

# INFINIVERSE™

C A M P A I G N   G A M E

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### Malraux Wonderland

(To the tune of "Winter Wonderland.")

Church bells ring,  
Are you listening?  
In the lane,  
Cyber's glistening,  
A most holy sight,  
We're jacked-in tonight,  
Walking in a Malraux wonderland.

Gone away,  
Is all our hope,  
Here to stay,  
Is the C-Pope,  
Our faith is so strong,  
As we go along,  
Walking in a Malraux wonderland.

In the valley, we'll meet the Resistance,  
And discuss plans to retake the town,

When they say, "You with us?"  
"In this instance,  
You can do the job, we won't be around."

Later on, we'll conspire,  
With our feet to the fire,  
Next we'll get flayed,  
That's the price to be paid,  
For walking in a Malraux wonderland.

### The Nameless One is Coming To Town

You better not pull,  
Stelae from the ground,  
All you Knights better hide,  
Where you can't be found,  
The Nameless One is coming to town!

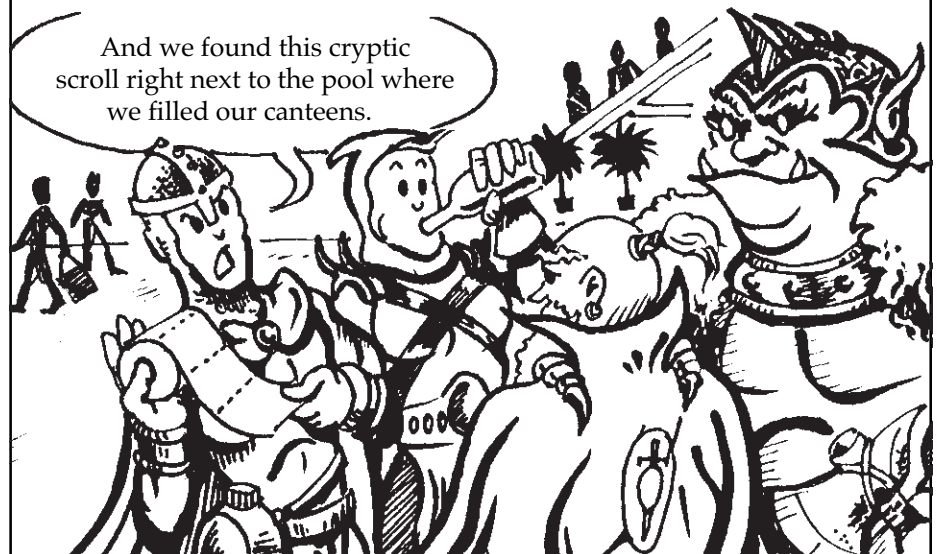
He's consuming your world,  
And chewing it good,

— continued on page 6

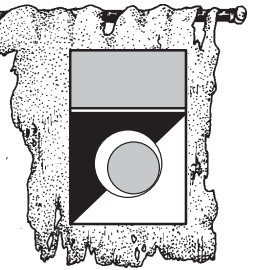
### REALITY CHECK

by Brian Schomburg

Ayslish folk adventuring in a shopping mall...



# Rumor Report and News



**F**irst Indication reports on the newest batch of rumors to which you have responded. *Continuing Report* updates the rumors as more responses come in. *The Wrap Up* gives you the tally after the rumor has reverberated throughout the Infiniverse for about three months. The wrap-up will be the last report for that rumor in *Infiniverse*.

## Rumor Report

The results are given a true or false, followed by a parenthetical number. That number represents the strength of the truth or falsehood throughout the Infiniverse. For example, a statement which is False (15) is false unless the gamemaster decides to test the statement; on a roll of 15 or better, the statement is actually true. Roll again on 10 and 20 when testing the truth or falsity of a reported rumor.

### First Indication: Issue #36

1. Mobius plans to use reality tree to convert Iceland to Nile axioms and turn it into a floating battlebase. Starts out True (19). Anchors aweigh!
2. Ghostdancer movement springs up among Gaea's Native American population in response to the domination of the Gaunt Man. An impressive True (25) to start.
3. Negotiations going on between high-ranking cyberpriests and techno-demons. Or not — starts at False (18).
4. Colonel Cairo and Captain Carnage (the former Dr. Zap) clash in the

streets of Thebes. Both vanish under a pile of rubble. A tight race, and True (13) out of the blocks.

### Continuing Report: Issue #35

1. Woman believed to be infected with Comaghaz the subject of a battle in Tokyo. Law of Intrigue may affect Comaghaz cells in Nippon Tech. Slight drop to True (15).
2. Baseball seen as a symbol of national hope renewed in the wake of the Possibility Wars. Especially if you're a Blue Jay fan — holding at True (18).
3. Orrorshan werewolves travel to the Land Above to try and gather Ustanah for use in a new Horror. Up to True (13).
4. Backlash against Storm Knights beginning to be seen in some areas of Core Earth. "Ords Are Heroes, Too" chapter springs up. Slight jump to True (17).
5. Mobius believed to be targeting Spain for invasion. Adios, amigos — it's at True (19).

### The Wrap-Up: 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. Finishes at True (15).
2. Ace Decker saved by aboriginal shaman Djil, now inhabiting the body of an enormous Ayslish warrior. Little jump at True (17).
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. A drop, but not a precipitous one — ends at True (13).

## Upcoming For Torg

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

**March:** *The Clerics' Sourcebook* collects all the miracles of the *Torg* universe, along with an assortment of new ones, and details the miracle creation system. Can we hear an amen, brothers and sisters?

**May:** *Infiniverse Update, Volume Three*. And the first one not written by Greg Farshtey! John Terra leads you through the Possibility Wars 1994, featuring shocking surprises, sinister plots and the return of an old and adamant villain (no, it's not Ensign Egypt!)

**September:** *Berlin Rezoned* is the tentative title for John (*Interview With Evil*) Terra's second novel. This book follows Major Havoc and his band of Mystery Men into the heart of Berlin, where Nile heroes clash with Tharkoldu techno-demons in the deadliest mixed zone of them all.

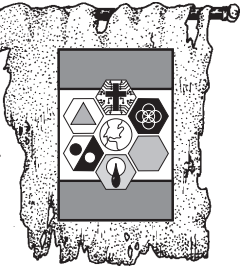
## Shatterzone Quarterly

If you enjoy *Torg* and the *Infiniverse*, give WEG's new game, *Shatterzone*, a try.

## New Staffers

West End welcomes new graphic artists Nicole Black and Tom O'Neill to the fold and wishes them a long and happy association with the company.

# Bride of Darkness, Part V



(This is part five of a five-part *Torg* adventure that has been running through the Dispatches section of this newsletter. For those who came in late, the Gaunt Man has been dispatching Nightmares to kidnap some of the major women of power in the world, including Ellen Connors, head of the Delphi Council; Natatiri, Nile Overgovernor; Sarila, Akashan biotechnician; and Pella Ardinay, Lady of the Houses of Aysle. His reason: he is convinced that one of these is the favored of the Nameless One, and he means to determine who, the better to manipulate her for his own ends.

Whether or not he has succeeded in the first three kidnappings depends on how your group has played the dispatches. He has succeeded in kidnapping Pella Ardinay, and the Storm Knights were either carried along or have tracked her down to Illmound Keep. As Part V opens, the Knights are in the fortress of the Gaunt Man, drawn by the faraway voices of the Orrorshan High Lord and his Ayslish captive ...

Note that, for purposes of the response form, this should be considered Dispatch 1. By the way, the Perseverance DN is the Gaunt Man's own...)

## SCENE ONE: Ravagon with the Wind

### The Situation

**Standard.** The Storm Knights fight their way through the twisting corridors of Illmound Keep to rescue Pella Ardinay.

Read aloud or paraphrase:

**Illmound Keep is dark and cold this night, with the chill of death**

**hanging over all. The house feels as evil as its master, as if it were sick in its heart and soul. Somewhere, someone is screaming, and you briefly wonder if it might be you.**

## The Action

Even if the Storm Knights teleported with Ardinay at the end of Part IV, the spell weeded them out and placed them in another part of the castle. Let them wander around for a while — the layout has shifted slightly since *The Gaunt Man Returns*, but with a few modifications, the maps from that supplement can be used.

Toss a few minor terrors their way, just to keep them honest. Periodically, they hear voices and maniacal laughter. One voice is surely Pella Ardinay's, raised in anger; the other, softer one, the one that makes their flesh crawl, must be the Gaunt Man's.

Let the Knights draw closer and closer to the Gaunt Man's laboratory. The voices are becoming clearer — the Gaunt Man seems to be reciting some sort of ritual. A woman is crying, though it does not seem to be Pella.

Suddenly, a passage in the wall opens near the Knights to reveal Parok, the Gaunt Man's ravagon servant. He has been dispatched by his master to delay the Knights until the ritual is completed.

### Parok

**Reality:** Orrorsh

**DEXTERITY 15**

Dodge 18, flight 17, maneuver 18, melee weapons 22, stealth 21, unarmed combat 24

**STRENGTH 17**

**TOUGHNESS 19 (25)**

**PERCEPTION 13**

Find 19, language 16, tracking 19, trick 18

**MIND 12**

Survival 17, test 22, willpower 19

**CHARISMA 10**

Charm 15, persuasion 18, taunt 13

**SPIRIT 10**

Faith (Irishantism) 20, intimidation 19, reality 19

**Possibilities:** 6 per Storm Knight

**Powers:** *Resistance to normal weapons*

**Corruption Value:** 22

**Fear Rating:** 2

**Perseverance DN:** 25

**Weakness:** Enchanted or blessed weapons made of elemental earth (severe weakness)

**True Death:** Occult ritual to sever the wings from his body

**Natural Tools:** Occult-treated armored skin, armor value TOU+6/25; talons, damage value STR+3/20; wings, speed value 13

**Equipment:** Metal sword, damage value STR+4/21; rank harness; occult-treated crimson gem

Let the Knights go a few rounds with Parok, who is fighting to the death. As far as he knows, the Gaunt Man has what he wants and doesn't desire an audience. The Knights do have one advantage: in the cramped quarters of the corridor, Parok cannot fly.

If the Knights are winning, by all means let them win and then cut to "Gust in the Wind." If the Knights are losing, cut to "Gust" before Parok slices them into minute steaks.

## Gust in the Wind

Read aloud or paraphrase:

**From nowhere and everywhere at once, a great wind rises. It howls like a banshee down the hallways of Illmound Keep, carrying a strange laughter that sounds like tree branches scraping against a window.**





Jaime Lombardo / Ron Hill

**A gust catches Parok and carries him away, and now you feel the wind tearing at you as well.**

The winds have a *Strength* of 19 and they are blowing the Knights further in toward the heart of the Keep. Let them make an effort to resist it—grabbing hold of things, etc. Any furniture in the hallway will become a deadly missile. As they are drawn into a large chamber and brought face to face with Nature gone mad, cut to Scene Two.

## SCENE TWO: They Call the Wind Hatha

### The Situation

**Dramatic.** The Storm Knights confront Hatha, newest member of the Hellion Court. Unlike Parok, she has

not been ordered to attack the Knights. But she has had little exposure to them since assuming her new rank, and wishes to toy with them a bit, given the circumstances.

Read aloud or paraphrase:

**The woman who stands before you is horrifyingly beautiful. Her green eyes shine and her brown hair falls past her shoulders, yet she is like no woman you have ever seen before. Her skin is leaves and bark sewn together, her nails rose thorns, her muscles like nothing so much as the roots of trees. She smiles at you and you feel a chill not from the wind.**

**"Welcome, little ones," she says in a voice that is the thunder that precedes a storm, the roar of the hurricane, and the song of night birds. "Welcome to the abode of Hatha. You are to be my guests for a while. If you are very, very good, perhaps I will give you a gift before you go. If you are bad ..."**

**A wall of flame suddenly spring up in front of Hatha, working its way rapidly toward you.**

If the Knights turn around, they'll find a similar blaze behind them. Before the flames can reach them, they are extinguished.

### The Action

This is not so much a combat scene as it is a "malevolent goddess at play" scene. Because of the events in *No Quarter Given* and other irons the Gaunt Man has in the fire, he really has not let Hatha off her leash since she joined the Hellion Court. Not having received any instructions from the High Lord about these Storm Knights, she assumes they're free to anyone who wants to torment them. She relishes the chance to see what her master's foes are made of.

Keep in mind when running this scene that Hatha is capable of violent mood swings and is mentally unstable at best. She may well choose a "favorite" from among the male Knights and set him aside while she tortures his fellows. By the same token, she may

choose a “favorite” and skin him alive first, as an example to his friends. This is an entity of great power who’s a few trees shy of a forest, and if that doesn’t scare the Knights, nothing will.

### Hatha

**Reality:** Orrorsh

**DEXTERITY 12**

Beast riding 14, dodge 14, melee weapons 15, running 15, stealth 16, swimming 15, unarmed combat 14

**STRENGTH 15**

Climbing 18

**TOUGHNESS 17**

**PERCEPTION 15**

Find 18, language 19, scholar (Kantovian lore) 23, tracking 22, trick 19

**MIND 18**

Occult 22, test 23

**CHARISMA 19**

Charm 25, persuasion 23, taunt 22

**SPIRIT 17**

Faith (Kantovian nature spirits) 20, focus 22, intimidation 23, reality 24

**Possibilities:** 10 per Storm Knight

**Natural Tools:** fingernails, damage value STR+4/19

**Powers:** *Hypnosis, life drain (Toughness), magical resistance, animal control, plant control, shape change, blur form, silence*

**Miracles:** All Core Earth miracles. *Animal speech, fertility, inferno, plague, plant protection and storm* from Aysle.

**Corruption Value:** 25

**Fear Rating:** 2

**Perseverance DN:** 25

**Weakness:** Acid (severe weakness)

**True Death:** Steel spike blessed by a Kantovian shaman and driven through her head

**Power Notes:** Hatha does *life drain* by attacking a victim with her fingernails. She can control any animal with *animal control*. *Plant control* is similar to *animal control*. Hatha can *shape change* into any known animal or bird.

The Knights can handle this however they choose. They may decide to humor her until they can escape; they may run for their lives while she pursues; they may attack.

Give them a chance to roleplay with Hatha a bit — this is a foe they’re probably not familiar with. If you really want to have fun, have her throw in the fact that she senses the presence

of another Kantovian on Earth, though she knows not where.

At some point, Hatha will pause as if listening to a voice none but she can hear. If the Storm Knights are still standing at this point, she will brush aside a tapestry to reveal another secret passage.

Read aloud or paraphrase:

**“Run along, little ones,” Hatha tells you. “The master is calling.”**

The Knights, of course, will probably be very reluctant to go down that passage. Understandable and perfectly okay. If they choose to, they can leave by the front door, completely unmolested. The passage would have simply gotten them to the Gaunt Man’s lab a little faster, but they can choose their own route.

Once the Knights make it to the Gaunt Man’s laboratory, cut to Scene Three.

## SCENE THREE: The Bride of Darkness

### The Situation

**Dramatic.** The Storm Knights get a little more than they bargained for when they discover that Pella Ardinay doesn’t really need rescuing. Note that, if your group managed to rescue all of the other personages the Gaunt Man tried to kidnap, the other women in the lab besides Pella can be Victorians stolen from the surrounding towns.

Read aloud or paraphrase:

**In your time as a Storm Knight, you have witnessed scenes of horror before. But never anything to quite match this. The Gaunt Man stands in the center of the cavernous room, watching occult energies play across the chained, writhing form of Pella Ardinay. Beside her, also shackled to the wall, are other women, watching the Gaunt Man in terror. Several six-armed giants stand guard over them, seemingly oblivious to Ardinay’s pain.**

**Before you can react, the Gaunt Man turns and smiles. “Welcome, my unexpected guests. You are just in time to witness the culmination of my greatest experiment. My researches have proven beyond doubt that this woman —” he says, gesturing toward the pain-wracked Ardinay — “is more than she appears. We will soon see just how much more.”**

The Knights have a couple of options here. They can attack the Gaunt Man; they can attack Pella (which will involve fighting the Gaunt Man); they can try to rescue Pella (the Gaunt Man will no doubt watch in amusement); or they can try to rescue the other captive women before they are destroyed by the energies unleashed here.

By now, you’re probably wondering just what the hell is going on. Well, it’s like this: some time ago, the Gaunt Man learned that one of the women intimately connected with the Possibility Wars was the focus of a portion of the Nameless One’s power. Up to now, only the Gaunt Man has tasted of this energy — but if another were to be “blessed” by the Nameless One, and could be brought under the sway of the Gaunt Man, nothing could stand in his way.

He therefore initiated his kidnapping scheme, with mixed success. The ritual he is performing will (he believes) simply speed up the transformation into a chosen of the Nameless One. (This is not the whole story, but not even the Gaunt Man knows that yet ...)

### The Gaunt Man

**DEXTERITY 17**

Dodge 22, maneuver 18, melee weapons 20, prestidigitation 20, unarmed combat 18

**STRENGTH 21**

**TOUGHNESS 28**

**PERCEPTION 29**

Evidence analysis 31, find 30, language 32, scholar (eternity shards) 32, scholar (Orrorsh realm lore) 35, scholar (the Nameless One) 33, trick 31

**MIND 28**

Test 32, occult 34, willpower 34

**CHARISMA 22**

Charm 26, persuasion 27, taunt 23

**SPIRIT 28**

Faith (Orrorshan evil) 37, intimidation 38, reality (Orrorsh) 35

**Possibilities:** 300

**Equipment:** Occult amulet protecting him from eternity shards; cane with small living head, causes fear in a 30-meter radius around the Gaunt Man (spell functions in a similar manner to the *fear* spell detailed on page 86 of the *Orrorsh* sourcebook).

**Powers:** *attack form resistance (physical, mental, and spiritual damage from magical attacks), regeneration, resistance to normal weapons, silence*

**Corruption Value:** 61

**Fear Rating:** 5

**Perseverance DN:** 27

**Weakness:** Eternity shards, though this is nullified while the Gaunt Man remains inside Illmound and wears his amulet.

**True Death:** None known.

As soon as the Gaunt Man finishes his little speech, the hexaphim will abandon their posts and attack the Knights. Meanwhile, the occult energies continue to bathe the struggling Ardinay.

### Hexaphim (One per Storm Knight)

#### DEXTERITY 10

Maneuver 11, melee weapons 15, running 11, stealth 15, unarmed combat 15

#### STRENGTH 18

Climbing 20

#### TOUGHNESS 20

#### PERCEPTION 8

Find 10, trick (18)

#### MIND 15

Test 20, willpower 18

#### CHARISMA 8

Taunt (15)

#### SPIRIT 8

Faith (Orrorshan evil) 12, intimidation 20

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

**Possibility Potential:** some (18)

**Natural Tools:** Thick skin, armor value TOU+5/25, flesh only, statue form, armor value TOU+10/30; claws, damage value STR+3/21; fangs, damage value STR+1/19. Ignores multi-action penalty to attack twice, but three or more attacks invokes penalty.

**Powers:** *elemental alteration (stone) or elemental alteration (metal), +2*

**Corruption Value:** 21

**Fear Rating:** 1

**Perseverance DN:** 14

**Weakness:** Hindu holy objects

**True Death:** Cast pieces into a fire blessed by a Hindu priest.

**Description:** Hexaphim are three meter tall, six-armed humanoids. They can be male or female, with their skin a deep red or blue. Their eyes are aflame, burning with unholy delight.

The hexaphim are able to change themselves into statues of either stone or metal.

During the battle, read the following:

**Suddenly, an inhuman scream comes from Ardinay's lips. Now what looks to be a negative image of her strains against the chains that bind her. The occult energy of the Gaunt Man's ritual is no longer simply bathing her, but is now radiating from her. Then she is the Ardinay you have known again; then the negative; then the two switch back and forth, as if battling for control of her form ... or perhaps merging.**

What is most surprising is the Gaunt Man's reaction. No cry of triumph comes from his lips, no shrill laughter reeks through the lab. Instead, he watches with something akin to awe, saying, "By the Nameless One, what is happening here? My ritual should not produce this effect. It cannot!"

Now the Keep begins to quake. The hexaphim, if they are still standing, begin to fall back. The chained women scream as masonry crumbles around them. The Gaunt Man is occupied with watching Ardinay, giving the Knights the opportunity to rescue the captives if they choose to (the quakes have weakened the walls, so pulling the chains free requires only a *Strength* total of 9).

Read aloud or paraphrase:

**The Gaunt Man wheels on you, rage burning in his eyes. "You! You have done this, somehow! How did you interfere with my ritual? Tell me or I promise you a hell worse than has ever filled your nightmares!"**

**His answer comes from an unexpected source. Ardinay, occult power blazing in her eyes, exudes only a fraction of her newfound energy and**

**explodes her chains. Then she rises into the air, shouting, "Fool! Have you so soon forgotten that there is one whose power is greater than your own?"**

**The Gaunt Man raises a hand and fires a bolt of energy at the hovering form. Ardinay deflects it with a gesture. It strikes a table full of chemicals, which explode in flames.**

**"You have been manipulated from the start, High Lord!" Ardinay continues. "The Nameless One required you to pour some of your occult power into this vessel to prime it for transcendence. Once that had been done, his own energies completed the transformation. I am everything you were and far, far more!"**

**"This cannot be!" the Gaunt Man rages. "I am the chosen of the Nameless One!"**

**"You? You are limited, Gaunt Man! You know only evil, only one side of the battle. The Nameless One requires a servant who has walked the paths of both the Light and the Dark." A wicked smile comes to her lips. "And this vessel will serve admirably."**

She turns her almost inhuman gaze upon you then. "Hear me, Storm Knights. No longer am I the woman you knew! I have ascended — I have completed the journey begun when Uthorion possessed this shell centuries ago. I am a goddess of destruction! Challenge me at your peril!"

**"And you, Gaunt Man. Know that the eyes of the Nameless One and his servant are now upon you. Crush this pitiful cosm quickly — the master hungers for its energies. And if you harbor any foolish thoughts of treachery —"**

**Ardinay lifts her slim, white arms to the heavens and bolts of lightning fly from her fingers, blasting a hole in the ceiling of Illmound Keep. Then she rises through the gap and vanishes into the night sky.**

For the Storm Knights, leaving would be a real good idea right now, since the Gaunt Man has just been told he's been used and probably isn't taking it well. With portions of the Keep coming down (though we're not talking mass destruction by any means),



there's enough confusion to allow the Knights to make a quick exit.

Listed below are the new stats for Pella Ardinay as the "bride of Darkness." These supersede statistics given for Pella in earlier *Torg* products.

**Pella Ardinay**  
**(Avatar of the Nameless One)**

**Reality:** Aysle

**DEXTERITY 16**

Beast riding 21, dodge 22, flight 19, maneuver 21, melee weapons 20, missile weapons 21, prestidigitation 28, unarmed combat 20

**STRENGTH 15**

Climbing 18, lifting 18

**TOUGHNESS 15**

**PERCEPTION 33**

Alteration magic 48, divination magic 40, evidence analysis 43, find 44, first aid 47, language 45, scholar (Ayslish lore) 42, scholar (the Nameless One) 36, trick 42

**MIND 39**

Appotation magic 55, artist (painter) 44, conjuration magic 53, medicine 41, survival 43, test 52, willpower 52

**CHARISMA 32**

Charm 45, persuasion 43, taunt 36

**SPIRIT 50**

Faith (the Nameless One) 51, corruption 60, intimidation 51, reality 65

**Possibilities: 500**

**Arcane Knowledges:** Pella Ardinay has all arcane knowledges at 10 adds, and knowledge of all Ayslish spells.

**Equipment:** elfmail, armor value TOU+6/21; elf longsword, damage value STR+8/23

## Critical Event

Surviving and rescuing the other captives is a *Good* result (6 or above). Not rescuing any of the other captives is a *Bad* result (3 or less).

## What Just Happened

Okay, now that you've seen her new measurements, put your eyes back in your head, gamemasters. It's time

to discuss what just happened and what it might mean to your campaign.

Perhaps the most startling aspect of this whole storyline is the revelation that the Gaunt Man has been manipulated from the very beginning. Those of you who read *Interview With Evil* by John Terra may have wondered just why the Gaunt Man made a High Lord out of Uthorion, who comes across as such a complete idiot. Well, now you know — the Gaunt Man was subtly manipulated by the Nameless One into giving Uthorion this power. That deity knew that one day Uthorion would encounter a being of pure Light — Ardinay — and possess her. (Admit it, you've wondered why Uthorion bothered possessing her body for five centuries instead of just killing her and proclaiming himself victor in the war. Well, suffice it to say Uthorion is much easier to use than the Gaunt Man, and the Nameless One realized that.)

The Nameless One's goal was a simple one: he required a servant who understood both the Dark and the Light, something the Gaunt Man, for all his power, could not do. By tainting Ardinay's body with Uthorion's evil, the Nameless One banked on the possibility that eventually her spirit would return to its shell (after all, Uthorion couldn't pull off the deception forever) and she would find herself divided between good and evil. A perfect tool ...

Once this happened, it remained only for the Gaunt Man to be prodded into believing that the "bride of Darkness" would be at roughly his power level or slightly below and a potential ally in his quest to become Torg. By seeking her out and unleashing her latent evil through an occult ritual — one of sufficient power that the Nameless One would be able to seize control of it — the Gaunt Man allowed Ardinay to ascend to her new role as demigoddess of Darkness.


What does this mean to our major characters? Well, the Gaunt Man has seen, for the first time, the hand of the Nameless One intervening in the Possibility Wars ... and he's not happy. Like a hungry shark, that deity is hovering on the fringes of the cosmverse, waiting for the moment to consume all. And so intent is he on victory that

he has used his champion — the Gaunt Man — like he was a mere pawn.

Although Ardinay now has roughly the same power levels as a Darkness Device, do not expect to see the Gaunt Man bow and scrape to her. Rather, he has already begun planning how to use her and her newfound abilities to further his master plans to become Torg.

As for Ardinay, she is now something beyond human. Her mortal soul now shares her body with a portion of the Nameless One's essence. The woman who led the Houses of Aysle is no more — in her place is an entity of pure destruction, one that much more deadly because she truly understands how followers of the Light think and act. Her transformation will hit Aysle hard, and it will be up to Tolwyn of Tancred to rally the Light once more.

What does this mean to your campaign? Essentially, Ardinay can be used to a) keep your player characters from having too easy a time of it in adventures and b) keep them from wandering off the map. After Ardinay has appeared out of nowhere a few times and kicked the crap out of them, they'll learn to head in the other direction. As an avatar of the Nameless One, she will appear where her deity's interests are most threatened. Things could get ugly ...


Only time — and your responses — will tell what other effects these events will have on the Possibility Wars. 

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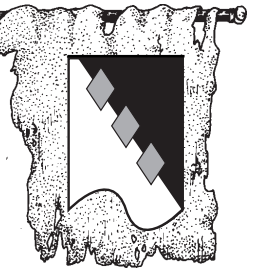
*continued from page 1*

He's Destruction incarnate,  
And that's understood,  
The Nameless One is coming to town!

He sees you when you're sleeping,  
He knows when you're awake,  
He drains your possibilities,  
Till there's no more to take.

So you better not storm,  
Cause the realms will not budge,  
He hasn't got a form,  
But he's sure got a grudge,  
The Nameless One is coming to town! 

# Dispatches and Rumors



## Dispatches

1

**Note:** Looking for Dispatch #1, featuring Part V of the "Bride of Darkness" storyline? Turn back to page 3, it's this month's feature.

2

A cheery carnival has begun rolling through some of Australia's smaller towns along the eastern coast, bringing happiness, joy, laughter ... and stelae.

The carnival — known as "Mr. V's Circus of Wonders" — has been drawing huge crowds and playing to packed houses for the duration of its run. Unknown to all (but a few unfortunate Storm Knights, sadly no longer with us), it is a tool of Orrorsh, planting stelae as it travels. In addition, they try to spread a little fear wherever they go, like good Orrorshan Horrors should.

"Mr. V," owner and ringmaster, is in fact vampire Victor Manwaring (the Gaunt Man does not fully trust Manwaring to get the job done, but with the betrayal of Wellington, the failure of Cheltenham, and the other Nightmares committed to the "Bride of Darkness" kidnappings, he's short-handed.) He's backed by clowns (killjoys), a freak show (featuring the knot man), and other entertainment for all ages (like the puppeteer).

### Victor Manwaring

#### DEXTERITY 12

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

#### STRENGTH 17

Climbing 19

#### TOUGHNESS 18

#### PERCEPTION 11

Alteration magic 16, divination magic 14, find 14, language 15, scholar (Victorian culture) 16, trick 16

#### MIND 14

Test 23, occult 16, willpower 23

#### CHARISMA 14

Charm 26, persuasion 21, taunt 16

#### SPIRIT 9

Intimidation 18, reality (Orrorsh) 21

**Possibilities:** Four per Storm Knight

**Powers:** *life drain (Strength), infection, regenerate, shapeshift (bat), up condition (night)*

**Corruption Value:** 21

**Fear Rating:** 2

**Perseverance DN:** 21

**Weakness:** Cross, holy water, stake through heart, *stymie* condition (day)

**True Death:** Decapitation

**Natural Tools:** Fangs, damage value STR+1/18

### Puppeteer

**Reality:** Orrorsh

#### DEXTERITY 13

Dodge 16, maneuver 15, stealth 14, unarmed combat 16

#### STRENGTH 16

Climbing 17

#### TOUGHNESS 15

#### PERCEPTION 12

Tracking 14, trick 13

#### MIND 10

Test 12

#### CHARISMA 8

#### SPIRIT 8

Faith (Orrorsh) 9, intimidation 12

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

**Possibility Potential:** some (35)

**Natural Tools:** Fingernails, damage value STR+2/16

**Equipment:** Oak puppet frame

**Power Rating:** 1

**Corruption Value:** 21

**Fear Rating:** 2

**Perseverance DN:** 18

**Weakness:** None

**True Death:** Suspended like a puppet from an oak tree at sunset

**Description:** The puppeteer appears as a four-meter-tall thin man, with long, pointed fingers. He wears a striped blazer and straw boater, and a perpetually wide grin.

The puppeteer is capable of controlling a victim once he has something of theirs (a lock of hair, an item of clothing, etc.) and will then use his puppet frame to force them to perform a wild dance. Every hour in which the victim dances, they suffer damage value 12 plus a bonus number. It is possible to drop dead from exhaustion as a result of the puppeteer's attack.

### Killjoys

**Reality:** Orrorsh

#### DEXTERITY 9

Dodge 11, melee weapons 11, prestidigitation 16, stealth 12, unarmed combat 12

#### STRENGTH 13

Climbing 15, lifting 15

#### TOUGHNESS 12

#### PERCEPTION 13

Find 15, trick 15

#### MIND 10

Test 12, willpower 12

#### CHARISMA 10

Taunt 12, hypnosis 25, persuasion 12, taunt 12

#### SPIRIT 7

Faith (Orrorsh) 12, intimidation 12

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

**Possibility Potential:** some (35)

**Natural Tools:** Teeth, damage value STR+3/16

**Powers:** Hypnosis +3

**Corruption Value:** 25

**Fear Rating:** 2

**Perseverance DN:** 15

**Weakness:** Anyone who manages to withstand a killjoy's *hypnosis* and who generates a *prestidigitation* total of





Valerie Valusek

14 or higher invokes a *stymie* weakness — the killjoy will be totally engrossed for one round, plus for every subsequent round as long as a successful *trick* is made against it (character gets +5 modifier to *trick*).

**True Death:** Using a prop to kill the killjoy, for example: beating it to death with its mallet; drowning it with a seltzer bottle; “finding” a knife behind its ear and stabbing it to death

**Description:** Killjoys appear as human-sized clowns and dress in gaily, bright multi-colored outfits. Their faces look to be covered in red and white makeup (in truth, this is their natural skin color).

Killjoys use their *hypnosis* power to root their victims to the spot. Once this is done, they perform gruesome tricks on their victims (i.e., a pie filled with blood in the face, a large rat “found” behind the ear). They may kill them with their sharp teeth.

Killjoys have never been known to speak.

**Knot Man**

**Reality:** Orrorsh

**DEXTERITY 9**

Dodge 10, stealth 10, unarmed combat 13

**STRENGTH 13**  
**TOUGHNESS 16**  
**PERCEPTION 9**

Find 11, tracking 12, trick 12

**MIND 7**

Test 14, willpower 19

**CHARISMA 2**

**SPIRIT 10**

Intimidation 18, reality 14

**Possibilities:** 14

**Power Rating:** 6

**Corruption Value:** 26

**Fear Rating:** 4

**Perseverance DN:** 24

**Weakness:** Holy water

**True Death:** Occult ritual (game-master’s discretion)

**Description:** The Knot Man resembles a human twisted inside out. His exterior is swollen pink tissue, throbbing with veins. The body is shaped into stunted contortions, with the limbs twisted into knots. He bleeds from every orifice. His eyes can’t be seen due to the streams of blood pouring from his eyelids.

**Critical Event:** Nice and simple: “Mr. V’s Circus of Wonders” must be destroyed. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

**3**

A Tharkoldu demon based in the Tharkold/Nile mixed zone in Berlin has begun studying 1920s German horror films in search of a better understanding of his enemies. He is particularly fascinated by “The Cabinet of Dr. Caligari,” in which a mad doctor unleashes a somnambulist on a city to commit murders. Although the sleepwalker is at heart a normal man, he becomes a murderous fiend when under the doctor’s hypnotic influence.

Inspired, the Tharkoldu has managed to capture a Storm Knight from a group that passed through Berlin and bent his will using occulttech machinery. By night, he rises and obeys post-hypnotic commands to kill high-ranking officials in the city government. In the morning, he is completely unaware of what he has done and is, in fact, investigating the killings.

**Critical Event:** The Storm Knights must uncover this unwitting viper in their midst and stop him before he kills again. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

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4

The Nile Empire has hijacked a shipment of reality tree seeds and intends to plant them on the islands of the Caribbean in hopes of bringing back the Coast Brotherhood (in other words, the pirates). Mobius sees these as a potential extension of his army and a highly mobile force to boot. In the meantime, Mobius would take a percentage of their loot.

The first seed is in the hands of a dozen gangsters, who are on board a clipper heading for the island of Tortuga. One of the gangsters will take his place inside the tree for the nine-month period it needs to grow to full height.

(Inspired by a herald message from Thomas Devine of Shallotte, NC.)

**Critical Event:** The Knights must intercept the clipper and prevent the gangsters from planting the reality tree seed on Tortuga. That is a *Good* result. Anything else is a *Bad* (3) result.

## Rumors

(Note: Rumors #1-4 were provided by the prolific pen of Greg Detwiler.)

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1

A series of bloody massacres have taken place in New Orleans, the work of a self-proclaimed "voodoo cult." Over a hundred people were slain before Storm Knights caught up to the cultists. Several fought a rear-guard action while the rest fled, but those killed by the Knights were found to have large amounts of cyberware installed in their bodies. The popular belief is that these cultists are pawns of the Tharkoldu — but popular belief is wrong.

The cultists are religious fanatics, but their religion is that of the Cyberpapacy. They were deliberately planted in New Orleans to commit mass murders in the manner of the Tharkoldu. Since such events are potentially detrimental to the Ecology of Fear, the Gaunt Man is expected to disapprove and retaliate against the Tharkoldu. (Jean Malraux has been

increasingly apprehensive about the Gaunt Man's intentions toward him, and has thus taken steps to divert the Orrorshan High Lord's attention.) If Storm Knights do not expose this deception, New Orleans could become a battlefield between Orrorshan Horrors and Tharkoldu.

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2

As if the people in Aysle didn't have enough to worry about, now they have to worry about the sanity of their own people. The constant onslaughts of the Army of the Dark have driven many people over the edge, including the members of a newly-formed band of Storm Knights. All of them have lost one or more people they cared for, and now they care only about destroying the realm of Aysle.

The group recently left Oxford, heading for northern England. Their plan is frighteningly simple: since there is no longer anyone they love in the realm, they see nothing to prevent them from uprooting stelaes, tales of glory or no tales of glory. They have an eternity shard with the group power stelaesense and plan to use it to help them find stelaes to pull. Unless this group is either persuaded or forced to stop, thousands of people may be burned to death as the reality of Core Earth is prematurely brought back to Aysle.

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3

With the imposition of Nile axioms on Texas, it seems that the Wild West has come back to life. Those people who can get their hands on horses are riding them, as nearly every car in the state functions at a higher Tech level than the Nile supports. Inevitably, some of the riders have proven to be outlaw gangs along the lines of the Dalton gang or Quantrill's Raiders. Thrilling bank robberies and shoot-'em-ups straight out of Western pulp magazines (of course) are now taking place all over the conquered area.

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4

Rumors are flying about the transfer of personnel and equipment from

Kanawa holdings in Japan to Seoul, South Korea. The rate of transfer is said to be amazing, and the question on everyone's lips is: what does 3327 know that we don't? And what's going to happen to Japan in the near future?

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5

Dr. Mobius had been watching with interest, prior to his invasion of North America, the debate over violence in the media. Is it possible that violence on television could transform an entire nation into fighting-mad killers? And if so, how best to use that to his benefit?


Accordingly, Mobius has unveiled one of his most fiendish plots: with the aid of kidnapped Nippon scientists, he has constructed a "weird science" space capsule. A trio of captured Storm Knights will be placed on board and shot into space, supplied only with dehydrated food and lots and lots of Grade-B movies. Mobius intends to call the capsule back in a year and see if the Knights have transformed into madmen and if it makes them better conversationalists.

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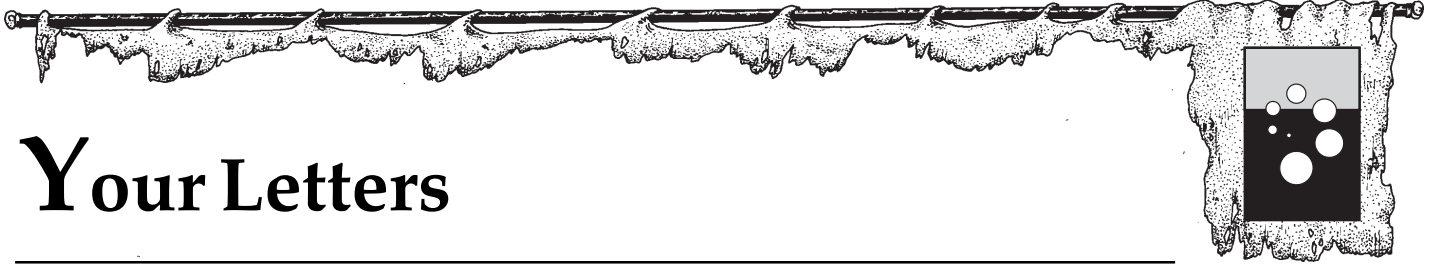
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6

Rec Pakken has begun his search for a new High Lord for the Living Land, now that Baruk Kaah is no more. It is believed that it is eschewing Land Below/Land Above natives in favor of a Living Land Storm Knight it can corrupt to its cause. Rec Pakken feels that only one who has fought on the front lines of the Possibility Wars has any hope of resurrecting the Living Land.

Meanwhile, Jezrael's fragile alliance with 3327 has been shattered by their spies' reports that Kaah never returned to the realm. With no High Lord opposing their assaults on the Living Land, and the edeinos warriors largely in disarray, there is no longer any need for a Tharkold-Nippon non-aggression pact. The sole exception to the resumption of hostilities is the Nippon-Tharkold mixed zone in Las Vegas, where it's felt that violence in the streets would be bad for business, so a truce is maintained. 

# Your Letters



1. About the Nile pit that ends in the Land Below (Merretika) — is that entrance known publicly?

2. Do Victorians know about the Gaunt Man's stronghold?

3. What happens when a Storm Knight or possibility-rated game-master character rolls a one on the die while trying to reconnect to his own reality?

4. What happens to armor when a Storm Knight disconnects?

5. Can a Storm Knight create a reality storm while he is in a reality bubble?

6. What happens when you roll a one in a reality storm?

7. Please, if you can, describe Mobius physically.

8. I knew Kaah would end up as the first "on-the-run" High Lord — you North Americans are so patriotic. I wonder if Rec Pakken will find a replacement in Merretika or give Kaah a second chance.

9. Do you have to see the target of the Nile pulp power *mind control*? Does it affect animals? What is the minimum *Mind* a target must have to be controlled?

10. Do you add to the unarmed STR+2 damage of *martial arts* attacks when you receive the bonuses of special maneuvers?

11. When you use a power in a gizmo, do you have to pay the adventure cost every time you use the power?

—Some of the questions asked by  
Alexis Díaz-Pérez

Take a deep breath and plunge in ...

1. The entrance to the Land Below (located in Ethiopia) is not known publicly, or even by most Storm Knights. It should only be revealed if they discover it.

2. The Victorians think the Gaunt Man is Lord Bryon Salisbury, a lord of a rather impressive manor house and

estates. Very few Gaeen Storm Knights will even *believe* that he is a High Lord, even when shown some evidence. Only if he reveals his true self willingly will most people of the realm ever believe he is the Gaunt Man.

3. The *reality* skill is not a contradiction anywhere. Most likely, the Storm Knight just failed to reconnect ... miserably.

4. When "normal" (non-powered/non-magical) armor is worn by a character who disconnects under an axiom too low to support its use, it is considered to be of the highest value actually supported by the axiom. As a gamemaster, I would roll a die every time the character wearing the armor ends a scene disconnected — if a one comes up, the armor actually physically transformed. Powered armor, or armor with magical or other special abilities, loses all its extra advantages when the character disconnects as well.

5. A character can invoke a reality storm in a reality bubble, unless prohibited by other rules.

6. You probably fail miserably to attack or defend yourself. Other than that, see answer number three.

7. Let's let the famous Dr. Zap (before he became Captain Carnage) do that:

"Well, he's pretty big and muscular for an Egyptian. His skin is dusky, and he always stands in some sort of pose. I don't know what his face looks like, 'cause he always wears this weird towel on his head. Beats me how he can see through it.

"Oh, and he wears a skirt."

Sigh. Well, there you have it.

8. Take a look at *Infiniverse Update Volume III* for more information on Baruk Kaah and Rec Pakken (and the Land Above, for that matter). Sorry to make you wait so long, but we have to have our secrets!

9. The character using *mind control* must be within five meters of the target, and he must be able to see the target when the control link is established. After that, the controlled character may be instructed to leave the character's field of vision — but the character does have to give instructions as to what the mind controlled character is supposed to do.

10. All damage values for maneuvers include the STR+2 bonus already, so don't add it on again.

11. As with pulp powers possessed by people, gadget powers only have to be paid for once during an adventure — when they are used.

**1. I hate to spoil the fun of those who won in *No Quarter Given*, but how long will it before the Gaunt Man can summon the Carredon from the Waiting Village again?**

**2. If the Berlin mixed zone provides little possibility energy, then why did Mobius bother in the first place and antagonize the Tharkoldu?**

**3. When will you take submissions for the next creatures book and what realm will it cover?**

—Greg Detwiler,  
Williamsburg, PA

1. The Gaunt Man is going to be a little busy repairing his bridges, fixing Illmound Keep (see "Bride of Darkness," Part V, earlier in this issue) and becoming Torg. Besides, the Carredon has failed him twice ... he might not be in any hurry to resurrect him.

2. Mobius is a great chess player, Greg, and saw an opportunity to check Tharkold. Why let them have a pure zone and a bridge so close to the already weakened Cyberpapacy, especially when Mobius already has Greece and is eyeing southern Europe?

3. At present, there are no plans for further creature books in the near future.





Valerie Valusek

## Herald Messages

Q: What's red and green and still expanding?

A: Baruk Kaah in a reality nexus.  
— The Green Mountain Boys  
(as reported by John Olson  
of Baltimore, MD)

"If I want any of your lip, monkey-welp, I'll rip it from your face and eat it."  
— the Techno-demon's retort  
(Supplied by Garrett Taylor)

Storm Knights in Southern England have foiled an attempt by agents of the Warrior of the Dark to revive a gospog field that had lain dormant since Ardinay's return. However, the cleanup operation will draw badly needed troops from the front lines ...

— Jim Ogle  
Socorro, NM

"I'M Dr. Zap!"

"No, I'M Dr. Zap!!"

— a heated debate ensues between two men claiming to be "the official artist's reference" to the famous Dr. Zap (when they met in, of all places, Philadelphia)

(An argument between Kratak, an edeinos, and Daman, a cyborg:)

Kratak: "I'm not *stupid*, human!"

Daman: "I'm not *human*, stupid!"

— Pete Venters  
S. Glamorgan, UK

"You took it out to get it *washed*!?"

— Dr. Mobius, after the RoboSphinx Mark II wandered away from the Houston White House  
Grant R. Davis  
Little Rock, AR

"Targets terminated. Files destroyed.

Comments: working with frigid cyberjocks and paranoid Sacellum priests, and Nameless One priests to uproot Nile villains and topple forty-story fire-breathing lizards makes me reconsider the virtues of Akkite philosophy. Macabre, Ensign Egypt, Godon, and Godandra were better companions than my 'allies.'"

— Monitor Report  
(as told by Daniel Pogoda,  
Waltham, MA)

"Unless I miss my guess, that pyramid should be *unskilled* right now."

— Lee Minh Chen, after *maneuvering* against a flying pyramid in the Nile Empire (as told by Jim Ogle of Socoro, NM)

Wildfires in California believed to be the result of a Nile experiment to create sentient fire creatures, much like the Living Land flame warriors. If the scientist responsible for this disaster did not perish in the blaze, he must be apprehended immediately.

"Back to the hell that spawned you, you abomination of nature!"

— a Storm Knight's *taunt*

Efforts by the Manhattan Protectorate to reestablish some normalcy in New York in the wake of the Eastern Land's collapse and the Land Above's ascension have failed. Mayoral election had to be cancelled after both candidates were kidnapped by Darooni Wasp Riders and thrown from the World Trade Center. No one in the city seemed particularly disheartened by this occurrence.