

# INFINIVERSE™

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

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### “GUESS THE GUILDMASTER” CONTEST

Yes, it's time for another competition. For months, the Guildmaster has operated her Storm Guild while keeping her true identity a secret. Now it's time for you, our readers, to guess just who this powerful figure really is!

You can enter as many times as you like, with the deadline October 31st. First prize is a free copy of the *Terra Sourcebook*, due out in January. So hurry and get your guesses in before it's too late.

### WEG WELCOMES NEW STAFFERS

West End Games is proud to announce the addition of two new staffers:

**Peter Schweighofer** joins us as editor of the new *Star Wars Adventure Journal*. Formerly employed as a newspaper editor, Peter brings strong editorial skills, good knowledge of gaming and a really great hat.

**Brian Schomburg's** cartoon “Reality Check” has graced the cover of *Infiniverse* for some months, and now the man himself graces our art department. Brian is talented, imaginative and tall, and what more can you ask in a graphic artist?

**THIS MONTH:** Your long wait is over! John Terra's shocking new novel, *Interview With Evil*, hits the stores this month with the inside story of the Gaunt Man's origin and first conquest. It's a treat no true *Torg* fan can afford to miss. Look for it in book and hobby stores in the new trade paperback format!

**OCTOBER:** Greg Farshtey and Bill Olmesdahl present the *High Lords' Guide to the Possibility Wars*, featuring tips on gamemastering in *Torg*, simplified rules for Drama Deck use, the timeline to the first three years of the Possibility Wars, and a brand new Nile mini-adventure!



# 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 #34

1. Cyberpapal cleric infected with Comaghaz uses alter disease to lock himself into second stage. Peace Through God used as a means to infect others, and starts out True (15).

2. Ace Decker saved by aboriginal shaman Djil, now inhabiting the body of an enormous Ayslish warrior. Begins at True (15).

3. Storm Knights planning to seize control of major Japanese networks and broadcast news of 3327's identity — actually, the whole thing is a deathtrap. Barely True (13).

### **Continuing Report:** Issue #33

1. Cyberpapacy invests in American movie companies and is working to overhaul a popular science fiction series and turn it into propaganda for the CyberChurch. Just barely True (13).

2. Crown jewels of England found. Reaches True (17).

3. Hereteri, daughter of Sesetek, seduced to Good and organizing resistance forces in Libya. True (45).

4. Power-suited Nippon samurai seen in the Living Land. Moving along at True (20).

5. Posse finds religion with Sacellum cleric. True (17).

6. Nile unit vanishes in Libya and returns babbling of "doorway." Hits at True (75).

### **Penultima:** Issue #32

1. Massive new weird science center producing mechanized vehicles with weird science powers invested in them. Strong jump to finish at True (21).

2. King Gustaf XVI of Sweden imprisoned in Riddarholmen by the Warrior of the Dark. His daughter, Victoria, is now leading commando raids on the invaders as "Lady Victory." Ends at True (20).

3. South American Development Trust attacking Akashans, capturing their weapons, and selling them to resistance groups battling Tharkoldu in Los Angeles. One last jump to make it to True (21).

### **The Wrap-Up:** 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 Cauly Malkin and Baruk Kaah (actually a guy in a rubber suit) is said to be a hoot. A phoned-in vote

five minutes before press time brought this up to a dead heat — so a Bill Olmesdahl-inspired poll of the office was taken. The result of this was that it is True (18). Please send your letters of outrage to "Bill Olmesdahl, West End Games, RR3, Box 2345, Honesdale, PA 18431, Attention: Alone at Home."

2. A large 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. Huge jump to True (55).

3. Nile scientists exploring the Land Below have discovered Godon, the original reptilian monster, in the caves beneath Nippon. Oh, my — True (60).

4. Vicious gang war has broken out between the Black Diamonds and the Vampyres in the streets of Los Angeles. Closes at True (15).

## Convention News

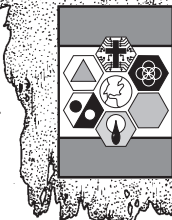
West End Games would like to thank everyone who offered their services to run for us at Origins and GenCon this year. Your help is invaluable to WEG and you have our thanks.

West End will also be represented at ComicFest in Philadelphia, October 6–10. Hosted by *Wizard Magazine*, ComicFest will feature the hottest comic and game companies and will be held at the Philadelphia Civic Center. Get your reservations now!

If you know of a convention in your area, send a letter to:

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

# Realm Update



(After much delay, here is the latest news on the doings in the Possibility Wars. Fasten your seat belts, it's going to be a bumpy read:)

## Aysle

Despite the terrible toll inflicted in recent months by the Army of the Dark, it is a time for hope in the realm of Aysle. Word has filtered down the maelstrom bridges and been whispered through the cities and villages:

The civil war is at an end, and Tolwyn is the victor!

After many great battles, Tolwyn of Tancred has led her army to victory against the usurper, Gareth, and the Dark has been dealt a crushing blow. Tolwyn is now turning her attention to the realm, hoping to secure her victory in the cosm quickly enough that she can return to Ardinay's side and rally the Army of the Light.

The Aylish push into Russia continues, with a new stela triangle being laid that brings the city of Smolensk under the Warrior of the Dark's sway. Aysle need lay only one more stela to seize Moscow.

Ardinay has reportedly noted with some concern the reports of the attempting kidnappings of Natatiri and Ellen Connors. It is said she is plagued by nightmares of the Gaunt Man and visions of Uthorion, in the body of a dragon, being torn to pieces by wolf-like creatures.

Ardinay is said to be laying plans to be implemented in the event of her death or disappearance. Her courtiers have reassured her that the Dark will never conquer Oxford, but that does not seem to be the source of her fears.

Meanwhile, the Warrior of the Dark has ordered armed fortresses built along the existing borders with the Light. These have served to prevent

emigration of refugees from the newly Dark areas to the Light regions and have served to intimidate the Light forces.

Naturally, the Warrior is not at all pleased at the possibility of Tolwyn returning to the realm. She would like nothing better than to present Tancred with a realm conquered and no place to offer her refuge. Rather than continue with consolidation of her gains, look for the Warrior to press her invasion.

Should Ardinay's grim prophecy prove to be true before Tolwyn has returned, Aysle may well be doomed to neverending Darkness.

## Core Earth

The invasion of Texas has dealt a severe blow to the morale of Core Earth, as well as devastating the top echelons of the Delphi Council, the CIA, the FBI and other government agencies. With the denizens of the Living Land on the run and the significance of the Land Above's threat still largely unknown, this is the worst possible timing for America's military machine to face confusion at the top.

In Hawaii, the Guildmaster has stepped up her operations, expanding training centers and beginning more aggressive recruitment of Stormers and Storm Knights. She has been heard to speak about events "building toward a climax" and adding, "Our time is almost here." The look in her eyes has frightened off those who might have questioned her meaning.

Flooding in the Midwestern United States has been blamed on run-off from the new mountain

ranges that appeared with the Land Above.

## The Cyberpapacy

The Cyberpapacy has not expanded in recent months, but Malraux has been an interested observer of the intricate maneuverings of the other High Lords. He is most concerned about the appearance of the Land Above (and dispatched scouts some time ago to scale the mountains and investigate that new arrival) and Mobius' arrival in the US.

Malraux is pouring a tremendous amount of resources into the battle with the Nile Empire in Eastern Europe. He can sense that Mobius is losing interest in that struggle and believes Eastern Europe will make an excellent buffer against Aysle in Russia.

Most worrisome of all, however, is the notion that some other High Lord (in some other, previously unknown cosm) is claiming dominion over the GodNet. Should this being decide to press his claim, it could lead to a battle between virtual Darkness Devices.

There seems to be a lull in the Angel-Demon war in the Net, with the Demons in a distinctly stronger position. Malraux has begun to suspect that the Demons may be in the service of this other High Lord.

## The Land Above/ The Land Below

The eastern United States is slowly recovering from the natural cataclysm that accompanied the coming of the Land Above. Most residents are finding life a trifle easier now, despite the presence of Serpentors, Leopard Men,



and other strange species. With no High Lord, only individual warlords, there is no organized attempt to exterminate resistance community members as there was under the Living Land. After suffering through the Deep Mist and the predations of creatures from Takta Ker, the menaces of the Land Above seem less frightening in comparison.

The Manhattan Protectorate has entered into negotiations with the Leopard Men and other tribes that have wandered into the New York area. The Protectorate is seeking allies against the Darooni Wasp Riders as well as trading partners.

The Land Above remains a mystery to most other realms, although some, including the Cyberpapacy, have dispatched agents to investigate it. A small squad of Mar-Sec agents from Nippon were captured by Serpentors within the past few weeks and skinned alive.

As for the Land Below, it has seen an unusual amount of traffic from edeinos (see "The Living Land," below) and even Baruk Kaah himself. Even as Rec Pakken's interest in the pocket dimension has increased, the Kefertiri Idol's has waned, as its High Lord has been active and successful.

## The Living Land

The most significant event to take place in the Living Land in some time can be found in Dispatch #2 of this issue. But to recap the background:

Baruk Kaah has been struggling with conquest practically since he arrived in this cosm, only to see his armies repulsed at Silicon Valley. Over the last few months, mutterings of rebellion have increased among the edeinos tribes, and worse, Rec Pakken ceased communicating with Kaah for an extended period of time. Kaah saw his supposed allies, the Tharkoldu, join forces with the Nipponese against him. Worst off all was the collapse of the Eastern Land in favor of the Land Above.

All of this conspired to drive Kaah over the edge into madness. He resolved that if he could not conquer Earth's cosm, no one would. He dispatched scouts to the Land Below, who discovered the gateway to a bizarre limbo between worlds. There they found the nexus of Earth's reality, a gleaming multi-faceted gem whose faces showed scenes from the different realities. Kaah's plan is to trick Rec Pakken into traveling with him to the nexus, at which point he will throw the Darkness Device into the nexus, hoping the cosm will be shattered by the resulting explosion.

(Is this going to work? Was there ever a hope of it working? Well, check out Dispatch #2 for the answers.)

In other developments, the Living Land enclave in South America — the result of Akashan reality trees — is progressing very well, despite efforts by the Cyberpapacy and Nippon to eradicate it.

The death of Skippy the edeinos sent shockwaves through those members of the species who have accepted Core Earth's reality and those who saw Skippy as a peacemaker between humans and edeinos. (There are unsubstantiated rumors that Nile weird scientists stole Skippy's corpse — what was left of it — from its resting place. There have been wild reports of sightings of four different Skippys in the vicinity of Cairo: a teenaged Skippy, a cyborg Skippy, an Ayslish edeinos in a suit of plate armor ("the Skippy of Steel") and a brutal Skippy who called himself "the last son of Lanala." The question is which — if any — is the real Skippy? These are, of course, only rumors and hopefully not true.)

## The Nile Empire

Another triumph for Dr. Mobius!

In a bold and stunning move (the only kind the Nile High Lord makes), Mobius has dropped a maelstrom bridge into Houston, current seat of the US government. Using intelli-

gence gained by Wu Han during the period that he was working for the Delphi Council (and of Good inclination), he sent all of Super Battlegroup Mobius against Texas, conquering Houston, Waco and Austin in short order.

President Leland Nicklaus was airlifted out of the state shortly before Mobius' shocktroops seized the southern White House. But a number of Congressman and high-ranking Delphi Council members have been captured by the Nile High Lord, and the government is now in severe disarray.

Needless to say, the coming of Nile reality has had a dramatic impact in other ways as well. Suddenly, scores of politicians are taking on Good or Evil inclinations and feeling compelled to announce their plans to anyone who will listen. The sole surviving leader of the Delphi Council is Ellen Connors, who is still recovering in a Dallas hospital from her run-in with Ahjebax.

The High Lord himself traveled from Thebes to Houston to get his picture taken standing in front of Republic House, which had been Nicklaus' home. This image was then sent out across the country, with the accompanying message that Mobius had at last conquered the United States.

Reaction around the world was immediate. 3327 watched with dismay as the value of his California investments dropped and he began to suspect Mobius' true plan: to seize the major oil resources of the world. The Nile High Lord already has the Middle East and now part of Texas, and the Russian oil reserves are threatened by Aysle. 3327 began a march northward (see "Nippon Tech," below) in reaction.

The US government has, for now, relocated to Miami, although this is believed to be only a temporary move.

Mobius is less pleased with events in Bosnia, where his troops are beginning to bog down in their struggle with the Cyberpapists. With Italy now within striking distance, Mobius may be thinking about pulling out of Eastern Eu-

rope in the near future.

Back in Cairo, gang war has broken out between forces loyal to Wu Han and those still following current overgovernor, The Hood. Han seems to have the upper hand in this struggle.

The Nile Empire's foothold in Berlin remains firm, despite the best efforts of the Tharkoldu to drive them out. Jezrael's lieutenant seems to be willing to accept the fact of their presence, but have no interest in ceasing their bloody campaign against Nile adventurers there.

## Nippon Tech

As noted above, 3327 feels certain that Mobius is seeking to take control of the world's major oil reserves. Therefore, he has instructed his agents to begin pushing Nippon reality north toward Alaska. Toward that end, Living Land stelae off the coasts of northern California and Oregon have been pulled and replaced with those of Nippon, creating additional Nippon/Living Land mixed zones. Nippon has also replaced a Living Land stela in Arizona with one of their own.

In addition, the fragile alliance with Jezrael has begun to bear some fruit, at least in terms of cooperation between Malgest and Daikoku. With the expansion of the original Tharkold stela area (see below), the Nippon stela triangle around San Francisco has linked up with the Tharkoldu triangle around Los Angeles. There are now a total of three adjoining Tharkold/Nippon mixed zones, one of which includes the city of Las Vegas.

There are whispers among some of 3327's top lieutenants that he has begun to make plans for the end of the Possibility Wars. Some smaller, less profitable operations have already been shut down, and people like 7710 are wondering just what state the High Lord will leave Japan in should he depart.

Most surprising of all, 3327 recently cancelled a planned assassination attempt on the Guildmaster. The executive who presumed to question this change of plans was summarily terminated.

News from Marketplace has been dramatic as well. 6365, one of the members of the ruling Triad and secretly a leader of Kashi, has been exposed as a traitor. She attempted escape, but was slain — interestingly enough, by an agent of Kashi who wished to prevent her capture and interrogation. Her spot on the Triad has been assumed by

8714, her successor at Misaki Computers.

## Orrorsh

Any other High Lord would have been shaken by the loss of one maelstrom bridge (and possibly two — the



John Paul Lona

reports are still coming on in *No Quarter Given*). But the Gaunt Man is not any other High Lord, and though he must expend precious possibility energy on reconstructing any bridges that come down, it has not distracted him from his overall plan.

And what is his overall plan? He is keeping it secret even from Sabathina and other trusted Hellion Court members. But it seems to focus on four women: Natatiri, Ellen Connors, Sarila and Pella Ardinay. One of these four holds a secret he covets, a power he believes he can manipulate. At present, he is on a quest to learn which one is the woman he seeks.

The death of the Carredon has been more of an annoyance, as he had planned to dispatch the creature after one of his targets. Instead, he has been forced to tap another powerful Nightmare. All of this damages the ecology of fear, as Horrors left to work without the guidance of their Nightmares tend to run a bit wild.

The Gaunt Man was amused to see that Storm Knights achieved victory over General Wellington and prevented the destruction of Singapore. Though he cared little about the city one way or the other, Wellington's death served as a warning to other presumptuous Hellion Court members that their master's voice is to be obeyed in all things.

The Gaunt Man has also taken an interest in Jezrael's efforts to gather information on seismic disturbances. He has instructed his agents in Tharkold to wait until she has sufficient data for her purposes before stealing it.

The Orrorshan High Lord has withheld comment on Mobius' attack on the US. He trusts that Mobius will have sense enough not to interfere with Orrorshan operations in New Orleans. Should he be so foolish as to attempt to do so, the Gaunt Man will see to it that he is disciplined. But for now, Mobius' little conquests are keeping Storm Knights occupied.

## Space Gods

A little knowledge can be a dangerous thing, or so the saying goes, and it

is one the Akashans are learning the truth about. Some of the more powerful psionics in the realm have begun receiving flashes of things to come, powerful foretellings whose horrific natures overwhelmed the psionics:

- A global holocaust that kills millions;
- A massive Gaunt Man standing astride the world, hands covered in blood;
- A demi-goddess of Destruction dying and being born again;
- A creature of all realities — and yet none — driving Storm Knights before him.

Most disturbing for Rotan Ulka has been the revelation (from a captured Horror) that Victor Manwaring was not sent to the Forever City to stop the Storm Knights from lighting the Signal Fire — but rather to make sure they did so. It seems that the Gaunt Man, alone of all the High Lords, was aware of the existence of the Akashans and their previous visit to Earth. Intrigued by beings who could cross cosms en masse without the aid of a Darkness Device — and frustrated by Heketon's inability to locate their home cosm — the Gaunt Man allowed the "invitation" to be sent to Akasha.

Orrorsh has, in fact, been occupying more and more of the Rotan's time (see Dispatch #1 in this issue for one of the reasons why).

## Tharkold

This has been a busy period for Jezrael and the Tharkoldu. It began with a verbal agreement between her and 3327 to refrain from conflict in favor of carving up the Western Living Land. This was not a popular move among the techno-demons and it has taken all of Jezrael's iron will to keep them in line. She plans, of course, to betray 3327 at the first opportunity, but for now is allowing him free rein to eliminate the edeinos annoyance.


Berlin has proven to be something of a fiasco. Instead of being the cornerstone of a new Tharkoldu conquest, the actions of Nile agents have transformed the city into a mixed zone. Although it is now of little worth in terms of possibility energy, the Tharkoldu are deter-

mined to remain there and eventually drive Mobius' minions out of the city. The presence of Ayslish, Nipponese, Cyberpapists and others in the city have made it a hotbed of bloody intrigue. (Naturally, Jezrael is looking on Mobius' attack on the US as an excellent opportunity to revenge herself upon him.)

With the Apocularum repaired, the original Tharkold stela area around Los Angeles has expanded to its full size and now encompasses a significant portion of southern California — including San Diego — and Tijuana, Mexico. In addition, Malgest and Daikoku have agreed to work together to the extent that three Tharkold/Nippon mixed zones have been formed, including one that encompasses Las Vegas (the Law of Profit meets the Law of Pain).

One of the most interesting events in Tharkold has been the one most rarely talked about — the birth of Jezrael's child. Readers will remember that, shortly after she became High Lord, Jezrael used the power of the Darkness Device and a Cult of the Dominant miracle to impregnate Demon Prince Krezlakh. It has now been learned that Krezlakh gave birth slightly over a year ago, perishing in the effort. The child was immediately whisked away by servants and kept hidden from the techno-demons.

A few facts have come to light. The child is a boy and its given name is Sidon. The boy is said to be a Tharkoldu-Race mix, and his "nurses" have noted that he has grown to adulthood at an accelerated rate. He has also been heard to mutter treason, saying things that could only be interpreted as sympathetic to the plight of the Race. If this becomes public knowledge, there is no telling what the repercussions might be.

The Race trick of giving "time bands" to Storm Knights which actually transport them to the Tharkold cosm has proven frighteningly effective. Despite their experiences with the Nile "time booth" and the Living Land "time cliff," it seems that Knights are still suckers for time travel contraptions. 





# Dispatches and Rumors

## Dispatches

1

(Note: This is part three of a five-part *Torg* adventure, which will run in this space through issue 38. When it is all over, the Possibility Wars — and particularly five of its major characters — will be irrevocably changed. Just how much will be determined by your responses.)

The clue provided by Natatiri (see *Infiniverse* #34, Dispatch 1 and the relevant response) indicated that the next target of the Gaunt Man's search for the chosen of the Nameless One is Sarila, a member of the Akashan High Council.

The Storm Knights should travel to Machu Picchu, and can expect lots of trouble trying to get tight-lipped Monitors (or anyone else, for that matter) to divulge Sarila's whereabouts. Finally, one of her Larendi attendants will reveal that she has been sorely troubled by nightmares of late and left for a glade south of Lima to meditate.

On the way to this site, the Knights will hear news reports of attacks throughout South America by Comaghaz carriers, brutal, violent assaults seemingly without motive. (What's actually happening is that Sarila's sanity has been tested by her nightmares, and this has been passed on to the Comaghaz cells.)

As the Knights close in, let them come upon some obvious Comaghaz carriers who have been torn to pieces. Suddenly, a psychic scream resounds throughout their minds — Sarila is under attack!

Skutharka, the Nightmare assigned to her capture, has planned well. Having heard of the Comaghaz and its dangers, he has brought zombies from

Haiti with him. Being dead and mindless, they are immune to the Comaghaz contagion.

The zombies were assigned to overwhelm any defenders of Sarila while Skutharka himself goes after her.

### Skutharka

#### DEXTERITY 15

Acrobatics 17, dodge 19, maneuver 18, running 17, stealth 20, unarmed combat 19

#### STRENGTH 21

Climbing 23, lifting 22

#### TOUGHNESS 18

#### PERCEPTION 16

Find 19, tracking 19, trick 20

#### MIND 14

Occult 19, survival 16, test 17

#### CHARISMA 14

Persuasion 17, taunt (15)

#### SPIRIT 12

Intimidation 15, reality (Orrorsh) 16

#### Possibilities: 30

**Powers:** Attack form resistance (magical physical damage), resistance to normal weapons, hypnosis, resistance to magical weapons

#### Corruption Value: 23

#### Fear Rating: 3

#### Perseverance DN: 23

#### Weakness: Roses

**True Death:** Skutharka must be decapitated and a mixture of bee's honey and rose petals poured down his throat.

**Natural Tools:** Claws, damage value STR+23; teeth, damage value STR+3/24

### Zombie (30)

**Reality:** Orrorsh

#### DEXTERITY 7

Stealth 10, unarmed combat 9

#### STRENGTH 12

#### TOUGHNESS 14

#### PERCEPTION 1

Trick (10)

#### MIND 1

#### CHARISMA 3

#### SPIRIT 7

Faith (Orrorsh) 11, intimidation 8 (18)

#### Possibility Potential: None

#### Power Rating: 1

#### Corruption Value: 13

#### Fear Rating: 1/2

#### Weakness: None

#### True Death: Fire

**Critical Event:** The Knights must stop Sarila's kidnapping. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

2

Baruk Kaah, Saar of the edeinos, High Lord of the Living Land, has vowed that one of his plans will reach fruition at last. Unfortunately, if he makes good on this vow, Earth's cosm will be destroyed.

Kaah's scouts reported back to him about the cosm's nexus, contained in a strange limbo attached to the Land Below. A great, multi-faceted gem, it shows scenes of the various realities on Earth on its many faces. Kaah's plan is to destroy this nexus, Earth's cosm, and the other High Lords with it.

To that end, he has convinced Rec Pakken that he has decided to abdicate the leadership of the Living Land and turn over the High Lordship to a Land Below denizen. The realm and pocket dimension would merge, giving Rec Pakken dominion over the Lands Below and Above. But tradition requires that the object of power be handed over to the new leader.

With a great expenditure of power, Rec Pakken reverted to its earliest non-mobile shape, that of an obsidian stone small enough to be carried. Baruk Kaah then chose 25 of his most able warriors and departed for the Land Below and the nexus.

Kaah's plan is simplicity itself: by throwing the Darkness Device into the nexus, he believes an explosion will be detonated that will destroy the nexus and, by extension, the cosm.

The Storm Knights may well have heard that Kaah is missing from the Living Land. If they have any contacts in the Nile Empire or the Lands Below or Above, they may have heard Kaah has been spotted in the Land Below. They can track his party fairly easily through the jungles, although gamemasters should feel free to throw some Land Below obstacles in their way.

By the time the Knights catch up to Kaah, he and his party will be in the nexus. The edeinos warriors will turn to protect their Saar while Kaah approaches the nexus. The Darkness Device will not take part in any battle, unless one of the Knights dares to touch it, at which point it will send a damage value 60 surge of energy through the offender.

The Knights will probably make short work of the edeinos, even though they are all possibility-rated, and may even get to mix it up with Kaah. At some point, he will toss the Darkness Device at the nexus, though. Keep in mind that he will be willing to suffer damage from a Knight attack to do this.

When the Device hits the nexus, the gem will shatter, only to reform again. The Device will be nowhere to be seen — it will then emerge from one of the facets and vanish.

At that moment, a great wind will arise. The Knights will feel it, but will be unaffected by it. Kaah — conscious or not — will be drawn into the gem. Soon, all of its faces will show images of the Living Land High Lord being torn to pieces. Kaah will not re-emerge and the winds will cease when the nexus has finished exacting its revenge.

### Baruk Kaah

#### DEXTERITY 16

Beast riding 19, dodge 18, long jumping 18, maneuver 20, melee weapons 21, missile weapons 20, running 17, stealth 20, swimming 17, unarmed combat 21

#### STRENGTH 19

Climbing 21, lifting 22

#### TOUGHNESS 18

#### PERCEPTION 13

Evidence analysis 14, find 19

#### MIND 15

Survival 18, test 19, willpower 18

#### CHARISMA 14

Persuasion 17, taunt 16

#### SPIRIT 20

Faith (Keta Kalles) 28, focus 25, intimidation 23, reality (Living Land) 35

#### Possibilities: 80

**Natural Tools:** Claws, damage value STR+3/22; teeth, damage value STR+2/21; tail, damage value STR+1/20

**Equipment:** Hrockt spear, damage value STR+3/22

### Edeinos Warriors (25)

**Reality:** Living Land

#### DEXTERITY 11

Dodge 12, missile weapons 12, stealth 12

#### STRENGTH 9

#### TOUGHNESS 10

#### PERCEPTION 9

Language 10, tracking 10, trick 10

#### MIND 9

Survival 10, test 11, willpower 10

#### CHARISMA 8

#### Taunt 9

#### SPIRIT 10

Faith (Keta Kalles) 11, focus 11, intimidation 10

#### Possibility Potential: All

**Natural Tools:** Claws, damage value STR+3/12; teeth, damage value STR+2/11; tail, damage value STR+1/10

**Equipment:** Blossom spear, damage value STR+3/12

### Rec Pakken

#### DEXTERITY 0

#### STRENGTH 0

#### TOUGHNESS 200

#### PERCEPTION 20

Evidence analysis 30, find 28, trick 38

#### MIND 35

Test 45, willpower 50

#### CHARISMA 40

Charm 47, persuasion 43, taunt 50

#### SPIRIT 55

Faith (The Nameless One) 65, focus 70, intimidation 60, reality 70

**Possibilities:** Untold thousands



Jaime Lombardo/Ron Hill



**Powers:** All powers listed on page 88 of the *Torg Rulebook*

**Critical Event:** Just surviving to tell others the story of Baruk Kaah's apparent death. Doing so is a *Good* result (6 or more) and failing to do so is, needless say, a *Bad* result.

3

In Tharkold, Storm Knights have made some progress in alerting the residents of Los Angeles to the techno-horror around them, but not enough. A new creature has surfaced, and it feeds off of the apathy and disbelief of the city's population. Not that anyone doubts the tales of demon and creatures roaming the streets at night — but are they really more dangerous than the gangs and murderers who walked the night before the war?

Yes, most definitely.

The "alley-stalker" is not the most dangerous creature to pop up in Tharkold, but it is one of the most insidious. Able to collapse its shape into what looks, in the dark, like heaps of rubbish, this creature is actually made from the garbage and refuse of the city. It breaths smog and eats trash.

But it is developing a taste for other things.

The Storm Knights must actually *capture* an alley-stalker to bring it to the attention of the people of Los Angeles. If they kill it, the creature will just fall into its component parts — trash mixed with digested meat and garbage.

**Alley-Stalker**

**Reality:** Tharkold

**DEXTERITY 11**

Maneuver 14, unarmed combat 16

**STRENGTH 20**

**TOUGHNESS 15 (25)**

**PERCEPTION 8**

Find 16, trick 10 (20)

**MIND 5**

Survival 9, test (25), willpower 15

**CHARISMA 1**

Taunt 10

**SPIRIT 10**

Intimidation 15, reality 16\*

\*The alley-stalker the Knights encounter will be possibility-rated

**Possibility Potential:** few (45)

**Possibilities:** 2 per Storm Knight  
**Natural Tools:** Belly-claws (underneath its massive body), damage value STR+8/28; under-armor, armor value TOU+10/25; regeneration (even after it has been killed — unless it is scattered and burned — the alley-stalker will reform at a rate of one *wound* per day)

**Description:** A Race scientist created the alley-stalker back on Tharkold as a weapon against the techno-demons. Formed out of refuse and discards, the alley-stalker would seek out hiding places lone techno-demons might use when hunting humans, and they would rest there, looking for all the world like piles of trash. Then, when a techno-demon settled in to rest, they would attack. Even if the demon won the battle, the creature would reform in a matter of days.

But the "weapon" was two-edged. Eventually, techno-demons took to investigating their resting places and a few even captured some alley-stalkers. They put them near Race clusters and found the stalkers liked human flesh just as well.

Now, the creatures have found their way to Los Angeles. If the Knights can capture one, the Race can produce some of their "stalker repellent" that they used to repulse the stalkers on Tharkold. It will render them relatively harmless.

Alley-stalkers look like piles of especially disgusting trash. They lurk in alleyways, feeding off the polluted air and the discards of humanity (and others). However, late at night, they move around, and anyone in the alley or nearby is prey for a stalker. The creature will "rear up" and try to come down on its victim, crushing it beneath its weight and attacking with its claws. The stalker is actually more vulnerable from the top, so when it fights, it will continue to rear up, exposing its underside.

**Critical Event:** Subduing or killing an alley-stalker (but collecting it and keeping it confined) is a *Good* result (6+) — and extra awards should be given out to Knights who take the creature to a Race warrior who will recognize it (most have heard tales, but only a few know what it is and how it was formed). A *Bad* result is just

destroying the one creature or being eaten by it (3-).

4

The race is on!

A group of English swimmers, determined to promote a 1994 Olympics (rumors have it that the games will be cancelled this time around — the Possibility Wars are heating up, and last time around there were some serious disasters) have decided to hold a race along the Thames to prove that they do not fear the Warrior of the Dark's powers, or the fact that she holds London and Oxford under siege. The race will be a 20K relay, from floating dock to floating dock, ending at London Bridge.

In reality, the new High Lord of Aysle could care less about such a race and her feelings on the Olympics are ambivalent at best — she is much more concerned with the siege and the war in general than a bunch of idiots swimming in the river.

But others, apparently, are *very* interested. At least, that's what a Storm Knight contact says. It seems that a realm-runner overheard a conversation in a Cotswold tavern regarding the race, and how it would be "a blow against the imperialist regime" if something were to happen to the swimmers in the middle of England's most well-known river. The realm-runner heard nothing more, but is convinced *something* bad is going to happen.

The Storm Knights have to uncover the plot against the Olympic swimmers and protect them from whatever is going to cause them harm. What is the foul play afoot? Has some conjurer magicked sharks from the briny deep to the fresh waters of the Thames? Or is the Cyberpope involved — could he have somehow created a creature, like the Leviathan, is dangerous in either realm?

Or is this a plot against the civilian English government? Or the Olympic Games in general? The Storm Knights must investigate and find out.

**Critical Event:** Depending on what is actually going on, the

gamemaster can award a *Good* (6+) result to Knights who uncover the plot against the swimmers, Knights who foil any attacks on the Olympians, or even to Knights who stop the race (after proving that something horrible would happen). Knights who fail to save the swimmers (or the *real* targets of the operation — maybe the event is just a front for something even *more* devious) get a *Bad* (3-) result.

## Rumors

### 1

Under cover of the excitement in Texas (see the “Realm Update” in this issue), Dr. Mobius has started another nefarious scheme on the road to fruition. Sending some of his most trusted agents north to Aysle, he has recruited some Dark dwarves and trolls to do his bidding.

This group then set out for Iceland, a beleaguered isle, caught between violent storms from the south and invaders from the east. Rumor has it that Mobius’ agents have finally managed to secure a reality tree from the Akashans, and they intend to use it to impose Nile reality on the small nation.

If all goes well, Mobius’ agents will begin constructing a secret weird science base underneath Iceland, drawing power from the natural volcanic activity that keeps the island relatively warm. When all is finished, this base will be switched on and, in a display of ultimate power, Mobius will create “Battlebase Iceland” — a floating base of operations from which Mobius can strike at any nation or reality.

### 2

The Gaeian equivalent to North America’s Native Americans have experienced new hope in the cosm of terror. When the Gaunt Man ruled directly, he subjugated and corrupted the tribes and the peoples

but, during his time in the maelstrom, some of his Fear was diffused. Some tribes have been able to break free of the constant horror of North America and they have begun to fight back.

One of their most impressive accomplishments was their reawakening of the Native American spirits, long repressed by the Gaunt Man’s evil. Their beginning of a ghostdancer movement could spell the end of the Gaunt Man’s total domination of Gaea.

Or it could increase his power. “Without Hope, there is no Fear. Without Hope, there is no Dispair.” Perhaps the Gaunt Man has allowed the ghostdancers to reawaken the hearts of the oppressed only so that he can use them to supplement his power as the time of crisis grows nigh.

### 3

While Jean Malraux I fears and hates the Tharkoldu (because of their better understanding of the technology they both use and their tie-ins with Kadandra), rumor has it that he has sent some high-ranking cyberpriests to negotiate a treaty with the technodemons.

Currently, negotiations are going on both in Los Angeles and in the GodNet (it has been established that the Grid and the Net can be linked up), but, apparently, Storm Knights and (possibly) Kadandran netrulers are trying to disrupt the negotiations.

### 4

The corpulent Captain Carnage (formerly the hero known as “Dr. Zap”) has been sighted near Thebes. The former bumbling pulp hero is now, apparently, set in his evil ways. Along with a small gang of gunmen, he has been terrorizing local merchants and even scoring some surprising victories against some underground pulp heroes.

But Dr. Zap’s former ally and “bestest buddy,” Colonel Cairo is

on the move! Having failed to rescue Dr. Zap from the Omegatron, the Colonel has now made it his life’s mission to rescue the brain-washed Zap from Mobius’ evil influence.

The confrontation between good and misguided evil came to a head last night, reportedly. Several witnesses state that Captain Carnage and several of his goons were chased into an abandoned warehouse with Colonel Cairo hot on their heels. It looked like the Colonel had broken up one of their infamous nighttime robberies.

Or had he?

As soon as the Colonel smashed through the door of the warehouse, explosions and gunshots shook the building. Cries of “It’s Colonel Cairo; gun ‘im!” rang out into the night. For several moments, the tumult was so intense that it awoke the entire neighborhood and sent bystanders scrambling for cover.

But then, at the peak of the battle, three muffled explosions occurred. Then, as one, the walls and ceiling of the warehouse collapsed into a pile of rubble and dust. When searchers probed the wreckage, they found the crushed remains of several known criminals, but no trace of Captain Carnage or Colonel Cairo ...

Except for a torn mask bearing the pyramid emblem of one of the Nile Empire’s greatest crimefighters.

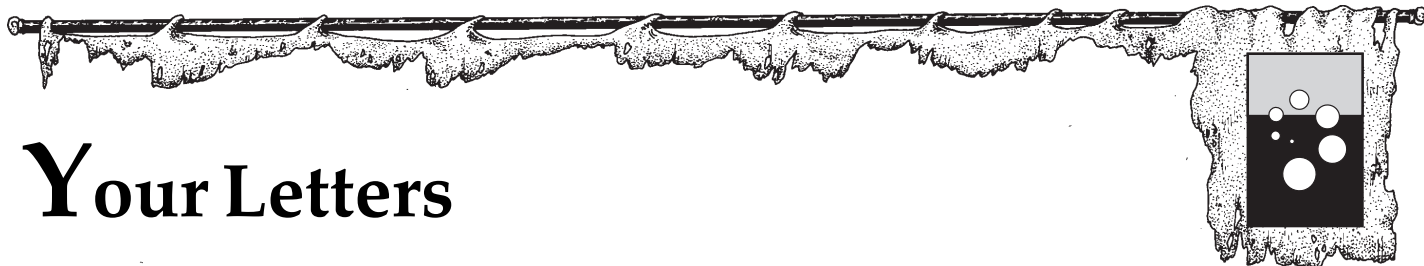


### Your Letters

*continued from page 12*

But that doesn’t mean these Ords are useless to the High Lords. Ords store possibility energy in a way similar to the way people store static electricity. There is very little there most of the time, but when enough friction is produced (when the Ord has to go through challenges and make hard decisions), a little sticks to the Ord until it is expended (which is rather quickly). Sometimes, a residue stays around; other times, it just goes away. And, of course, it is always possible for an Ord to become a Storm Knight.





# Your Letters

A friend of mine and I are currently working on creating the minicomm of Atlantis. After we finish it we will send a scaled-down version to the *Infiniverse* editor in hopes you will publish it in the *Update*. Just thought I would give you guys some warning as to what we're up to.

—Thomas K. Sharo, Jr.  
Monticello, IN

As you probably know already, Thomas, your warning was a little too late. We published information about the pocket dimension of Atlantis in *Infiniverse Update #2* this April. However, if you would like to expand on things happening in that pocket dimension, you could send us "Dimensional Updates" that we could publish.

And that goes for any other pocket dimensions *Infiniverse* subscribers want to see in print. Eventually, West End Games intends to publish a "Pocket Dimension Catalog" with some alternate play-areas for *Torg*. If you have created, or are in the process of creating, a pocket dimension, please send it to the *Infiniverse* editor — with a letter stating that we can publish it in *Infiniverse* and use it as we see fit. Who knows? If we publish it and *Infiniverse* subscribers like it, we may publish an expanded version in the "Pocket Dimensions" book.

Oh, and one more thing — don't make the pocket dimension more than 2000 words long, and try to follow the general format used in *IU#2*. That way, we can translate it to *Infiniverse* fairly easily.

Okay, as I understand it, firing at point blank range gives the attacker a minimum bonus of +1. But if the characters are in melee combat (or at least one is), shouldn't the fire combat skill be reduced to simulate the

flurry of combat. I mean, when someone swings a knife at you, the first reaction people have is to duck and punch — shooting is, well, an unnatural thing due to the flurry. Trust me, I know!

—Thomas K. Sharo, Jr.  
Monticello, IN

An all-Thomas issue, huh? Okay! Well, Thomas, I'm sorry that you've had that much experience in knife fights.

But as to your question — it seems perfectly plausible that a character being attacked with a knife would not be able to shoot as well at point blank range as the rules indicate. It is also quite likely that the character might try some other option, rather than shoot (you suggest ducking and punching — myself, I would prefer an arm grab followed by a foot-sweep, but that's not important). This is perfectly valid. The rules are in place as a guideline that you can adjust as you feel necessary.

However, we would like to point out, in talking to several policemen, we have heard an overwhelming majority state that, when confronted by a gun, most people, regardless of how they are armed, tend to *back away* instinctively from the gun-wielder.

Basically, what this means is, if you think it is important to your campaign that the modifiers for using guns, knives, and other weapons in combat need to be changed, you can do it — but we suggest you check with your entire group first. While the *Torg* combat system is fairly simple (to facilitate the quick pace and loose action of the game), you may find you are cluttering up the rules with unnecessary baggage — because once you start assigning conditional modifiers, you have to start taking *all* conditions into account. It's up to you.

1) More info on Berlin desperately required. Berlin Citybook?

2) Are you still going ahead with the Nile Gizmo book?

—Pete Venters,  
Wales, UK

The *Berlin Citybook* and *Berlin Re-zoned*, a novel set in that mixed zone, are both on the schedule for October of 1994. The *Nile Gizmo Book* is currently scheduled for December of '94.

1) What's up with the elves of Aysle and the Space Gods? The *Aysle* sourcebook mentions somewhere that the elves are supposedly from beyond the Limit of the cosm. Are the elves perhaps related to the Mohani of the Star Sphere? (I need to know because in my campaign, Malekere has become High Lord — how would he treat the Akashans?)

2) Are we ever going to see the rest of the results of the *Torg* questionnaire?

—Patrick Flanagan,  
Freehold, NJ

The full story of the elf-Space God enmity will be told in the upcoming *High Lords' Guide to the Possibility Wars*. However, I will say that you're on the right track, and it is likely that Malekere would be hostile to the Akashans. Crushing them wouldn't be the first thing on his list, but he won't be having them over for dinner anytime soon.

The second half of the survey results were published in issue 35.



**If Camelot is doomed to fall, why would anyone bother adventuring in Avalon? (And I thought things in the Living Land looked depressing ...)**

—Greg Detwiler,  
Williamsburg, PA

Well, Greg, maybe the prophecy regarding Camelot was made without taking into account the possibility that Storm Knights from other cosms would come to the realm's aid. Maybe it's possible for your player characters to save Camelot. You never know ...

**About how much possibility energy does an Ord have? We are trying to figure out how much a High Lord could get out of invading China or India. We are guessing the reasons why they haven't yet is because the backlash of so many people would be too much, too fast.**

—Stephen Smoogen  
Socorro, NM

That's pretty much it, Stephen. If a High Lord were able to conquer all of India or China, he or she would have enough possibility energy to win the war (most likely), but the very reason no one dropped a bridge into those areas is because of the ferocious resistance they would encounter. The more people in a stela area, the better (more possibility energy for the Darkness Device), but sometimes the High Lords can take too big a gulp.

Initially, the plan was that the Gaunt Man, 3327, and the original Tharkold High Lord (Kranod) would divide up China and India, thereby defeating one of the most populous sections of Earth by sheer force. That was one reason 3327 betrayed Kranod — he figured that he and the Gaunt Man could conquer China and India on their own, giving him more of a split (especially since he was closer initially).

But that backfired. When the Gaunt Man got trapped in the maelstrom, 3327 wasn't powerful enough to go into China (at least not very far), especially with his invasion of the North American West Coast. So the East Asian Campaign has been sputtering for quite a while.

## Herald Messages

"I can't believe that Skippy has sunk so low as to be doing a children's show on Tokyo television!"

— Kansas Jim

"Believe it, Jim!"

— The Skippy of Steel (as he counts his money from the show and the merchandising, and considers painting himself purple)

Hey, Everyone! The Knights of the Storm have discovered a quick and effective cure for the Comaghaz — the rare Flanut Flower, processed in a Tech 26 lab! Only one problem ... it only grows in Ungrosh's cavern and only blooms during his mating cycle! And, since there are no females of his kind (that we know of), beware!!

— Thomas K. Sharo, Jr.  
Monticello, IN

Kanawa Enterprises introduces its newest subfirm:

"Storm Shelter Insurance"

- Accidental Death
- Dismemberment
- Dental (if applicable)
- Optical (stalengers need not apply)
- And featuring "One Quest Life Insurance" — to give your loved ones that extra peace of mind.

— Thomas K. Sharo, Jr.  
Monticello, IN

"What about Corruption insurance? If we don't experience our True Deaths, do we have to give the money back?"

— a "Storm Knight" of questionable allegiance

"First Thratchen, now the Gaunt Man — why are we working *with* these guys?!"

— several annoyed Storm Knights (reported by Jim Ogle)

"Go to Avalon and tell King Arthur that the One True Pope implores him to reclaim the throne of England. If that doesn't undermine the authority of Ardinay and Parliament, nothing will."

— Jean Malraux I, instructing an envoy (as overheard by Richard Byers)

"Aww, did de poor widdle techno-demon faw, disconnect and go BOOM!?"

— Ralph Dula  
New Cumberland, PA

"Blast off three million years into the future on the Akashan lightship *Red Gospog*, with Dave, the last Core Earther, Arnie, a whiny Spirit Chip in a toaster, and Krynen, a PainSculpture turned cleaning-droid. Every Friday on Channel 27."

— promo for NTN's new summer lineup in the Houston Advocate

"Is that a Keefee in your pocket or are you just happy to see me?"

— Anaya the Amazon attempts humor (as reported by Bill Bracken of Jonesboro, AR)

Alistair's Last Advice to Storm Knights: "Beware Gypsy curses and stay away from 'time machines.'"

Also, Ensign Egypt has been recaptured, but is now in the body of Skragg. Next time he escapes, the Storm Knights won't be laughing at him.

Meanwhile, Colonel Cairo searches for a therapist for his former comrade.

— Dale Hitesman,  
Oceanside, CA

"Don't tug on Mobius' cape; Don't spit into the Maelstrom; Don't pull the mask off Colonel Cairo; And don't mess around with 3327."

— a little-heard song of the Possibility Wars

In *No Quarter Given*, the object the Storm Knights have is to smash the Gaunt Man's two bridges, so that he has to expend his energy holding onto his connection with Gaea, rather than using all that possibility energy he drained from the Heart of Coyote to go into India. If they succeed, they may be able to keep the Gaunt Man from winning the war. If not ...

On your other question, "how much possibility energy does an Ord have?": well, it's small enough that it

is difficult to measure. In free Core Earth areas, an Ord might have as much as one one hundredth of a possibility — or as little as none (though very few people have no possibility energy at all). In conquered areas, non-transformed Ords have a fraction of their Core Earth counterparts' energy, and transformed Ords have none at all.

— continued on page 10