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A look ahead at what's coming up for *Torg*:

In April, *Infiniverse Update: Volume II* explodes on the scene, with the latest news from the Possibility Wars. Who is the new High Lord of Aysle, and what are his/her plans for the Light? What strange new force has been brought into the war by Dr. Mobius? And just what HAS happened to the Eastern Living Land? This is the place to find out!

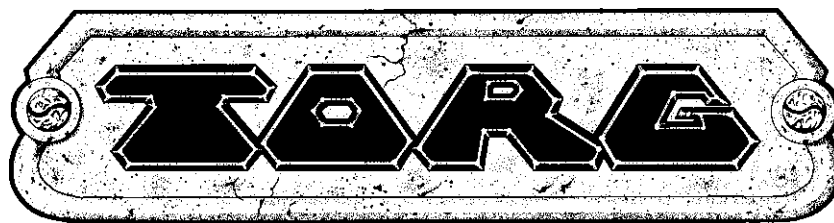
In May — the Gaunt Man has returned and it seems as if this cosm is his for the taking. Only two determined bands of Storm Knights have a chance to stop him. But first they must challenge the might of the dreaded Carredon (come on, you didn't really think he was gone for good, did you?) It all takes place in *No Quarter Given*, an all new fiction/adventure featuring the winning entries from the *Torg Character Collection*.

In August, WEG presents the long-awaited autobiography of the Gaunt Man, John Terra's *Interview With Evil* (see the next page for more info on this).

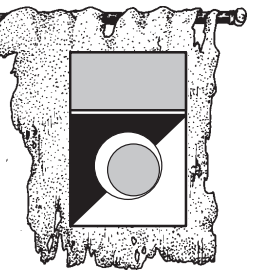
Then in October, get valuable tips on how to gamemaster *Torg* (along with tons of other valuable info) in *The High Lords' Guide to the Possibility Wars*, by Steve Lorenz.

And for those of you who like your *Torg* with a dash of humor, don't miss the *Paranoia/Torg* short fiction anthology in October, as the Computer and its Troubleshooters parody the Possibility Wars!

Then in January, learn the secrets of Dr. Mobius' home cosm as we present the *Terra* sourcebook. Just where did weird science come from? What is the truth about the mysterious isle of Khem? For all of you who have been itching for some good, old-fashioned pulp adventure, this is the world for you!



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 #31

1. The Possibility Wars return to the theatre with the release of "Alone at Home 2: Lost in the Living Land." The battle between Cauty Malkin and Baruk Kaah (actually a guy in a rubber suit) is said to be a hoot. Unfortunately, it's also said to be False (11).

2. A large of supply of Relictin-V has been stolen from Los Angeles. It is believed that it will be used in an attempt to revive Kranod, former High Lord of Tharkold, and it's True (11).

3. Nile scientists exploring the Land Below have discovered Godon, the original reptilian monster, in the caves beneath Nippon. They've also discovered that it's True (11).

4. Vicious gang war has broken out between the Black Diamonds and the Vampyres in the streets of Los Angeles. True (11).

Continuing Report: Issue #30

1. Akashans asking for Storm Knights to go to the Star Sphere and put down a Gudasko rebellion. Hold off on those reservations — it's False (15).

2. Rumors of a dreadful minotaur living in the labyrinth beneath the palace at Knossos, possibly brought to life by the Nile axiom wash. It started off False, but has flipped to True (17).

3. Storm Knight teams asked to investigate changing conditions in the Living Land. Well, gee, we guess so — it's True (19).

4. Kanawa Enterprises takes a severe hit by bad real estate investments in the Eastern United States. A number of executives terminated to cut the budget of that faltering subsidiary. True (15).

Penultimata: Issue #29

Due to the lateness of some past issues, we are extending the response time for rumors from issues 29-31. **The Wrap-Up** for issue 29 will appear in next month's *Infiniverse*.

1. An eternity shard devoted to the Dark has been discovered in the Aysle cosm. It is said to resemble a blackened and corroded greatsword, encrusted with skull-shaped gems, and in a dead heat. It's still True (11).

2. Strange anti-virus running rampant in Machu Picchu, designed to kill virtually any microbe it encounters. Only Lorbaats are immune. Fell again, all the way down to False (13).

3. Non-Denominational Organization of Santa Explorers seeking proof of the "jolly old elf's" existence. Drops slightly to True (15).

Convention News

West End Games is looking for gamemasters to run *Torg*, *Paranoia* and *Star Wars* at Origins and GenCon.

This year, Origins will be in Fort

Worth over the July 4th weekend. GenCon is, of course, in Milwaukee once again in August.

Thus far, the response for GenCon has been okay, although it is still early (and many people don't know whether they're going or not). But we desperately need GMs for Origins — so if you or someone you know is planning to head south for July, please let us know.

GMs receive credit toward WEG merchandise in return for their services. We will provide the adventure.

If you are interested in helping out, send a letter to:

West End Games
Attention: Convention Organizer
RR 3, Box 2345
Honesdale, PA 18431

A New Look

West End novels are about to get a brand new look!

Beginning in August, with the release of John Terra's *Interview With Evil*, our novels will be going to trade paperback size. This should make our books easier to find on the shelves, and it's a step we're very excited about here.

For those of you who have been under your bed since the Gaunt Man returned, *Interview With Evil* is GM's autobiography. It takes the Gaunt Man from the time immediately prior to his first encounter with the Nameless One and his discovery of the Darkness Device to his conquest of Kantovia and subjugation of Dairgoa/Kurst. You'll learn the secrets of the Darkness Devices, meet Skutharka, Uthorion and others for the first time, and come along on the Gaunt Man's first visit to Earth!

It's a fear-fraught journey no true *Torg* fan will want to miss!

So look for *Interview With Evil* in August (we should have copies at GenCon), in our new trade paperback format! (Want to see more *Torg* fic-

Martial Arts Design



his optional rules system based on the *Torg* martial arts system was submitted by *Infiniverse* subscriber Reed Little.

Note the “Martial Arts Discipline Cost” table below. See the *Nippon Tech* sourcebook for more information on those disciplines.

Martial arts are not merely fighting styles. They have an enormous body of philosophy, and sometimes religion, that goes along with the style. Selecting a martial art for a character should color the character’s entire personality. In game terms, the philosophy of a style is reflected in the maneuvers it teaches and the special requirements to learn the art.

A new art must have eight disciplines: five minor (costing one through four points), two major (costing five through seven points), and one master discipline. The cost of the minor and major disciplines should not exceed 30, with 24–26 being the average. The cost of the master discipline is only used to figure its possibility cost per use.

All martial arts have special skill requirements or impose behavioral restrictions on the practitioner. As a minimum, arts costing 20–23 points should have one special requirement, those between 24 and 26 would have two, and 27 to 30, three. Especially rare or potent arts might have even more requirements.

Each art should have a focus. Is the art primarily offensive or defensive? If the art is offensive, does it use throws, strikes or both? The art’s disciplines and skill requirements should be consistent with the art’s focus. The central idea of the art is also defined through the skills chosen as its special requirements.

Martial Arts Creation: An Example

Say that you wish to create a Chinese Tong, the Sons of the Leopard. You decide that they will all know Leopard Claw Kung Fu. Since there is not an existing style template for Leopard Claw, you must create it yourself. This is really not difficult.

First you must develop the focus of the style. Leopard Claw is a hard style emphasizing devastating attacks and overpowering the opponent’s defense. You decide to make this a 25-point art (meaning only 25 points worth of maneuvers may be acquired for it — see the “Martial Arts Discipline Cost” chart below). This means that the art should have two special requirements. Since Leopard Claw artists must be very tough, the requirements will be that the artist have a *Strength* of 10 or greater and must know the *willpower* skill.

Now you must decide on the disciplines of the art. You end up deciding that the following disciplines best fit your chosen focus. Note that the cost of the master discipline is not factored into the style total.

Minor Disciplines

- Strike (2)
- Drop Kick (2)
- Stone Fist (4)
- Lightning Fist (3)
- Spring Attack (3)

Major Disciplines

- Hail of Blows (6)
- Spirit Shout (5)

Master Discipline

- Thunder Kick

Requirements: STR 10+, *willpower*

Now you have merely to write a brief overview of the art, and you will

be finished. It might look like this:

Comments: Leopard Claw is a brutal style native to Core Earth and popular in the mountainous regions of China. It emphasizes aggressive attacks and overpowering opponents. Practitioners tend to be very clannish.

You now have a fully playable martial arts style with a personality all its own.

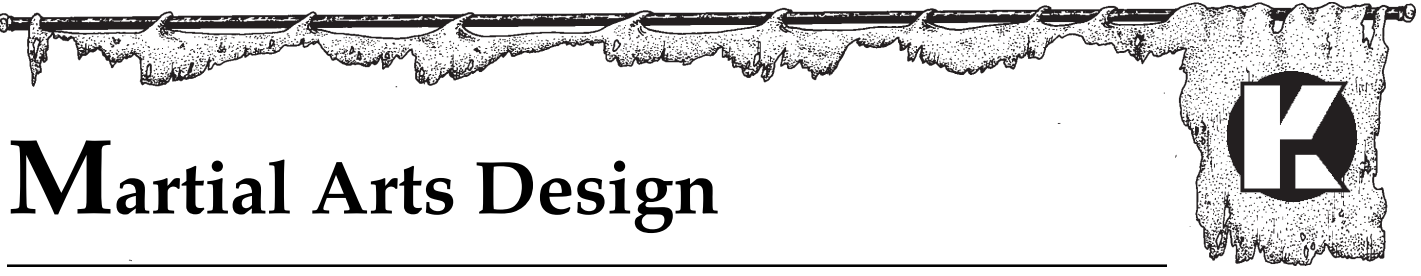
Martial Arts Schools

Though individual teaching styles differ, the substance of the teachings of one school of a martial art is usually very similar to other schools of the same art. For this reason, martial arts should either be taken as listed or a new art created to match the gamemaster’s/player’s wishes. Very similar arts usually have similar names (Tiger and Lion for example).

There is one major exception to this rule, however: ninjutsu. Ninja were far more than assassins. They were spies, actors and saboteurs. Each ninja was trained in one or two operational specialties. To reflect this, this optional rules system provides ninjutsu with a training sequence, which may be filled with disciplines of the gamemaster’s/player’s choice. This rule applies only to Core Earth ninja — for Marketplace ninja, see below.

Note that, according to the *Torg* rule system, ninja are allowed an additional three attribute points and are unable to spend Possibilities on *reality* skill checks.

There is also a long list of skills which may be taken (with *stealth*) as the prerequisites for ninjutsu. The skills are classified as *traditional* (T) or *modern* (M). There is no restriction on mixing the two. The skills chosen should



greatly help the gamemaster in determining what type of family or clan a character belongs to. A school emphasizing demolitions and heavy weapons will be very different from one in which disguise and acting are taught.

A ninja character should automatically come with an established group of gamemaster characters: his family. The gamemaster and the player should work together to make the clan as interesting as possible. This should include at least the name of the clan, the statistics of the Master, and statistics on typical clan members.

Note that characters from Marketplace are all trained by corporate ninja Masters and do not have a clan (although the gamemaster should feel free to create the character's parent company). There are only three primary schools of ninjutsu in Marketplace, one sponsored by each of the megacorps in the Triad. The gamemaster should create the three schools for his campaign, and all corporate ninja from Marketplace should choose the school at which they trained.

There is rumored to be an organiza-

tion, the Sons of Darkness, which has recently appeared in the realm of Nippon Tech and Core Earth. This body acts as a congress of ninja clans and facilitates getting clients to the proper type of ninja. The fee for their services can be quite high, but if you have the pull to contact them, you can probably afford it.

Ninjutsu

Training Sequence:

1. Defensive Maneuver
2. Special Attack
3. Special Attack
4. Defensive Maneuver
5. Attack (General)
6. Invisibility
7. Weapon or Movement Technique
8. True Invisibility

Requirements: *stealth* plus two of the following:

Acrobatics (T), fire combat (M), heavy weapons (T,M), lockpicking (T), forgery (T), prestidigitation (T), disguise (T), languages (T), water vehicles (T), demolitions (T,M), scholar (computers) (M), sur-

*vival (T), beast riding (T), climbing (T), running (T), swimming (T), long jumping (T), artist (actor) (T), scholar (security systems) (T)**

* See "New Skills."

Martial Arts Discipline Creation

All martial arts have eight disciplines, as noted above. Disciplines have a point value derived from the bonuses effects, and limitations of the maneuver. The cost of a maneuver is the bonus granted (i.e., STR+4 damage would cost four), plus any special effects (see the "Special Effects Cost Chart"). A discipline may have more than one effect, but should only have one limitation.

Minor Disciplines: Minor disciplines have a cost between one and four points. At this level, the bonus should be only to combat actions (attack/defense) or directly combat-related skills (i.e., *maneuver*).

Major Disciplines: Major disciplines have costs between five and

Martial Arts Discipline Cost (by category)

Discipline	Possibility		Discipline	Possibility		Discipline	Possibility	
	Cost	Cost		Cost	Cost		Cost	Cost
ATTACKS (GENERAL)			Shout of Warning			MENTAL DISCIPLINES		
Heart Punch	2	—	Hail of Blows	6	—	Detect Lie	6	—
Stone Fist	4	—	Whirling Attack	7	—	Self-Instruction	5	—
Drop Kick	2	—	Stunning Attack	2	—	Flashback	5	—
Sacrifice Kick	1	—	Death Touch	15	2	Weakness Probe	3	—
Ki Punch	4	—	GRAPPLE THROWS			MOVEMENT TECHNIQUES		
Strike	2	—	Entangle	4	—	Jump	5	—
Kick Disarm	2	—	Throw	3	—	Wind Running	10	1
Sweeping Kick	3	—	BODY CONDITIONING			WEAPON TECHNIQUES		
Felling the Oak	3	—	Long Life	15	—	Weapons Master	5	—
Iron Fist	6	—	Poison Immunity	5	—	MISCELLANEOUS TECHNIQUES		
Leaping Kick	3	—	DEFENSIVE MANEUVERS			Dagger Dance	1	—
Thunder Kick	11	1	Block/Strike	4	—	Dragon Flight	3	—
ATTACKS (SPECIAL)			Disarm	4	—	Healing	5	—
Feint	2	—	Serpent's Coils	3	—	Instant Up	3	—
Spring Attack	3	—	Weapon Break	2	—	INVISIBILITY TECHNIQUES		
Spirit Shout	5	—	Crushing Block	3	—	Invisibility	5	—
Lightning Fist	3	—	Missile Dodge	2	—	True Invisibility	15	2
Cyclone Attack	16	2	Stop Thrust	2	—			
Power Shout	—	1						

seven points. At this level, bonuses can be applied to non-combat maneuvers, such as long jumping or healing. Also, at this level the bonus can be added to the limit of a movement value.

Master Disciplines: Cost 10 or more points. The cost of the discipline determines its possibility cost to use. Disciplines costing 10–14 points cost one Possibility, 15–19 cost two Possibilities, and so on. A master discipline can be anything that can be rationalized as relating to the martial art.

Changes to Existing Maneuvers

The following are *optional* rules changes for some of the maneuvers listed in the *Nippon Tech* sourcebook.

Death Touch: Costs 2 Possibilities to use. The artist must touch the target on exposed skin (possibly requiring a vital blow if the target is in armor). Use causes the artist to take 20 minus mar-

tial arts value plus a bonus in fatigue. Otherwise, as listed in sourcebook.

Drop Kick: Use gives the artist initiative for the round, replacing his normal action. Damage is calculated as listed. If the artist possesses the *instant up* maneuver, he may use this maneuver in consecutive rounds without penalty.

Entangle: Opponent is knocked down for two rounds. The artist is *unskilled* the following round due to the complexity of the maneuver.

Invisibility: While not truly invisible, the artist does get a +3 bonus to *stealth*.

Ki Punch: Does STR+5 damage, use fatigues the artist.

Spirit Shout: +3 to acting value. Causes spiritual damage of SPI+3. Use causes artist five shock points in *fatigue*.

Stop Thrust: Does normal damage and opponent is *unskilled* in the next round.

Thunder Kick: Costs 1 Possibility. Gives the user initiative for the round, does STR+5 damage, and causes a *knockdown*.

True Invisibility: +5 to *stealth*, +10 to defensive values while invisibility lasts. It lasts until someone beats the artist's *stealth* total.

Weapons Master: +3 with chosen weapon.

plines, *Superior* the master disciplines, and a *Spectacular* result allows the scholar to know the special requirements for the art and where the best masters can be found. Modifiers should be applied for especially rare arts, or arts from other realities than that of the scholar. Note: it is not necessary to have the *martial arts* skill to have *scholar (martial arts)*.

Scholar (Security Systems)

This person has studied modern security devices, from padlocks to laser "eye" beams. A skill roll (versus difficulty 8) can be made when the scholar finds out about a system. This can consist of looking at blueprints, hearing the name of the system, or observing it firsthand. Modifiers should be applied (gamemaster's discretion) on security systems above or below the scholar's *Tech* axiom, magical or miraculous security systems, and systems from realities other than the scholar's. The success levels of the roll are added to *stealth* rolls made against the system in question. This knowledge can be passed on to others so that they can get the bonus as well. Note, disconnecting the security system requires *science (electronics)* or other appropriate *science* skill.

Special Effects Cost Chart

Effect	Cost
Unskilled	2
Stymied	3
Fatigued	2
Setback	4
Initiative	3
Up following round	4
Knockdown	3
Normal Surprise	2
Multi-Action ("Number Succeed" difficulty plus)	2
Applies in Consecutive Rounds (and normally would not)	2
Non-Combat Bonus	2
Causes Non-Physical Damage	4
Area Attack (+ radius in meters)	2
Increases Limit Value (bonus +2) + non-combat	2

New Skills

These are optional new skills that may be used in conjunction with the martial arts design system above or on their own.

Perception Skills

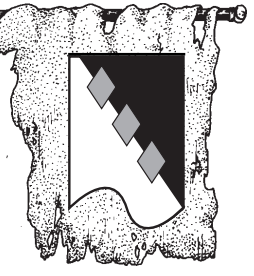
Scholar (Martial Arts)

The person has studied the various martial arts of her cosm and has a good idea of the abilities of various styles. A skill roll (versus difficulty 8) determines what the scholar knows about the style in question. A *Minimal* success allows the scholar to know where the style is from (geographically speaking) and its basic philosophy. *Average* success yields the minor disciplines of the style in question. A *Good* success gives the major disci-

Limitations Cost Chart

Limitation	Cost
First Round of Combat Only	-2
Cannot be used in consecutive rounds (and normally could)	-1
Use causes knockdown to artist	-1
Artist confused if action fails	-1
Artist stymied following round	-2
Discipline requires vital blow	-4
Discipline requires use of both hands	-1
Requires a skill roll and normally would not	-1

Dispatches and Rumors



Dispatches

1

The Land Below continues to be a subject of fascination for researchers, High Lords and Storm Knights alike. Recently, a Nippon team traveled to Merretika via tunnels beneath the Living Land and made a cursory examination of the area, seeking natural resources to exploit. When they attempted to move further into the jungles, they were attacked by a bizarre creature.

Survivors of the massacre that followed described the beast as well over 10 meters tall, with a humanoid body and the head and neck of a great serpent. It did not speak, but some had the impression that it was acting as a guardian for the region.

If the Storm Knights investigate this incident, they will find that none of the denizens of the Land Below have ever seen or heard of this thing before, nor do they have any idea what it might be guarding. They do know of hunting parties that have ventured into that area and disappeared.

If the Knights investigate the site, they will find no bodies, but plenty of dried blood. They will also find the creature, who is not as unintelligent as one might believe and intends to fulfill his duty to protect ... what? The Knights will only find out by defeating him.

The Guardian Ras

- DEXTERITY 10**
- Unarmed combat 17
- STRENGTH 30**
- Lifting 35
- TOUGHNESS 38**
- PERCEPTION 15**
- Find 17, tracking 18, trick 16
- MIND 11**

- Survival 15, test 13, willpower 18
- CHARISMA 7**
- Charm (30), persuasion (30), taunt 14
- SPIRIT 8**
- Intimidation 24, reality (Land Below) 17
- Possibilities: 25**
- Natural Tools:** claws, damage value STR+3/33; fangs, damage value STR+4/34

Critical Event: The Knights must defeat Ras to learn just what it is he guards (which will be revealed in the personalized response from West End). Doing so is a Good result (6 or above); failing to do so is a Bad result (3 or less).

2

A team of Ayslish sorcerers has broken away from the Dark and traveled to the Nile, there to seek their fortunes as the costumed criminals known as the Weather Warriors. Lightning, Thunder, Fire, Ice and Gale have struck repeatedly in Libya, Tunisia and even as far north as Greece. They have thus far avoided known Mystery Man areas such as Cairo and Khartoum. Their attacks are incredibly swift and normally only one team member uses his powers at any one time, so the rest will not face so great a risk of disconnection.

Lightning

- DEXTERITY 12**
- Acrobatics 13, dodge 14, maneuver 13, running 14, stealth 15, unarmed combat 13
- STRENGTH 8**
- TOUGHNESS 8**
- PERCEPTION 11**
- Alteration magic 15, find 12, trick 12
- MIND 10**
- Test 12, willpower 12

CHARISMA 9

- Charm 11, persuasion 11, taunt 12

SPIRIT 9

- Corruption 13, intimidation 13, reality (Aysle) 14

Possibilities: 12

- Arcane Knowledges:** *inanimate forces 4, light 7*

- Spells:** *lightning, rainbow bridge, shield of light*

- Equipment:** cyprium armor, value TOU+2/10

Thunder

DEXTERITY 9

- Dodge 11, melee weapons 11, unarmed combat 11

STRENGTH 15

- Lifting 16

TOUGHNESS 15

PERCEPTION 12

- Alteration magic 15

MIND 12

- Apportation magic 16, test 13

CHARISMA 8

- Persuasion 10, taunt 10

SPIRIT 7

- Corruption 12, intimidation 13, reality (Aysle) 12

Possibilities: 15

- Arcane Knowledges:** *water 4*

- Spells:** *Aeluin's water valley, bath of death, fog*

- Equipment:** solium armor, value TOU+2/17; solium sword, damage value STR+6/21

Fire

DEXTERITY 10

- Dodge 13, maneuver 14, stealth 15

STRENGTH 9

TOUGHNESS 10

PERCEPTION 11

- Alteration magic 14, find 13, trick 15

MIND 12

- Conjuration magic 16, test 14, willpower 14

CHARISMA 10

- Charm 12, persuasion 16, taunt 16

SPIRIT 10

Corruption 15, intimidation 14, reality (Aysle) 17

Possibilities: 20

Arcane Knowledges: fire 9

Spells: conjured fireball, Atlack's instant immolation, flickering fire shield

Equipment: infernas armor, value TOU+2/12

Ice

DEXTERITY 12

Dodge 14, maneuver 14, unarmed combat 16

STRENGTH 14

TOUGHNESS 14

PERCEPTION 14

Alteration magic 17, evidence analysis 16, find 16, scholar (master criminal) 16, trick 17

MIND 10

Test 12

CHARISMA 7

Persuasion 13, taunt 16

SPIRIT 9

Corruption 18, intimidation 19, reality (Aysle) 16

Possibilities: 17

Arcane Knowledges: water 5, inanimate forces 6, air 2

Spells: ice bolt, frost bridge, frigid air

Equipment: aqueate armor, value TOU+2/16

Gale

DEXTERITY 14

Acrobatics 17, dodge 20, maneuver 18, running 17, stealth 21

STRENGTH 8

TOUGHNESS 9

PERCEPTION 11

Alteration magic 15, find 13, tracking 15, trick 17

MIND 11

Apportation magic 14, test 15

CHARISMA 12

Taunt 16

SPIRIT 10

Corruption 11, intimidation 12, reality (Aysle) 14

Possibilities: 14

Arcane Knowledges: air 7

Spells: wall of air, zephyr of flight, arm of air, fighting whirlwind

Equipment: cinlum armor, TOU+2/11

Critical Event: The Knights must defeat the Weather Warriors and prevent the loot they've taken from being fed back to the Army of the Dark is

Aysle. Doing so is a Good result (6 or better); failing to do so is a Bad result (3 or less).

3

An important Cyberpapal bishop has decided to defect, having come to believe that a purge of the CyberChurch is planned by Malraux. The bishop, assigned to Rome, will be traveling via express rail from that city to Frankfurt in only a few days.

The Storm Guild had assigned two Knights to meet Bishop Toulours on the train and see to his "disappearance" in Frankfurt. Unfortunately, Malraux has learned of the planned defection and hired five assassins from another realm — which one is unknown — who will be disguised as Core Earthers and placed aboard to train to kill Toulours.

Learning of this, the Storm Guild hires the player characters to board the train in Rome, make contact with Toulours and, if possible, the other Knights, and to frustrate the efforts of the assassins.

This adventure can be run "as is," either as an action-packed chase through the train, a mystery/suspense entertainment, or a combination of the two. Remember that this is an express train and will not stop between the two cities. If you wish it to be delayed, you will have to come up with a reason for it.

There are a number of *Torg* products that can help you in staging this adventure. *The Forever City* contains a map of the Orient Express, which can double as the setting for this drama. The *Torg Character Collection* can provide the Storm Knights assigned to the train, and some of the villains, if necessary.

This is also an excellent spot to make use of subplot cards. Perhaps one of the assassins is an old *Nemesis* of one of the player characters; perhaps a *Romance* is encountered on the train. There are countless other adventure plots that can be spun off from the Knights' time on this express (assuming, of course, they survive).

Critical Event: The Knights must help Toulours to defect to Core Earth

in Frankfurt and stop the assassins assigned to kill him. Doing so is a Good result (6 or more); failing to do so is a Bad result (3 or less).

4

With Cyberpapal and Nile troops battling in what was once Yugoslavia, there is tremendous suffering throughout the country. The Storm Knights are offered a job escorting a United Nations supply convoy into embattled Sarajevo. Keep in mind that any Serbian resistance they encounter along the way will be armed with Cyberpapal weapons or backed up by Church Police.

Once the food is delivered, the Knights will learn of a nearby village beset by bandits who have stolen virtually everything of value. The only thing left behind (because it was well hidden) was a statue of a dragon dating back well over 600 years, and streaked with red and blue. If the Knights will agree to protect the town from further raids, they can have the statue as payment.

The bandits are outcasts from the Cyberpapal and Nile forces — undisciplined scum, more interested in butchering and pillaging than victory in battle — who are led by a rogue techno-demon.

Critical Event: The Storm Knights must save the village and obtain the eternity shard. Doing so is a Good result (6 or better); failing to do so is a Bad result (3 or less).

Rumors

1

The Cyberpapacy, in one of its subtle plots, has been making several investments in the American movie business. Their most recent purchase has been a major TV/movie company.

The individual in charge of the company, Archbishop de Vries, has taken over the production of several shows. The archbishop has found that first-run syndication is a potent tool in the

hands of the Church, with the proper amount of subliminal conversion messages included.

Currently, de Vries is involved in overhauling a popular science fiction series. He has taken to steps to eliminate all of the characters from the show, with the exception of several played by actions who have been FaithChipped. The remaining crew have now become a futuristic representation of the CyberChurch, exploring strange new worlds and converting heretics 400 years in the future. The crew are all cybernetically enhanced and their opponents are a mysterious race, with its own unsanctified cybernetics, that seek to assimilate all other beings into a psionic "group mind." Thus, the CyberChurch can subtly preach against the Akashans and their mental powers.

In this manner, de Vries hopes to bring new believers, fans of the show, into the fold by convincing them of the rightness of the Cyberpapal catechism. He currently operates out of the company's relocated offices in Florida.

—Steve Crow

value, which means little to any but the English, they wouldn't bring much to their new owners. Unless they know something we don't ...

—Jamie Lewandowski

3

Hereteri, daughter of Sesetek, was recently seduced to Good alignment. Her father was not pleased with this, but is loath to take action against her. He himself has had doubts about Mobius' divine stature. However, he feels that he can best serve his gods by remaining Overgovernor.

Hereteri has been organizing resistance forces in Libya. She has linked up with a number of Libyan resistance fighters and local Mystery Men. This small group has conducted a number of raids in Sesetek's and the neighboring Overgovernors' territories.

Mobius and his Darkness Device are currently unaware of the identity of the mysterious rebel leader. If this knowledge became common, Sesetek would not long survive the High Lord's wrath. Several Overgovernors,

5

Things are once again getting interesting in Los Angeles. However, this time it's good news for Storm Knights — the Posse has found religion!


In a recent battle against the forces of Tharkold, a Storm Knight team saved a Posse member from a painful defeat. One of the Storm Knights was a cleric of the Sacellum faith. At the critical point of the battle, the priest crucified the Alpha leading the attack and forced the demons to retreat. The surviving Posse members were very impressed by this action and asked the priest to stay with them. Seeing an opportunity to spread the faith, the good father accepted and was soon preaching to the gang members. What was rather surprising was that the gang members started to listen and some of them have even converted to the Sacellum faith.

If the cleric is able to convert a large number of the Posse members, this could create some very interesting problems for their enemies. First off, the strict teachings of the Sacellum would give the Posse the discipline and organization that they have so far lacked. Secondly, the religious power gained from the Sacellum would be a great advantage. Ward enemy could now be used to counter the power of the techno-demons. Blessed bullets coming from automatic weapons would extremely effective against the Tharkoldu, and blessing vow would increase attributes without adding cyberware.

In any event, the Sacellum priest now regards the Posse as his "flock" and will do everything in his power to help them.

—Sandy Addison

6

An entire battalion of Nile soldiers vanished while on maneuvers in Libya. Found one week later wandering in the desert, all had been driven mad by shock. A few babbled incoherently about passing through a "doorway," and seeing horrible sights. 

The Crown Jewels of England have been stolen!

2

The Crown Jewels of England have been stolen!

The Tower of London, which has been refortified and is occasionally used by Ardinay and members of the English government or Royal family for important meetings, was easily penetrated and the jewels snatched.

The phenomenal success of the effort, and the stealth necessary to pull it off, points to any one of several suspects: a traitor within the Home Guard; Ayslish or Tharkoldu mages; Nippon ninja; pulp-powered Nile villains — anyone could have accomplished this deed.

But "whodunnit" is only one of the important questions. Aside from their monetary value, which isn't great enough to warrant such a dangerous undertaking, and their ceremonial

hearing of Hereteri's disappearance, are beginning to make the connection and are looking for ways to confirm their suspicions and blackmail Sesetek to their side.

—Steve Crow

4

Power-suited Nippon samurai have been reported seen in the Living Land, near what was once the city of Seattle. They are supposedly involved in an efficient elimination of all Jakatts in the area. Resistance communities are apparently being sought out by Kanawa employees, who are paying much more than what the land is worth.

By all appearances, Seattle, which before the war was one of the biggest trade ports with the Far East, is due for its very own "Miracle of California."

—Jamie Lewandowski

Your Letters



Some of our readers have speculated that the "hero" whose death we referred to (and which Mobius reacted to with such glee) might have been a certain caped marvel of some renown. One reader, Steve Crow, went on to suggest that, were this true, it seems far-fetched, as the company with which the character is most closely associated would have been destroyed when the Living Land invaded. Even if they relocated, "it is unlikely they would kill [him] off just to boost sales."

As to the former, while some of the better known creators were slain or transformed in the invasion, others were out of town at a con and survived to start up again in Florida. As to the latter, interesting point: what do the rest of you think?

1. I thought *occultech* was a *Mind* skill.

2. Can we have a more detailed way of using the *UltraCAD* skill? I find the whole *UltraCAD* process sketchy.

3. I think the game is going great. Please do something with the Living Land, though. It's ... well, it's boring.

4. Are we ever going to find out what happened to Bryce, Mara, Rat and Coyote and the rest of the main characters from the trilogy? Is Tolwyn back from Aysle cosm yet?

—Christopher Hudson,
Newark, DE

1. No, according to *Tharkold*, *occultech* is a *Spirit* skill.

2. If we get enough demand for info, Chris, we will see about getting a product scheduled for '94. (It's entirely possible.)

3. Watch for big changes in the Living Land in *Infiniverse Update: Volume II*, due out in April. Also watch for the final (?) fate of Baruk Kaah in these

very pages over the coming year.

4. To be honest, that's one of those things we keep meaning to do, and never seem to get around to. We had been planning a novel that would have detailed some of the further adventures of Bryce and crew, but the prospective author went from freelancer to staffer at another game company, and so is no longer available. Hopefully, we'll find an avenue in the future.

Yes, Tolwyn is still embroiled in the struggle to retake House Tancred and the rest of the cosm from the hands of the Dark. Unfortunately, with her gone, the Army of the Light's fortunes have gone to hell in a handbasket, as will be seen in upcoming months.

1. Why can't the High Lords knock out the leadership of Core Earth by attacking their offices with stormer teams dropped by dimthread?

2. If Malgest is so weak (for a Darkness Device), can 3327 and Daikoku do to it and Jezrael what the Gaunt Man and Heketon did to Kurst and Huitzilopochtli?

3. Why doesn't Jezrael reveal to the Japanese people that 3327 is a High Lord?

—Greg Detwiler,
Williamsburg, PA

1. Well, they can certainly try. But most likely the leaders of the "free world" saw to their own protection early on, so it might not be that easy (I have no doubt there are Storm Knights on retainer to protect various world leaders).

2. Again, 3327 can try, if he's willing to risk losing. While Heketon had Huitzilopochtli outmatched, the invasion of Kantovia and the defeat of its High Lord were not as simple as one might like to think (see *Interview With Evil*, by John Terra, in August for more

details on that story).

3. She's not one most Core Earthers would regard as a reliable source. Besides, the *Tokyo Citybook* has gone a long way toward blowing 3327's cover in Japan already.

1. Do third-planting Orrorsh gospog get *shape change* plus power points, or is its cost subtracted from the points?

2. How about a *Torg* art book?
—Ralph Dula,
New Cumberland, PA

1. The cost is subtracted from the listed power points.

2. There are no plans for one at this time.

Have you ever considered the possibilities of what could be done with the Polynesian Cargo Cults, especially since they are now under Orrorshan axioms?

—Dennis Matheson,
Kennesaw, GA

Actually, Dennis, it's a subject with which we are largely unfamiliar. If you (or any of our other readers) have knowledge about this that you'd like to share, feel free to send it in. (We love learning new things.)

Recently, we reprinted a *Torg Campaign Update* which one of our players, Tom Reed, was gracious enough to send in for us. A few of our readers sent in questions about how the newsletter was prepared (and we had a few of our own), for which Tom has provided answers. So take it away, Tom:

The newsletter is put together on my Macintosh Classic II, using regular professional publishing software.

People with any computer system can put together similar newsletters. I did similar things when I had one of

the obsolete Atari 8-bit computers. Nowadays, if you own or have access to an IBM or Macintosh computer, you have one advantage: you can take your completed document to various copy centers and have your document printed out on laser printers. This provides better detail, clearer type, and it copies beautifully. If you're stuck using a typewriter or a dot-matrix printer (just like I am at home), try to use a fresh ribbon, for the darkest print possible.

You don't even need a computer. With a little time, a copier that does sharp, solid black copies and some rubber cement, people can copy pictures from other sources and paste them into handmade newsletters and write the text out on typewriters. The best kind of art for copying and pasting this way is "line art," with black and white lines. Copying photographs and color pictures always provides shaky results.

Since I can't draw well, my newsletter's artwork mostly comes from "clip art," which has been created by various sources. The rights for publishing it professionally are, to be honest, nebulous. A lot of the readily-available clip art consists of scanned images from anonymous sources. There are "legitimate" sources of clip art that provide all legal release for publications, but little of it is suitable for the kind of fantasy and science fiction needed for gaming work. Also, I'd be paying for publishing rights which would see little practical use. My viewpoint is that, as long as I am not selling the newsletter or distributing it beyond my gaming club, I'm not injuring anyone's rights.

Obviously, though, I did have the *Torg* logo scanned, and I "modified" it for clear appearance. As you see, on the title line I gave full copyright and trademark attribution to WEG. I would advise anyone that, if they wish to use the logos of game systems — or even the names of game systems — in anything they print and distribute, they always include the copyright owner's notice. This is more than protecting your rump from legal action — it's paying proper homage to the people whose work you are using. Every gamer who writes will want his or her

Herald Messages

"Hey, Malraux! Did you lose something? Like maybe 20 percent of your realm?"

— Major Havoc, Daremo, Corey Jones, Kayla, Marcel and the rest of the Knights of the Valiant 13th.

Archbishop de Vries has created a new virtual reality program. It is based upon a pre-invasion British TV show. The area, known as "The Village," is used to imprison Storm Knights without knowledge that they are in virtual reality. The Order of the Shard are the first "guests."

— Steve Crow,
North Liberty, IA

Nile efforts to locate and destroy Core Earth hardpoints in Greece have been thwarted by Storm Knights working for the Greek government. Nile agents known to be seeking eternity shards in that country are still at large, however.

— Jim Ogle,
Socorro, NM

"Gee, I hope Talamous' True Death goes something like, 'Having head blown off with laser pistol.' Guess that's a little overly optimistic, huh?"

— Daman Prizt

"We are poorly trained and lack faith."

— Message often left behind by Storm Knight Carlton Path after defeating Cyberpapal adversaries.

Kaah is dead, but Rec Pakken has disappeared. The realm seems to be changing. The Magic, Social and Tech axioms are rising. Large, wasp-like creatures have been spotted near Philadelphia. Pyrians have also been spotted. Is Hadian Fel Ar a High Lord?

— Christopher Hudson,
Newark, DE

"The fastest way to kill a dragon is to storm it — twice."

— D'Hubert and Walker

Storm Knights working for Senator Gardner (anti-Spartan), together with Inform agents, have ushered in a new era of international cooperation by preventing the liberation of the Red Knights' terrorist leader and stopping an American gunrunner and an Akashan Monitor from bringing bioweapons and talismans to Los Angeles. As a result, the Social axiom of the Lima, Peru courthouse/jail has been raised to 22. Legends have been seeded in Lima (about the axiom shift) and Los Angeles (about the death of a techno-demon).

— Grant Davis,
Austin, TX

"I didn't want to see what gospog from the Cartoon reality looked like, anyway."

— Bluey

Famous last words:
"Five longboats full of Vikings?" Let's get 'em!"

— The Searchers

work to be published some day, and they will want their work to be respected. If so, they should respect the rights of others right now.

(Hopefully, that will answer a lot of people's questions about the technical side of putting out a newsletter. Now to the important part ... the aesthetics.)

Putting out a campaign newsletter does several things. It reminds the players of what happened in the previous week. It provides a permanent record of their statistics and new equipment. It lets me pass information to the players about the *Torg* universe without having them refer to the sourcebooks. It attracts players; one of my players has non-gaming

friends who are avidly reading the newsletter like it was a soap opera. Perhaps these people may make the daring jump into gaming some day.

Most importantly, it emphasizes the fact that their characters' actions make a difference in the game world. For example, one player character, stripped of his Ryuchi battle suit, found a way to defeat Nile Empire crocodiles with his wadded-up, stinky socks. This incident became so important to their success in the adventure, it was commemorated on a certificate I handed them at the end of the school semester.

Anyway, thanks for your help ... and I look forward to greater adventures and excitement from you.

— Thomas E. Reed,
Orlando, FL