	<i>The Living Land</i> , page 67
The Law of Lost Valuables	Living beings will become separated from their non-living objects.	<i>The Living Land</i> , page 70
NILE EMPIRE		
The Law of Morality	Good or evil only; neutral action is one-case contradiction; lose one possibility if action against Inclination; Inclination abilities: Detect Inclination, Inclination Seduction; The Price of Evil.	<i>The Nile Empire</i> , pages 60-62
The Law of Drama	Adventures move at dramatic, breakneck pace; obstacle piling.	<i>The Nile Empire</i> , pages 62-63
The Law of Action	Can spend two possibilities on actions and choose either result.	<i>The Nile Empire</i> , page 63
NIPPON TECH		
The Law of Intrigue	+3 to <i>stealth</i> and <i>Perception</i> checks against <i>stealth</i> ; +3 to <i>charm</i> and <i>persuasion</i> based on lies / deception; +3 to <i>persuasion</i> for bribes; reduce <i>Perception</i> success level by 1 against <i>disguise</i> ; traitors in large groups.	<i>Nippon Tech</i> , pages 69-70
The Law of Profit	Goods and services cost less when purchased by those of means.	<i>Nippon Tech</i> , pages 70-71
The Law of Vengeance	Receive six possibilities at end of act in which vengeance is exacted.	<i>Nippon Tech</i> , page 71
STAR SPHERE		
The Law of Religious Compatibility	Different religions may work together to perform miracles; no spiritual struggle.	<i>Space Gods</i> , page 50
The Law of Acceptance	Characters may use own world laws in Akasha with no contradiction.	<i>Space Gods</i> , pages 50-51
The Way of Zinatt	Alignment with <i>Aka</i> , <i>Coar</i> or <i>Zinatt</i> .	<i>Space Gods</i> , pages 51-52
THARKOLD		
The Law of Ferocity	All-out attack ignores all K, O, KO results; +3 to <i>intimidation</i> and <i>taunt</i> bonus numbers; +3 to <i>willpower</i> or <i>Mind</i> against <i>charm</i> or <i>persuasion</i> ; no normal surprise; complete surprise = normal surprise.	<i>Tharkold</i> , page 38
The Law of Pain	Roll <i>again</i> if inflict or receive K, wound, or better.	<i>Tharkold</i> , pages 38-39
The Law of Domination	Submissive suffers -3 to actions against dominant, +1 to actions aiding dominant; +3 to dominant for <i>persuasion</i> , <i>intimidate</i> , <i>taunt</i> and <i>charm</i> on submissive.	<i>Tharkold</i> , page 39-40
TZ'RAVOK		
The Law of the Most Real	Cannot disconnect.	<i>Ravagons</i> , page 40
The Law of Survival of the Fittest	Ords use "Possibility-Rated" column of "Combat Results Table."	<i>Ravagons</i> , page 41
The Law of Transcendence	Can <i>possibility rip</i> characters at transcendence.	<i>Ravagons</i> , pages 41-42



Dispatches and Rumors

Dispatches

1

Resistance groups in Crete have begun springing up against the occupation of the Nile Empire forces. They have scored some small successes, enough to attract the attention of Mobius' lieutenants. They have dispatched a team of pulp villains known as the Elementals to crush this rebellion.

The Storm Knights are hired by the Italian government to travel to Crete and 'Irune interference' for the resistance groups. This will surely bring them into conflict with the Elementals (Fire, Air, Water, and Earth) — defeating this group might well gain the Knights some information on the mysterious Terran power broker known as the Silent Partner.

Fire

DEXTERITY 12

Dodge 18, energy weapons 18, fire combat 16, flight 15, maneuver 16, stealth 13, unarmed combat 17

STRENGTH 10

TOUGHNESS 11

PERCEPTION 9

Find 12, trick 14

MIND 9

Test 12

CHARISMA 10

Charm 15, persuasion 16, taunt 11

SPIRIT 8

Intimidation 201 reality (Nile Empire) 15

Possibilities: 12

Powers: *fire blast*, value 201 range 310/25/40; *flight*, value 12. Adventure cost: 8

Description: Fire wears a bright red and gold uniform. He commonly leads the Elementals' attack, using his fire

wall to cut off the escape of their intended victims. He is immune to damage from intense heat or flame.

Fire needs around to recharge after shooting a fire blast. Once a wall is created, it is independent of him and he need not concentrate on maintaining it.

Water and fire extinguishers are Fire's major enemies. When doused in water, Fire is unable to generate flame blasts for three rounds until his body heat dries him out. Fire extinguisher foam will keep him from generating flame for 10 rounds.

Description: Air appears as a beautiful woman clad only in wisps of cloud. Her major powers are her ability to *charm* men into inaction while her comrades prepare their assault. In addition, her speed and her *dispersal* power make her extremely hard to hit. Often, she will slip away during a battle to accomplish the team's objective while the rest occupy the opponents.

Equipment: Miniaturized airblaster (2). This fits inconspicuously into Air's palm and allows her to fire concussive blasts of air (damage value 18, range 3-

The creature wandering the bayous now appears as a wandering beggar with the head of a scarecrow — a sack stuffed with straw — and commonly haunts the wilder bayou country.

Air

DEXTERITY 14 (17)

Dodge 18 (21), flight 18 (21), fire combat 15 (18), maneuver 19 (22)1 melee weapons 17 (20)1 running 18 (21), stealth 22 (25)1 unarmed combat 16 (19)

STRENGTH 9

TOUGHNESS 9

PERCEPTION 12

Evidence analysis 15, find 16, trick 18

MIND 11

Test 15, willpower 16

CHARISMA 12

Charm 201 persuasion 19, taunt 14

SPIRIT 10

Intimidation 14, reality (Nile Empire) 16

Possibilities: 25

Powers: *flight*, value 17; *dispersal*, value 19; *super-attribute*, DEX+3/17. Adventure cost: 11. *Setback* flaw: exposure to sub-zero cold

10/40/100). Air cannot be dispersed when she uses this weapon.

Earth

DEXTERITY 10

STRENGTH 14 (17)

Lifting 17 (20)

TOUGHNESS 13

PERCEPTION 9

Find 10, tracking 15, trick 10

MIND 8

Test 18, willpower 12

CHARISMA 8

Charm (20)1 persuasion 13

SPIRIT 8

Intimidation 201 reality 17 Possibilities: 27

Powers: *magnetism*, value 27; *super attribute*, value STR+3/17; *regeneration*, value 13. Adventure cost: 10. *Stymie* flaw: immersion in water

Natural Tools: rock armor, value TOU+5/18

Description: The strong man of the group, Earth prefers the direct approach, plowing right into opponents. (He uses his *magnetism* power to disarm them first, of course.)

Water

DEXTERITY 13

Acrobatics 16, dodge 18, energy weapons 17, fire combat 17, maneuver 18, stealth 17, swimming 201 unarmed combat 17

STRENGTH 12

TOUGHNESS 12

PERCEPTION 10

Find 14, scholar (aquatic lore) 13, tracking 14, trick 16

MIND 10

Test 13, willpower 14

CHARISMA 10

Taunt 15

SPIRIT 10

Intimidation 17, reality (Nile Empire) 16

Possibilities: 25

Powers: *swimming*, value 13; *water breathing*, value na; *electro-ray*, value 22. Adventure cost: 9. Stymie flaw: exposure to intense heat

Description: Water was a small-time Terran criminal who was mutated by the Silent Partner into an aquatic villain. His resistance to electricity enables him to fire energy blasts through water (an excellent conductor — add +2 to damage when used underwater) without fear of harm. He shares with Fire a lust for Air that has brought them into conflict on more than one occasion. He will normally attempt to grab an opponent and plunge with him into the nearest open water (relatively easy to do, on Crete).

Critical Event: The Knights must defeat the Elementals and gather what information they have on the Silent Partner. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

2

Interested in expanding A yslé's territory, the Warrior of the Dark has sent a team east into Russia to plant a stela in that chaotic country. A source in Finland relates the information to the Knights, but knows nothing more

about it (i.e., what the bearers of the stela might look like, etc.) He does know that they are expected to be passing through a small village called Svirstroy, along the Svir River, within the next week. This gives the Knights time to get there first.

The people of Svirstroy are a bit suspicious of the Knights at first, but once they are certain there are no servants of the High Lords in their midst, they will prove more cooperative. No strangers have passed through town in recent days, so the stela team has not yet arrived.

Over the days that follow, the town will be visited by: three giants, surly and silent figures who will take room at the local inn; a beautiful young woman, traveling alone; a band of refugee children; and two arms merchants who will be able to supply the Knights with any melee weapons (A yslish *Tech* level) they wish to buy.

The Knights may wish to investigate any or all of these people. The giants will be very unfriendly to the Knights, even threatening bodily harm if they are not left alone. If the Knights are able to surreptitiously investigate,



Jaime Lombardo/Ron Hill

they will discover that the giants are actually agents of Lady Ardinay, sent to Russia to try to feel out the government about the possibility of an alliance. They have been avoiding the Knights for fear of being identified as Light operatives.

The refugee children are just that, forced from their village on the Finnish border by dragon attacks. All of their parents died fighting the monsters.

The beautiful woman, Maria, is also secretive and shy (although a *Romance* card will cause her to be attracted to one of the Knights). If the Knights attempt to learn more about her, she will beg them, for their own safety, to leave her be. Again, if the Knights pursue the matter, they will discover she is not A yslish, but Orrorshan. She is, in fact, a werewolf who escaped the horror realm and hopes to lose herself in the wilds of northern Russia where there is less chance of her harming another human being. Military patrols forced her to take refuge in this village, and so she will be there when the full moon rises.

Taking advantage of any confusion that arises, the arms merchants will attempt to slip out of town. It is they who are the bearers of the stelae, hidden among crates of weapons they carry. It is also they who killed the parents of the children, for they are both weredragons.

Weredragons (2)

DEXTERITY 10/11

Flight 12, maneuver 13/14, stealth 11/15, unarmed combat 12/14

STRENGTH 22/10

TOUGHNESS 25/10

PERCEPTION 9

Alteration magic 241 evidence analysis 21, find 231 trick 22

MIND 15

Test 21, willpower 18

CHARISMA 7

Charm 91 persuasion 11, taunt 11

SPIRIT 7

Intimidation 15, reality (Aysle) 12

Possibilities: 15

Arcane Knowledges: *enchanted* 10, *darkness* 4

Spells: *polymorphism, conceal evil*

Natural Tools: armor, TOU+8/25; wings, speed value 11; claws, damage value STR+3/25; arctic air blast, dam-

age value 201 range 3-50/250/600 (none of these are present in human form)

Note: Numbers before the slash refer to attributes and skills in dragon form; numbers after the slash refer to attributes and skills in human form.

Critical Event: The Knights must prevent the weredragons from planting the stelae. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

3

With the election of anew president of the United States, the Delphi Council now faces a very real threat to its power. The growing belief among Americans that the Japanese presence in Sacramento is actually part of an invasion and their fears of a Cyberpapal incur-

launched from a hidden base in Ojinaga and flown into T exas, where it will be crashed into the southern version of "Capitol Hill.II With most of Congress destroyed in the tragedy, the President will be forced by public opinion to focus his efforts on combatting the Nile and ignore both the Delphi Council and the actions of the Kanawa Corporation in America.

The Storm Knights receive word of apparent Nile doings in northern Mexico through a diplomat sent south to work on the North American Free Trade Agreement. Their investigation will reveal the hidden Delphi base and a secret army preparing to launch the zeppelin on its mission of death. If the gamemaster wishes, he can even put an assortment of Nile villains on board (they are, naturally, unaware that they are on a suicide mission — the Delphi conspirators will seize control of the zeppelin from afar).

Over the days that follow, Svirstroy will be visited by three giants — surly and silent figures who will take a room at the local inn — a beautiful young woman traveling alone, a band of refugee children, and two arms merchants.

sion in Canada have led to cries that Delphi is not doing enough to protect American shores. There are even those who claim that the Council knew about the Tharkold invasion in advance of its happening and chose not to share this knowledge.

Under attack from Houston and the media, radical elements within the Delphi Council have seized upon a mad plan to paint Dr. Mobius as the major villain in the Possibility Wars. Thus, the apparent alliances between the Council and other realms could be explained away as necessary in the face of the militant, expansionistic actions of the Nile Empire.

Through intelligence contacts in Cairo, this Council cabal has managed to obtain a hydrogen-filled Nile zeppelin. The zeppelin has been fitted with weird science stealth technology to shield it from US radar. It will be

Critical Event: The Storm Knights must prevent the zeppelin from exploding and killing hundreds of Congresspeople. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

4

The unsettled feeling in New Orleans is more than just the aftermath of Hurricane Andrew's passing. Orrorshan horror seems to have taken root there, bringing to life some of the legends of the Cajun people there. One of the most famous figures of Louisiana French folklore is Jean Sot, or "Foolish John." Known for such acts as setting his grandmother on fire while trying to warm her and throwing his dog, Parsley, into the soup rather than the plant, Jean Sot is traditionally a figure of fun.

But there is nothing amusing about the creature wandering the bayous now, who has twisted the part of the legend that involves taking instructions too literally for its own dark purposes. His first victims were a married couple on a pleasure jaunt who began to argue, with one telling the other to "button his lip." Jean Sot obligingly stuffed swamp mud in their mouths and then sewed their lips closed. The more horrendous incident occurred when one hunter was overheard telling another to "leat your heart out."

The hydrogen-filled Nile zeppelin has been fitted with weird-science stealth technology to shield it from US radar. It will be flown into Texas and crashed into the southern version of "Capitol Hill."

Jean Sot appears as a wandering beggar, but his head resembles that of a scarecrow (a sack stuffed with straw). He commonly haunts the wilder bayou country, although of late he has grown more bold. He carries a pitchfork and seems to have no qualms about using it. His predilection for taking what others say literally does not extend to doing damage to himself — remember, although he appears to be an idiot, he is governed by a spirit of Orrorshan evil.

Jean Sot

DEXTERITY 17

Acrobatics 18, dodge 201 maneuver 19, melee weapons 19, unarmed combat 19

STRENGTH 17

TOUGHNESS 17

PERCEPTION 11

Find 15, tracking 12, trick (15)

MIND 9

Occult 15, test 15

CHARISMA 6

Charm (25)1 persuasion (25)1 taunt (18)

SPIRIT 8

Faith (Orrorshan evil) 15, intimidation 13, reality (Orrorsh) 16

Possibilities: 20

Equipment: occult pitchfork, *boiling blood* spell focused into it

Powers: *blur form*, *resistance to normal weapons*, *magical resistance*

Corruption Value: 20

Fear Rating: 1

Perseverance DN: 18

Weakness: crow feathers

True Death: Being pecked to death using crow beaks (these supersede the *resistance to normal weapons* power)

Critical Event: The Knights must destroy Jean Sot. Doing do is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

an area of one square kilometer.

Rumors are rife that below Knossos lies a huge labyrinth that is home to a minotaur and the Greek myth of old has become a truth of today. Several frightened farmers are claiming to have heard the beast's snortings, and there is talk in the local villages that, to ensure the minotaur remains in the maze, sacrifices must be made. Frightened Cretans are praying that a modern-day Theseus will come forward to slay the minotaur before they have to resort to such grim action.


—Steve Tanner,
Rheindahlen, Germany

3

Sudden and mysterious changes throughout the whole of the Eastern Living Land have prompted the US government to request that Storm Knight teams investigate the area thoroughly. While there are no fears of a new invasion, it appears that reality has shifted somehow in that area since the Akashan airlift of the edeinos was completed. This, coupled with reports of strange creatures being seen in New York and other places, has authorities concerned.

4

Bad real estate investments in the Northeastern United States have dealt a severe blow to Kanawa Enterprises, one which is rippling back to the Kanawa Corporation. Apparently, 3327's lieutenant expected the collapse of the Eastern Land to be followed by a Nippon seizure of Wall Street. But the violent geological disturbances in the area, and the strange creatures reported therein, have frustrated efforts to assume control of the area.

There are already rumors of II downsizing II at some under-subsidaries and the forced retirement (read: termination) of some middle managers. 3327 is working to keep the story out of the American media (the Japanese media being largely in his pocket), for fear that foreign stockholders might panic. Unfortunately, Dr. Mobius has caught wind of his fellow High Lord's problems and plans to leak it to the Cairo newspapers. 

Rumors

1

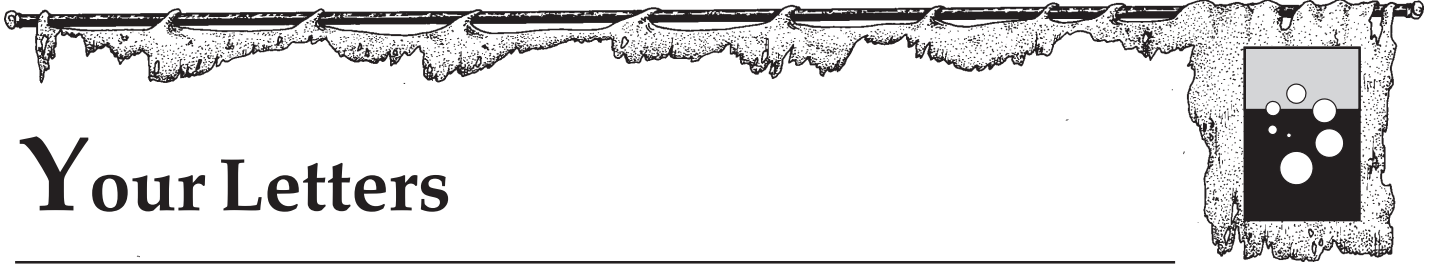
A courier from the Star Sphere has arrived via lightship in Peru, bearing distressing news: there are rumors of a rebellion being incited on the Gudasko homeworld. Should this take place, Akasha itself could eventually be threatened.

Although extremely concerned, Rotan Ulka is unwilling to send large numbers of Monitors back to the Star Sphere at this crucial point in the Possibility Wars. He has therefore sent out a call for a team of Storm Knights to return there in the lightship and help to discover the cause behind the Gudasko revolt.

2

The Nile expansion into Crete has created some unforeseen side effects, the result of the axiom wash. The ruins of ancient Minoan palaces at Knossos, Malia and Phaestos have been restored to their former glory, and several archaeologists are already making their way to the Mediterranean island to examine the sites. The largest palace, Knossos, stands five stories high, with three floors below ground, and covers

Your Letters



1. Why does a character have a chance to disconnect every time she uses a weapon outside of her *Tech* axiom, but the same character only has to roll once per scene for her armor? Shouldn't the armor have a chance to disconnect every time it is fired upon (i.e., used)?

2. If I am reading the rules correctly, *focus* is used to determine if a miracle succeeds and *faith* is used to power the effect. When a miracle is prayed for, such as *wrath of the gods*, to affect someone who does not have the *faith* skill, how does a spiritual struggle come into play? What *faith* value is given to the victim? *Spirit*? When a *faith* total is required of a character who does not have the skill, may *Spirit* be used in its place?

3. By the rules, a long-range contradiction is required when a weapon leaves a character's hand (like a grenade) and is not required if the character still has contact with the weapon. What about wire-guided missiles? Flamethrowers?

4. The game needs better targeting rules for thrown weapons and grenades ...

What is the difficulty of precision targeting — e.g., trying to hit a particular spot with a grenade as to not be in the blast radius when it explodes or to pin a not to a wall with a dagger from a distance of twenty meters?

5. Does a stationary target have a *O dodge*? If a character falls unconscious, does she get "hit" automatically? May an unconscious character still expend possibilities to reduce damage?

6. A lot of NPCs/Villains given in your adventures have attribute values greater than the cosm limits. Are the limits given, such as a maximum of 13 in Core Earth, only for beginning characters? May a character buy higher attributes once they have

played the game for a while? If not, how is it possible for the NPCs?

7. Are biotech weapons considered to be ords because they are alive? Could a bio-weapon transform on the transformation table? If an Akashan disconnects, do all of her bio-weapons/armour become useless? What happens to the equipment when she reconnects?

—Jim Pulles,
Regina, Saskatchewan

Whew! Long one here, folks! Let's take , em one at a time.

1. You actually put your finger on the answer in your question, Jim. The *armor* does not disconnect — it isn't a living thing and may not disconnect (or connect, for that matter) with a reality. Only living beings can do that. Also, existence is not a cause for contradiction. Not even a person can disconnect just for "being." However, when living beings use tools that cause contradictions, they *can* disconnect. But in the case of armor, where the tool is not actually being 'lusedl' by the wearer — it is only being used passively — there is no skill roll being made that the armor wearer can disconnect *with*. Only actions that need skill totals can cause contradictions. Take a look at the example provided by the Elf Dragonrider. She has increased attributes — specifically, *Dexterity*. Now, the Elf Dragonrider may go through whole scenes where she is not called upon to make a *Dexterity* attribute roll, but does that mean the character is not using her *Dexterity* at all during the scene?

No. Of course not — any more than a character wearing armor is not "using" it by wearing it. But how can you regulate this without making a contradiction check *every ten seconds of game time*? That would be unmanageable!

Fortunately, the Everlaws have a solution. Because the wearer of the

armor (or the user of the *Dexterity*) is not performing actions that contradict the axiom level of the cosm, she does not need to worry about contradiction ... much. She still has to check and see whether the Everlaws decide to shut down the passive contradiction, but, since she is not "attracting undue attention" as it were, she only needs to check once a scene.

Of course, if that passive disconnection *does* occur, she may have just as infrequent chances to *reconnect*.

2. You are reading the rules correctly. However, you missed the parts where it was indicated that *faith* can be used unskilled. A character with no *faith* adds uses straight *Spirit* unless otherwise noted.

3. Again, objects cannot disconnect — or cause contradictions — only living beings can (or *gospog*, or *undead* ... etc. How about *sapient*?). When a grenade leaves a person's reality — her person, in the case of a Storm Knight — and enters one that does not support the use of it as a tool, it does not work. Period. However, since stormers are so special, they can try to *extend* their realities to cover the tool. This is called a long-range contradiction. If the longrange contradiction check is successful, the tool works. Otherwise, it doesn't.

The other tools you mention are not all long-range contradictions. A flamethrower is connected to the operator's reality by direct contact. Flame burns in *any* reality (well, only briefly in Atlantis). Any physical, magical, spiritual, or (in the case of psionics) social attachment provides the reality support.

An explosive bullet, however, or a focused spell, would have the same problem as a grenade. Part of the bullet's function is to explode. The mechanism cannot function in a non-supportive reality. It's a long-range contradiction, Q.E.D.

4. Throwing something at a stationary target or a target with no *dodge* value is the same as trying any other action. The gamemaster has to assign a difficulty number and the player rolls and checks her skill total. That's it. How did you check to see if you could shoot a stationary target? Or jump over a fence? Or perform any other action? It's all by DNs. Performing a combat action is the same as a non-combat one, only, usually, you are given the DNs. In these cases, you aren't.

Having thrown knives, we'd say pinning a piece of paper to a wall at 20m is pretty darn hard. A lot of people would have difficulty throwing a baseball and hitting a note at that range. Weld give it about an 18, ourselves but we hope you weren't waiting to resolve the situation.

5. Like hitting a stationary object, hitting an unconscious person requires the gamemaster to set a DN. While automatic II is certainly reasonable in most cases, we can see situations where even striking someone who is lying at your feet with a melee weapon could be difficult. Assign an appropriate DN. Since the character is unconscious, he cannot *dodge*.

The character *cannot* spend possibilities to reduce damage — or even to keep the attacker from hitting him. Possibility use is not like using a skill — it is something unusual and not totally understood by most Storm Knights. In a II story II setting — like a novel or short story — it is quite likely that nobody ever thinks 'Gee, I'd better spend a possibility.' They are just exceptional individuals who find strength when they need it.

6. We're not certain which NPCs you are talking about here, so we'll have to blanket our answer.

High Lords get extra attribute points from their Darkness Devices, and are able to thumb their noses at the limit values. Important stormers get theirs from the same source, though not always directly — and they have to worry about contradiction. Critters and beasties are often not covered by the limits — an elephant, for example, has a higher *Strength* value than the Core Earth limit.

Unless otherwise noted, cosm limits for all attributes are 13- check the *Storm Knights' Guide* for some excep-

Herald Messages

Hey, Mobius —
Itane? Tua mater!
Tutene? Atque cuius exercitus?
signed,
The Roman Avenger

— Jim Pulles,
Regina, Sask., Canada

"My Invasion! My beautiful, beautiful
Invasion!"

... The Gaunt Man, upon learning
what's been happening since he got caught
in the Maelstrom

— Gregory W. Detwiler.
Williamsburg, PA

"Happy Hanukkah, Israel!"

— Dr. Mobius, from one of his
weird science zeppelins, just
before dropping thousands
of Smurf and Snuggles dolls
on the hapless country.

"The Tear of Zlin has been found in
Tibet!"

— Retief — Akashan Coar Diplomat
(not that other guy who we'd be sued
over)

— more to come ...

— Greg Ray
Oxford, AL

"Jingle Bells, Rec Pakken smells; Baruk
Kaah laid an egg ..."

"Telekinetic Lorbaats can't get it up!"

— anonymous (and gratefully
so) Akashan

"I watched from the carriage while Jim
wrestled the gospog.

"Watch out, Jim!"

— Sir Marlin Perkins, Mutual of
Orrorsh's Occult Kingdom
(a.k.a. Dennis Matheson,
Kennesaw, GA)

IN MEMORIAM

Dame Malin, agent of the Cyberpope,
is no longer among the living. However,
her invention, the Incend-E I, will con-
tinue to "see" use: the plans are in the
hands of a Resistance cyberlegger!

— John Olson
Baltimore, MD

Turambar observed that Taryn's
called-shot sword strike against the
Nippon Tech Fifth-Planting gospog cut
through the chink in his armor .

(With sincere apologies for the racial
slur.)

— Ben Ehrets
Allentown, P A

The Lorbaat hordes on Aysle are now
being held back. This is due to the recov-
ery of the Rod of Victory from the Broken
Land by a group of brave Storm Knights.

— Sean Sherman
Rochester, NY

DATELINE BANGKOK, Sept. 22, 1990:

Week 29 of the Possibility Wars. Two
separate froupsof Storm Knights, together
with the aid of Hovton, 'The Living Eter-
nity Shard,' have succeeded in uprooting
an Orrorshan stela near the Isthmus of
Kra. This has resulted in one mixed
Orrorshan and two dominant Core Earth,
but partly Orrorshan realm zones being
completely returned to Core Earth with-
out the loss of native lives. Thailand is
now almost completely free of the
Orrorshan influence.

— Rene Ordway for NNC
(through M.W. Annis of
Metairie, LA)

"They seek me here, they seek me there,
Those demons seek me everywhere. The
techno-demons are not just cads, They're
demmed annoying UltraCADs."

— Sir Reginald "Reggie"
Blakeney, Victorian
adventurer

tions (or the individual sourcebooks).
Player characters are stuck with the
limits, unless they find some tool (such
as a magic spell, miracle, or super-tech
device) to increase their attributes. . .
and then they have to worry about
contradictions

7. As far as using the damage table
goes, biotech uses the Ord column.

But biotech only transforms as per the
rules of the non-living. While biologi-
cal organisms are used in the produc-
tion of biotech, the Everlaws have ruled
that biotech is nonliving for purposes
of reality.

As for all the rules about biotech and
reality, check the *Space Gods* sourcebook,
page 98. It's pretty clear. 