

INFINIVERSE™

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Top Ten Things the Gaunt Man Fears

10. Mistaken for Conan O'Brien at NBC affiliates meeting.
 9. Discovery that Barney is the new High Lord of the Living Land.
 8. Mail-order gun repair courses ("Do you want to plant more stelae? Sure, we all do!")
 7. Being forced to collaborate on his invasion with William Shatner.
 6. Having his taxes done by 3327.
 5. Roy Scheider emoting to a dolphin.
 4. Getting all of John Terra's mail by mistake.
 3. Pesky bloodstains on his Pilgrim hat.
 2. Running out of gas in a lonely spot with Basjas.
- And the number one thing feared by the Gaunt Man:

1. Visits from his mother ("Haven't you been eating? Here, sit, I'll make some soup.")

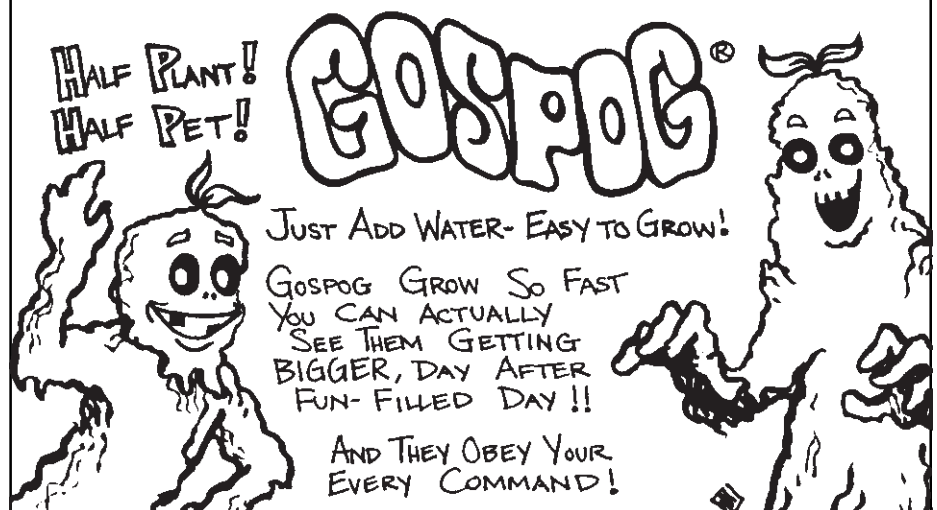
Top Ten Worst Ideas for a Pocket Dimension

10. Lint World.
 9. The Waffle Cosm.
 8. Wisconsin.
 7. Cabbage Patch Cosm.
 6. Undersea Nazi Cowboys Cosm.
 5. Patty Duke Pocket Dimension ("But they're High Lords/Identical High Lords, all the way")
 4. 'Toon Cosm (we still think it's a bad idea).
 3. Civil War Chess Set Cosm.
 2. CyberPooh.
- And the number one worst idea for a pocket dimension is:
1. Islets of Langerhans: Roleplaying the Pancreas Wars.

REALITY CHECK

by Brian Schomburg

3327's latest product would soon be hotter than even Cabbage Patch Kids...



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 #35

1. Woman believed to be infected with Comaghaz the subject of a battle in Tokyo. Law of Intrigue may be affecting Comaghaz cells in Nippon Tech. Starts at True (17).
2. Baseball seen as a symbol of national hope renewed in the wake of the Possibility Wars. Begins at True (18).
3. Orrorshan werewolves travel to the Land Above to try and gather

Ustanah for use in a new Horror. A fierce battle and True (11).

4. Backlash against Storm Knights beginning to be seen in some areas of Core Earth. "Ords Are Heroes, Too" chapter springs up. True (16).

5. Mobius believed to be targeting Spain for invasion. Starts at True (16).

Continuing Report: 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. Holds at True (15).

2. Ace Decker saved by aboriginal shaman Djil, now inhabiting the body of an enormous Ayslish warrior. Also holding 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 death-trap. Jumps to True (15) (do I detect a pattern here?)

The Wrap-Up: 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. A last-minute surge to finish at False (13).

2. Crown jewels of England found. Finishes at True (17).

3. Hereteri, daughter of Sesetek, seduced to Good and organizing resistance forces in Libya. Finishes at True (55).

4. Power-suited Nippon samurai seen in the Living Land. Drops a little to end at True (19).

5. Posse finds religion with Sacellum cleric. Ends at True (19).

6. Nile unit vanishes in Libya and returns babbling of "doorway." Drops significantly to end at True (60).

We Have a Winner

West End has a winner in the "Guess the Guildmaster" Contest! It's none other than Jim Ogle of Socorro, New Mexico, who correctly guessed that Ayroa, former mate of Kurst, is the mysterious head of the Storm Guild. (Don't know who Ayroa is? Run out and pick up *Interview With Evil* before she finds out!)

Jim will be receiving a free copy of the *Terra Sourcebook*, releasing in January. Congratulations!

Upcoming For Torg

October: *High Lords' Guide to the Possibility Wars*, featuring hints on running all the realms, the official *Torg* timeline, a new mini-adventure, and much more!

January: The *Terra Sourcebook*, written by Brian Sean Perry, author of the *Tokyo Citybook*. Explore Mobius' home cosm, learn the secrets of Nile pulp magic, fight side by side with the greatest heroes and worst villains of the cosm.



Pocket Dimension: Olympus



(From the prolific pen of Greg Detwiler, author of *Central Valley Gate*, comes this new pocket dimension for *Torg* based on ancient Greek legend. Feel free to incorporate it into your campaign).

With Dr. Mobius' invasion of Greece, the imposition of Nile axioms on the land has led to the opening once more of a portal to the pocket dimension of Olympus, the cosm of classical mythology. The main point of access is Mount Olympus itself, but other points may be found on the islands of Hespera and Crete in the Nile Empire and (possibly) a whirlpool in Atlantis.

Axioms and World Laws

The Magic Axiom: 15

A look at the Greek legends will show that highly sophisticated magics, such as alteration spells to permanently turn living beings into another form, are possible here. However, only a relative handful of the cosm's inhabitants have the ability to work spells. Indeed, in the myths, the witches Circe and Medea are almost unique. Such spellcasters as there are will either be court sorcerers for a powerful ruler, or they will be recluses living in the wilderness somewhere, enjoying their privacy as they experiment with their powers.

Thus, magic will be almost as legendary to the majority of the realm's inhabitants as it is to the people of Core Earth. There is little or no cooperation among spellcasters, and certainly no compilation spells such as can be found in *Pixaud's Practical Grimoire* in Aysle.

The Social Axiom: 10

This axiom is high enough (barely) so that democracy is possible, and some city states, such as Athens, even practice it. The majority of the city states, however, are ruled by petty kings and tyrants, though few to the extremes of Sparta. There is a standard coinage to encourage trade between the cities, but "brushfire" wars can break out at any time to cut it off. No one even dreams of uniting the entire realm under one ruler.

The Spiritual Axiom: 14

Olympus' *Spiritual* axiom is identical to that of the Cyberpapacy, with religious miracles far more common in the realm than conventional magic. However, even miracles are rare and tend to take place only at shrines and other holy places. Virtually no priests or priestesses are feared because of their connection with the gods. (In one of the last tales to come from this dimension, the *Odyssey*, the hero slaughtered the suitors who courted his wife, finally coming upon a poet and a priest who served them. When they fell on their knees to beg for mercy, Odysseus said he was loathe to slay a man who was taught his craft by the gods. That said, he slew the priest and let the poet go.) Any Storm Knight who thinks cozying up to the priesthood will give him influence in Olympus is in for a rude awakening.

The Technological Axiom: 11

In Olympus, spears are the major weapon of war, with the primary battle

tactic the conventional phalanx. Cavalry and archers are auxiliary troops at best, while swords are mostly short and are used as back-up weapons. The catapult would be cutting-edge military technology here, but as yet, no one has gone to the trouble of inventing it. In a relationship similar to that of the automatic machine gun and Gaea's Victorians in Orrorsh, the realm's military men are so satisfied with what they have that they are not pushing the *Tech* axiom to the limit in their quest for new weaponry. Iron armor is worn by the heavy infantry, or hoplites. At sea, oared galleys fighting via ramming tactics or boarding are supreme. In civilian technical matters, all the city states are slowly developing decent road systems, while stone bridges and aqueducts have been introduced. Medical care is as good here as one can possibly get at this low a *Tech* axiom, with physicians having a wide array of herbal concoctions and other natural drugs available. Crude but effective surgery is also available.

The Law of Humanity

The Greeks were the first people to truly celebrate the human form, being unique for the time by making their gods completely in the image of humanity, instead of having beast gods or man/animal hybrids, as the Egyptians and others did. The realm's reality reflects this in the Law of Humanity. Essentially, it makes things easier on humans who try to accomplish tasks. Any action a human takes receives a -1 to the difficulty number. Thus, a human character attempting a *stealth* check while under closer scrutiny would have a difficulty modifier of 0, rather than +1. While this may not sit well with edeinors, stalengers, Gudasko, elves, dwarves, et al, it is a fact of life in Olympus.

The Law of Beauty

The Grecian appreciation of humanity was shared by an intense appreciation of beauty, as demonstrated by their art. Their gods were not only of human form, but their bodies were those of the finest athletes. Even the witches Circe and Medea were young and beautiful, unlike the hideous old crones common elsewhere in the world. Thus, in a law that may be more use to those interested in interaction rather than combat, anyone with a *Charisma* of 11 or higher gains a +1 bonus to all *Charisma*-related skill checks. And yes, Olympus' two world laws are cumulative, so a human Storm Knight with a high enough *Charisma* will find that *Charisma*-based skills (and only them) will be significantly easier for him or her.

Example: A siren attempts to bewitch Hank Marlowe, a Nile detective who is searching for a missing man. Hank has a willpower of 12. She generates a total of only 11 — rolling very badly — □but because she has a *Charisma* of 13, she gains a +1 bonus. In addition, her humanity knocks down the difficulty number of her skill attempt by -1, meaning the DN she now has to beat is only 11. With her Law of Beauty bonus, she has a total of 12 — a success!

The Cosm

Preliminary exploration seems to indicate that the area of the pocket dimension corresponds to the world known by the ancient Greeks: Greece, a portion of the Balkans north of Greece, Asia Minor, Scythia (the southern part of the former USSR), Italy, Egypt and the rest of North Africa, and the Middle East as far as Iran (not including the Arabian peninsula). The familiar city-states of Athens, Sparta, Thebes, Corinth, etc. are all there, and the setup is roughly that of the Trojan War circa 1176 BC. Troy, however, is no more, though “dungeon crawler” characters would have fun poking through its ruins.

All the monsters of Classical mythology are present: hydras, sirens,

satyrs, etc., including some species also found in Aysle. The nonmonstrous wildlife is dangerous, too, and those Storm Knights who are only familiar with present day Greece will be surprised to learn that in past centuries, the country hosted wolves, wild boars, bears, leopard, lions and the now-extinct auroch (a massive wild ox with a short, goat-like beard). Tigers are also found from Asia Minor eastward, while the Egyptian Nile has as many crocodiles as it does in Mobius' realm. Deer, elk, and other game are plentiful, so Storm Knights who are skilled hunters need not starve in the wilderness.

The realmwide love of beauty has its advantages for Storm Knight Jakatts from the Living Land. When the first party of Knights entered, a satyr bewitched a female Knight and was leading her away when an edeinon comrade hit him with *sensory explosion*. Once the satyr came to, he proved to be so grateful for the experience that he became a trustworthy guide for the party. Other Jakatt successes with that miracle, as well as lesser ones such as *heightened sight*, *heightened hearing*, etc. led analysts to conclude that many of the realm's denizens could be readily converted to the worship of Lanala, and that it is just as well that the Living Land is undergoing a period of decline.

As can be readily understood, the Nile Empire has more agents in Olympus than in any other pocket dimension, save perhaps the Land Above/Land Below. The Living Land has none, while Nippon agents are, or course, everywhere. Teams from Aysle and the Cyberpapacy have entered to investigate the new cosm, but the Tharkoldu in Berlin are apparently too absorbed in their struggle to conquer that city to pay much attention to a mere pocket dimension. A band of Horrors have captured an echidna (a monster that can change its shape from that of a beautiful woman to that of an emaciated centaur with sharp teeth and claws) and are taking it back to Orrorsh in an attempt to curry favor with the Gaunt Man. Core Earth efforts to investigate Olympus are sporadic at best, due to the recent intensification of the war.

The Gods

As far as can be determined, the ancient gods of Greek mythology do exist in Olympus, and are taking a hand in the war. However, their aid is uneven, being as capricious as these strange beings themselves. Moreover, some gods and goddesses who opposed Mobius' initial invasion may be ready to switch sides, or at least remain neutral.

The gods' lack of a united front goes back to the Trojan war, when the divine beings split down the middle over the Greek-Trojan conflict. Many still harbor resentments toward Zeus for not openly supporting the Greeks' cause sooner than he did.

Mobius' invasion threw all factions into confusion. Pluto openly supported the High Lord, seeing him as a being of ultimate destruction who should naturally be favored by a god who rules the dead. His most significant contribution to date has been modifying the flames fired by Mobius' RoboTroops to affect the target's very soul.

After numerous skirmishes, the other gods supported the Greek defenders in a big way, creating a massive storm front that deprived the Nile troops of their air support. The resulting darkness also aided the Greek resistance by limiting visibility, as the only Nile foes who could see in the dark were a handful of properly powered pulp villains or those with the appropriate weird science gizmos. Confusion reigned among the battlegrounds, and the Greeks, taking the initiative, began to force them back.

Alas, the Nile withdrawal never turned into a rout thanks to some last-ditch weird science weapons Mobius had rushed to the front. These strengthened the resolve of his troops and allowed them to retake what territory they had lost. Ares, Greek god of war, was so impressed with the Nile troops' performance that he has allied himself with Mobius and persuaded Aphrodite to do the same.

There are unconfirmed reports that Mobius sent appropriately powerful pulp villains to Olympus as informal ambassadors to meet privately with

— continued on page 8

Gamemaster's Corner

Following are some hints and tips for gamemastering *Torg*.

World Laws

If the axioms are the hard, cold facts of the realms of *Torg*, then the world laws are the flavor. They are the rules under which those who operate in the realm must work under, constructed by the Darkness Device to enforce its image of that reality.

Storm Knights who enter a realm carry their own world laws with them, and may make use of some of them (see "Active and Passive," below). They are also acted upon by the world laws of the realm they are in, unless they create a reality bubble. That means an Ayslish character going into the Nile Empire may feel a desire to keep things moving due to the Law of Drama.

Some world laws can be used like tools. A Nile character adventuring in Nippon can take advantage of the Law of Action and spend two Possibilities on actions. However, since only his reality supports this and not that of the land he is in, it is a one-case contradiction. (The exception to this rule is the Space Gods' realm — one of their world laws allows characters to use their world laws within Akasha without fear of contradiction.)

There is no such thing as a four-case contradiction when using world laws. An Ayslish character in the Nile could shoot a Cyberpapal weapon — but he could not call upon a Cyberpapal world law.


Active and Passive

World laws can be broken down into two broad categories: active and passive. Active world laws are those you act upon; passive world laws react to you. Active world laws are those that provide skill bonuses or other concrete results; passive world laws affect the environment more than the character himself.

A character can use the active world laws of his realm in other realms, risking disconnection. He cannot make use of the passive world laws of his realm. A Nile character cannot cause the action around him to move faster using the Law of Drama when in another realm. A Living Land character cannot cause the Deep Mist to materialize in Aysle by invoking this world law.

To sum up, a Storm Knight from the Cyberpapacy goes into Nippon Tech.

This means he is subject to the active and passive world laws of Nippon, unless he puts up a reality bubble. He can make use of the active Nippon laws the same way he could use any other Nippon tool, with a one-case contradiction. He can also make use of the active world laws of the Cyberpapacy, also with a one-case contradiction.

For a comprehensive list of world laws and their effects, see *Infiniverse Update, Volume II* or the individual sourcebooks. 

Active and Passive World Laws

Active

AKASHA

The Way of Zinatt

AYSLE

The Law of Honor
The Law of Corruption

CORE EARTH

The Law of Glory

CYBERPAPACY

The Law of Heretical Magic
The Law of Suspicion

LAND BELOW/LAND ABOVE

The Law of Savagery
The Law of Action

LIVING LAND

None

NILE EMPIRE

The Law of Action
The Law of Morality

NIPPON TECH

The Law of Intrigue

ORRORSH

The Power of Fear (Horrors only)

THARKOLD

The Law of Ferocity
The Law of Pain
The Law of Domination

TZ'RAVOK

The Law of Transcendence

Passive

AKASHA

The Law of Religious Compatibility
The Law of Acceptance

AYSLE

The Law of Observation
The Law of Magic

CORE EARTH

The Law of Prodigy
The Law of Hope

CYBERPAPACY

The Law of the One True God
The Law of Ordeal

LAND BELOW/LAND ABOVE

The Law of Wonders

THE LIVING LAND

The Deep Mist
Lanala's Love of Life
The Law of Lost Valuables

NILE EMPIRE

The Law of Drama

NIPPON TECH

The Law of Profit
The Law of Vengeance

ORRORSH

The Power of Corruption
The Law of Eternal Corruption

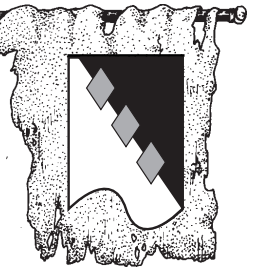
THARKOLD

None

TZ'RAVOK

The Law of the Most Real
The Law of Survival of the Fittest

Dispatches and Rumors



Dispatches

1

(**Note:** This is part four 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 clues gathered in South America point to the Gaunt Man's final intended victim being Pella Ardinay. And if she is the easiest to locate, she may well be the hardest to reach.

The Knights will have to come up with a plan to get into Aysle, since it is now blockaded by sea with Viking longships and, in some places, by air with dragons. They may have to make contact with a blockade runner in the United States or elsewhere to smuggle them in, or else take a chance on sneaking in on their own.

The second problem is actually getting to Oxford to see Ardinay. Should the Knights somehow end up behind Dark lines, they will have to slip past the troops to get into the Light areas. What's left of the Army of the Light is tired and paranoid and may regard the Knights as spies. If they make a point of wanting to see Ardinay, they may be suspected of being potential assassins.

Try to convey to the players that time is running short, at the same time, throwing every conceivable hassle in their way to keep them from getting to Ardinay. Remember that Oxford is under siege and think about what effect that would have on the military and the populace. What might seem like excessive caution to the Knights

would seem perfectly logical to those assigned to guard their ruler.

Once the Knights make it to Ardinay's headquarters, they will find that the elite guard that normally surrounds her have been slaughtered, their blood drained. The Knights will now encounter the Core Clan members of Sabathina's cult, who will fight to keep the Knights from reaching the throne room.

They should delay the Knights, at least for a little while. When Sabathina defeats Ardinay (and she will), any surviving Clan members will begin to retreat in preparation for being summoned back to Orrorsh.

When the Knights make it to the throne room, Sabathina will have the semi-conscious Ardinay in her arms. A nimbus of occult energy will form around them and they will begin to fade away. Give the Knights time to take action, although the only effective thing they can really do in this situation is to grab hold of Sabathina and teleport with her.

Should the Knights defeat Sabathina before she and her prize fade, let them think they've saved Ardinay. Then have Pella start to fade as the Gaunt Man casts a rite to bring her to Orrorsh. Again, the Knights' best hope of rescuing her is to grab on for the ride.

If the Knights don't think to do this, and simply trace the spell back to Orrorsh, using conventional means to reach that realm — feel free to delay the Gaunt Man's ritual in Part 5 of this adventure until they get there.

Sabathina

DEXTERITY 15

Acrobatics 24, dodge 22, maneuver 17, running 18, stealth 18, unarmed combat 23

STRENGTH 22

Climbing 24

TOUGHNESS 21

PERCEPTION 14

Find 16, tracking 18, trick 19

MIND 17

Test 24, willpower 23

CHARISMA 16

Charm 28, persuasion 23

SPIRIT 13

Faith (Orrorsh Evil) 21, intimidation 23, reality (Orrorsh) 22

Possibilities: 5 per Storm Knight
Powers: Life drain (*Spirit*),

shapechange (wolf), animal control, resistance to normal weapons, infection.

Corruption Value: 30

Fear Rating: 3

Perseverance DN: 24

Weakness: Vassen (a holy symbol from Sabathina's home world — a circle with a triangle within it). The weakness is severe.

True Death: A stake of ice must be driven through Sabathina's heart.

Natural Tools: Fangs, damage value STR+2/24

Core Clan Members (5)

DEXTERITY 13

Acrobatics 20, dodge 20, maneuver 18, running 19, stealth 22, unarmed combat 21

STRENGTH 17

Climbing 20

TOUGHNESS 19

PERCEPTION 12

Find 15, language 15, tracking 15, trick (15)

MIND 14

Test 16, willpower 21

CHARISMA 16

Charm 25, persuasion 22

SPIRIT 10

Intimidation 18, reality (Orrorsh) 8

Possibilities: Two per Storm Knight
Powers: Life drain (*Spirit*), resis-

tance to normal weapons, infection

Corruption Value: 12

Fear Rating: 2

Weakness: Vassen (see above)

True Death: Sabathina must first be slain before these vampyres can truly die.

Critical Event: By hook or by crook, the Gaunt Man will have Ardinay. The best result the Knights can hope for is to discover where she has been spirited to (or go along themselves), winding up in — you guessed it — □Illmound Keep. This is (believe it or not) a *Good* result (6 or above). Standing around scratching your heads in bewilderment is a *Bad* result (3 or less).

2

The Storm Knights may have chanced upon a golden opportunity to deal the Cyberpapacy a crushing blow!

For much of the time Malraux's forces have been occupying Spain, they have encountered little resistance. The Inquisition has been far too effective at rooting out "heretics" there for any organized resistance movement to gather strength.

However, it now looks as if the Inquisition may have been a little *too* effective. Residents of the small city of Utiel, near the site of one of Malraux's stelae, have been pushed to the edge by the atrocities of the Cyberpope's minions and have formed a small resistance band. They are poorly armed, but courageous — and they have passed the word through the French Resistance that they would be willing to set up a diversion so that Storm Knights could pull up the stelae near them.

Tearing out this stelae, west of Valencia, would mean the collapse of three triangles and the Cyberpope's loss of Spain. Some story seeds have already been planted within these areas by other Knight groups, although more will be needed before the stelae can be safely uprooted. The stelae itself has a *reality* skill value of 41 (See page 80 of *The Storm Knights' Guide to the Possibility Wars* for more on uprooting stelae).

The stelae is protected by a major Church Police checkpoint. There are 20 Church Police stationed here, two CyberKnights and four booster dogs. The Utiel villagers are armed with

small arms — there are about 50 in the group, so it is possible they made need some help from a few of the Knights in attacking the checkpoint. They have attributes and skills of 8.

For the layout of a major checkpoint, see page 51 of the *Cyberpapacy* sourcebook.

Church Police (20)

Reality: Cyberpapacy
DEXTERITY 10*

Dodge 12, energy weapons 13, fire combat 12, melee weapons 12, unarmed combat 12

STRENGTH 9

TOUGHNESS 9* (17)

PERCEPTION 9

Flnd 10, first aid 10, tracking 10

MIND 9

Test 10, willpower 10

CHARISMA 8

Persuasion 9, taunt 9

SPIRIT 9

Faith 10, focus 10 (12 with crucifix), intimidation 11

Additional Skills: Three at +1 adds
* +1 to either attribute from *blessing vov*

Possibility Potential: Some (65)

Equipment: Armor of God, TOU+8/17; GodMeeter, damage value 20, range 3-12/30/50; GWI GodLight, damage value 24, range 3-10/25/40; Cyberware: EpiphaNeur, BelleSee Telesight, CSI Eyekill Mk. IV, CyberHam Receiver, Homer, Throat Mike, MB Charger 1 (+1 to DEX for three minutes), MB Blocker. Cyber value: 18.

CyberKnight

Reality: Cyberpapacy
DEXTERITY 11

Dodge 12, energy weapons 12, fire combat 12, long jumping 13, melee weapons 12, running 12, stealth 12, unarmed combat 12

STRENGTH 9

TOUGHNESS 9 (13)

PERCEPTION 10

Cyberdeck ops 11, find 12, land vehicles 11, trick 11

MIND 8

Survival 10, test 11, willpower 11

CHARISMA 8

Taunt 9

SPIRIT 8

Faith 10, intimidation 10

Additional Skills: Three at +1 adds
Possibility Potential: Some (45)

Equipment: Plexiflex, TOU+4/13; Herod IV damage value 19, range 3-25/100/150. Cyberware: NeuraCal, EpiphaNeur, CSI EyeKill Mk. IV, Homer, Kreelar tendons, PlazHops legs (STR+3/running limit value 13, jumping limit value +6, +1 armor add; kicking damage value 12). Cyber value: 16

Booster Dogs

Reality: Cyberpapacy
DEXTERITY 12

Dodge 13, maneuver 13, running 14, swimming 13, unarmed combat 14

STRENGTH 8

TOUGHNESS 9 (14)

PERCEPTION 7

Find 10, track 13

MIND 3

Test (8), willpower 8

CHARISMA 3

Taunt (6)

SPIRIT 4

Intimidation 8

Possibility Potential: Some (80)

Natural Tools: Teeth, damage value STR+4/12

Equipment: HallowMesh, armor value TOU+5/14. CYberware: BelleScan, CSI Hotshot, BelleSee Telesight. Cyber value: 10

Critical Event: Uprooting the Cyberpapal stelae is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

3

The death of 6365 in Marketplace — assassinated after the revelation that she was a Kashi plant — has set off megacorporate warfare in that cosm. Corporate ninja and other assassins are everywhere, and although Ursa Industries is not in any real danger, 3327 has run into an unexpected difficulty.

While leaving a Triad meeting, his clone charged with running affairs on Marketplace was murdered by a special team of commandos. This would not be so bad, except that the event took place in front of witnesses and was carried on media outlets not un-

der the control of Ursan. Rather than admit he has clones — which would raise uncomfortable questions in the minds of other CEOs — 3327 transferred one of his other duplicates with specific instructions. He was to make it known that the man killed was a double hired to decoy potential assassins, and not the true 3327.

Kashi isn't buying this, and has hired the Storm Knights for an unusual and macabre job: stealing the body of the deceased clone from the Ursan Industries building and bringing it to a Kashi lab on Marketplace. There, its DNA can be examined and proven to be identical to that of 3327, thus exposing his experiments in cloning.

Critical Event: Making off with the dead 3327's body and getting it to Kashi is a *Good* success (6 or more). Failing to get the body is a *Bad* result (3 or less).

4

Dr. Mobius has announced a Nile Empire National Health Act. The plan, though complicated and wordy, essentially boils down to this: every citizen of the Nile Empire contributes 20 percent of their gross income to the government every month, and Mobius promises not to kill them. (Unless, of course, they disobey on some other matter ...)

Branded, "Crude, but effective," by the insidious Wu Han, the plan has gone into effect all over the Nile Empire. Collectors are going from village to village, gathering up the Royals and explaining — often with brass knuckles and clubs — that no, dental and optical are not covered.

This is a small-scale adventure for the Storm Knights. Their job is simply to harass, sabotage and generally make the tax collectors' lives so miserable that Mobius abandons the plan as being more trouble than its worth. Along the way, they might want to save some of the innocent maidens in diaphanous wisps of chiffon (which have the tensile strength of steel, thanks to weird science and US Postal laws) who Mobius intends to make an example out of to sell his plan.

Critical Event: What we said up there just about covers it, and amounts to a *Good* result (6 or above). Failing to stop the tax collectors is a *Bad* result (3 or less).

Rumors

1

A new villain has appeared in Berlin, one of the first products of the Nile/Tharkold mixed zone. Inspired by the film of the same name, he has taken to calling himself "Dr. Cyclops." A Nile weird scientist with extensive cyberware, he has discovered a way to adjust the cyberware to provide him with pulp powers, including teleportation and mind control. In addition, the fingers of his right cyberhand contain hypodermics that inject the unwary with a brew containing the properties of the shrinking power. Using this, he has shrunk a number of Storm Knights — and even some Tharkoldu — down to mere centimeters in height and imprisoned them in glass jars.

It is believed that he is seeking at least one Storm Knight specimen from every realm to complete his "collection."

2

A new and powerful figure has appeared in the Land Above. Calling himself Doomtak, this three-meter-tall Leopard Man has succeeded in uniting the various tribes of his species and training them in combat. He is already a legend among his people, for he wears the skin of the white leopard, a fierce beast that all Leopard Men revere. He is slowly forging the disparate tribesmen into an army, with the idea of leading them to the Land Below and attacking the villages of the Ohibi. It is possible that he may have designs on the massive eternity shard they guard.

3

Brazil was rocked by the crash of what appears to be an alien spacecraft in the Amazon jungle. The military has cordoned off the area, and the Brazilian government has requested Storm Knight aid in this matter.


The truth of the matter of this: the craft is alien, and is unoccupied. It did not crash, however — that was staged for the benefit of the Knights and other Earth residents. The craft belongs to an alien species from the Star Sphere, one previously undiscovered (or perhaps just ignored) by the Akashans. They have been observing the Akashans for centuries and have decided that they might want to try their hand at pultaaking, but as dictators, rather than "guides."

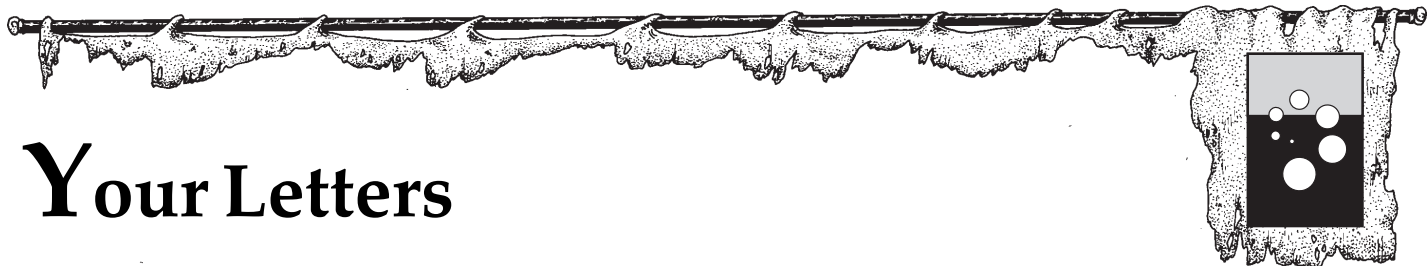
In their quest to learn more about the Akashans and their secrets, they learned about the trip to Earth via the stargates. They dispatched a robot craft to the same general area on the planet. It is programmed to seal itself and take off as soon as Humans are detected on board. If Storm Knights board the craft, they will be taken to the Star Sphere to be interrogated, examined and probed by these aliens.

This might not be all bad — the Knights might be able to forestall any hostile actions by these aliens against other worlds. They might find new allies against the High Lords. They might get their hands on interesting new equipment that could aid them in their fight.

Then again, they might just get dissected ... 

Pocket Dimension: Olympus
continued from page 4

Queen Hera. The royal household is not a happy one, as Zeus' numerous love affairs are literally the stuff of legend. Zeus himself is simultaneously receiving a "private audience" with the Scarlet Asp (on loan from her duties in Berlin). Mobius is obviously attempting to create more rifts in the ranks of the gods, and whether or not he succeeds may have dire consequences for the remainder of the Possibility Wars. 



Your Letters

Concerning Wu Han's return to Evil:

1. Are Heather and her mother dead? If not, is there a chance Wu Han can turn Good again?

2. Has the fan mail from those who approve of Wu Han's return outweighed the hate mail from the romantics whose heart you broke?

3. Is the Eagle dead from stun gun overdosing?

4. What story will Wu Han tell Mobius in order to stay out of the Omegatron? (It better be good!)

—Greg Detwiler

Williamsburg, PA

It's just a Greg Detwiler kind of month around here ...

1. Of course not! Heather is a slave in Wu Han's temporary palace in Thebes, and her mother lives on in the body of a white gorilla. (Wu Han never makes idle threats.)

2. Yup. By a lot.

3. As a mackerel.

4. Simple — Wu Han bought his way back into Mobius' favor with information on Texas, which the good Doctor used to plan his invasion.

I love the game and I think you're doing a great job.

I have a couple of questions. First, how do I handle attribute increases for shapeshifter characters? Skill add increases are straightforward, but I'm not clear on how attributes are increased. If total number of attribute points must be the same in both forms, do you increase one attribute in each form at the same time, or is there another method? I'd appreciate it if you could clear this up.

Second, how about more information on why Ayslish elves don't like the Akashans, and some more general information on the elves and their homeland and past?

—Christopher Hall

Litt Carr, KY

Shapeshifters must have the same number of total attribute points in both forms, and their *Spirit* attribute total must be the same at all times. If your shapeshifter wants to increase an attribute in one form, he must pay for two points and increase an attribute one point in the other form as well. He does not need to increase the same attribute in both — in wolf form, he might want increased *Strength*, but take increased *Perception* in human form. But the number of points must be equal in both.

The secret of the elves will be revealed in the upcoming *High Lords' Guide* in October. We have received proposals for an elves sourcebook, but there are no plans for one at this time.

My players would like more adventures with characters from the novel series.

One of my players thinks a Gaea sourcebook would be keen. Suggestion: have adventures in *Infiniverse* more closely linked to actual "war," like stopping stelae planting, etc.

Gaunt Man should be kicking everyone's butt, but he's not. He's looking for a wife??

—Brian Schomburg

Honesdale, PA

Something to think about ...

Plans right now are for dispatch #1 of issue #38 — the last part of "Bride of Darkness" — to be blown out to fill the four-page feature section, due to its importance.

The Gaunt Man works in mysterious ways ... □

I've just finished reading *Infiniverse Update, Volume II*, and it is one of the best products WEG has published — and considering the quality of some of your products, that's saying a lot.

Anyway the section on Avalon and Atlantis gave me an idea. Since the interaction of different realities is the backbone of *Torg*, and sourcebooks are the most popular products you produce (though we love adventures, too), why don't you make the next *Infiniverse* competition one to produce new realities/pocket dimensions (of about the same length as Atlantis and Avalon?) I believe this has several advantages besides the obvious popularity it will have with the *Torg* world at large. It will enable realities such as Kadandra, Kantovia, and the Dream Time (and perhaps ones mentioned such as Seido and Illithicar) to be detailed without risking full new supplements on them, and it will introduce new realities without the complications of having them invade Earth — or even interact with it at all.

—Nick Kabilafkas

Sydney, Australia

Great idea, Nick. We had originally been thinking about doing a *Pocket Dimensions* book for sometime in 1994, but then decided you'd all been waiting long enough for that *Nile Gizmos* book we keep promising, so we scheduled that instead. *Pocket Dimensions* will probably come out sometime in '95, and we may well have some or all of it done through *Infiniverse* subscriber submissions.


Looking for players, so would you please print my address?

—Ken Blackwood

Boone, NC

Okay, here goes. If you want to play in Ken's campaign, write to:

Ken Blackwood
PO Box 11985
Boone, NC 28608

More herald messages than letters this month, so we're going to give you a page of those. Onward: 

Herald Messages

"How do you spell 'Danger: Nuclear Minefield' in Magna Veritan?"

— ANATO soldier, after his boss found out how tough a Samson hovertank is.

Mobius' attempts to focus attention on Orrorsh have failed! Baron Insidia was revealed as a minion of the Nile and the US government has vowed vengeance! Already, Nile operations in Nevada and San Francisco have been destroyed by government-backed Knights. Their next stop is South America to investigate reports that the Living Land has renewed its war with Core Earth there, with the Akashans turning a blind eye to it.

— Ralph Dula
Cumberland PA

"This is going to hurt."

— Realm runner "Doc Glory" before opening a door in the temple of Rec Stalek.

"That looked like it hurt."

— Vampire hunter Luther after seeing a large green tentacle pull "Doc Glory" through the door he had just opened.

Say, does anyone know who that grinning, gap-toothed eedinos is who's running a primitive talk show in the ruins of 30 Rockefeller Plaza?

They say he's a transformed human, but nobody seems to know who.

Oh, shhh ... he's about to do one of his Top Ten lists ...

— John Olson
Baltimore, MD

Strange warriors who called themselves "Troubleshooters" from a place called "Alpha Complex" have appeared in Cairo and things will never be the same again.

— Mario Gintella
New Orleans, LA

A real bad month for the Storm Knights. Failing to heed the warnings of an Orrorshan witch, the group fell victim to her curse. It began to take shape in the Nile Empire, where Ensign Egypt was recovered, but not before being transferred into Skragg's body. The group went on to fail to save Natatiri and later, in L.A., fell for the time machine ploy (gotcha!) Group is stranded on Tharkold and is not expected to survive. Players are rolling up new characters.

— Dale Hitesman
Oceanside, CA

"I didn't know Skippy *could* tell the time!"

— Part of Ensign Egypt's defense

"Hello, Hachiman Arms? Sales division, please ... Yes ... You see the cover of your heavy weapons catalog? ... Three guys with really big guns, that's right ... Yes ... I want whatever is causing the mass destruction in the background ...

— Franz Munch of Nightmare Legion, hard at work

Tarot, Xardan and IVN-2800 (Ivan) infiltrated the city where Kranod's latest project was being completed. The trio watched as the High Lord used an ebony object to create an enormous bridge into the night sky. As Tharkoldu began streaming up it, the bridge shuddered and collapsed.

Ivan and the other Knights have since escaped to Earth, and Ivan has CyberCam tapes he plans to send to "The Invasion's Funniest Home Videos."

— Allan D. Sugarbaker
Berkeley, CA

"Death. Destruction. Sounds of pain and agony. These are a few of my favorite things ..."

— Gaunt Man caught singing in the shower (bootleg copies available from Ichi Entertainment

The Holy Grail is again in the safekeeping of the Poor-Fellow Soldiers of Christ and the Temple of Solomon. Louis-Etienne Istuan de Payns, Templar Master in his 706th year, aided by a band of Storm Knights, followed through the Middle East and on to southern France. Outwitting and outfighting Nile agents, cyberpriests and a cyberdecking warlock, they rescued the Grail from its 700 year old hiding place.

— Terence Wynne
Greenwich, CT

"I hate bugs! That's why I moved into the city! Now look at it!"

— Irate NYC resident

"Ace Decker just singlehandedly defeated a giant who was leading a contingent of Dark forces. I don't think being possessed by a demon of the Wild Hunt for three years has slowed him down."

— Jens, an accountant turned Viking Storm Knight

"You know, I don't think she's an Ord."

— Kiddy Phenil, after shooting a Spartan for 47 points of damage with a vital blow to the head which had no effect

Rec Pakken has replaced Baruk Kaah with a ravagon. The reality of the Living Land is at war with itself as Lanala wars with the Tz'Ravok.

— Stephen Smoogen
Socorro, NM

"The Eagle brought this on himself — how could be foolish enough to think that Wu Han would peacefully return to Cairo with him!"

— Wu Han, as reported by Jim Ogle
Socorro, NM

"I don't claim to be the one, true Skippy. I don't know that anyone can fill his ... well, he didn't wear shoes, did he? But he stood for something, something worth fighting for. And somebody had to carry on that fight."

— The Skippy of Steel

"I died because of my own weakness. I should have crushed Ensign Egypt when I had the chance. But rest assured he will not long escape my vengeance. The goddess has given me the power to avenge, and I will use it to cleanse this cosm of evil.

"Skippy is dead. Skippy is the past. I am the future."

— The Last Son of Lanala

"Wow! Cool! Neat!"

— The Skipster

Dr. Zap regained his senses after his battle with Colonel Cairo, only to discover that he has lost his memory and his powers! Be here for Part I of the 36-part "ZapFall" in which all of our hero's archvillains (yes, both of them!) are freed from prison and a powerless Zap must track them down.

Then hang on for Part I of the 72-part "ZapQuest" as Dr. Zap/Captain Carnage embarks on the search for his true identity!

Latest disruptions in Russia play right into the hands of the Warrior of the Dark, whose invasion of the former Soviet Union continues to go well. Many of the supporters of the Parliamentarians, longing to go back to a dictatorship, are starting to look to the Ayslish warrior woman as a symbol of power and strength.