

INFINIVERSE™

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

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Contributors This Issue:

Greg Detwiler, Greg Farshtey, Brian Schomburg



20840

Creative Staff:
Fred Jandt, Nikola Vrtis, Scott Palter
Sales Director:
Sue Hartung
Accountant:
Karen Bayly

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West End News and Notes

GAMA Show: WEG editor Ed Stark and Sales Manager Bill Olmesdahl just returned from the Game Manufacturers' Association Trade Show in New Orleans, LA. There they met with representatives of other game companies, major distributors and retailers, and discussed all the exciting plans we have for the next year.

By the end of the convention, the buzz was all about *Indiana Jones* and *Bloodshadows*. Everyone seems to be enthused about the new projects, and some of the best gaming authors in the business are lining up to work on them!

In addition, *Star Wars* continues to be one of the hottest games in the industry, and plans are moving ahead for *Torg* 2nd Edition. Stick around, the best is yet to come ...

New Staff

West End Games welcomes new

graphic artist Tim Bobko to the fold. Tim, also known as "The Fashion King," brings skill, talent and height to the art department. (The art bullpen is starting to look like an NCAA locker room ...)

Hell's Feast

Jack Deacon was just another average gumshoe on an average case. Until his client flashed a set of fangs, the sentinels came calling, and an out-of-town caster tossed a spell with his name on it. Now he has to find a bizarre killer or take the ultimate fall!

WEG is proud to announce the release of *Hell's Feast*, the first of three novels introducing the all-new *Bloodshadows* universe! Written by Greg Farshtey, author of *The River of God*, *Hell's Feast* is fast-paced action and chilling horror at its best.

Available in book and hobby stores in April!

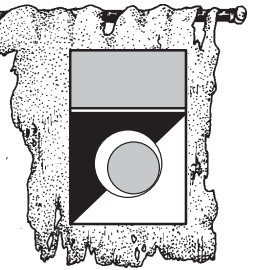
REALITY CHECK

by Brian Schomburg

An Akashan kiddie show we could live without...



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 #38

1. Cyberpapists posing as Tharkoldu "voodoo cult" wreak havoc in New Orleans. Starts at True (19).

2. Berserk team of Storm Knights rampaging through Aysle, tearing up stelaes without regard to safety of Ords. True (17).

3. Wild West returns in the wake of Nile axiom wash in Texas. Git along, little Storm Knight — it's True (25).

4. Kanawa transferring goods and personnel to South Korea. True (18).

5. Mobius invents "weird science" space capsule; captures Storm Knights;

shoots them into space; and sends them cheesy movies (the worst he can find). Dead even — False (11).

6. Rec Pakken searching for new High Lord; Tharkold/Nippon alliance shattered. True (19).

Continuing Report: Issue #37

1. New villain, Dr. Cyclops, appears in Berlin with the power to shrink his enemies. Believed to be collecting Storm Knights. Holds at True (20).

2. New and charismatic leader, Doomtak, appears in the Land Below, forging an army of conquest. Growth spurt and True (16).

3. Aliens from Star Sphere send robot craft to Earth as part of a trap for unwary Humans. Slight jump to True (17).

The Wrap-Up: Issue #36

1. Mobius plans to use reality tree to convert Iceland to Nile axioms and turn it into a floating battlebase. Big jump to finish at True (25).

2. Ghostdancer movement springs up among Gaea's Native American population in response to the domination of the Gaunt Man. Another good-sized jump to end at True (40).

3. Negotiations going on between high-ranking cyberpriests and technodemons. No peace in our time — False (20).

4. Colonel Cairo and Captain Carnage (the former Dr. Zap) clash in the streets of Thebes. Both vanish under a pile of rubble. Neck and neck to the end — True (11).

Convention News

West End Games is looking for gamers planning to attend *Origins '94* in San Jose, CA in July 7-10. We need people both to run games for us and to help us work our booth. As usual, anyone who helps out will receive credit toward WEG merchandise.


We are also looking for gamemasters to run *Torg*, *Shatterzone*, and *Star Wars* at GenCon '94 in August.

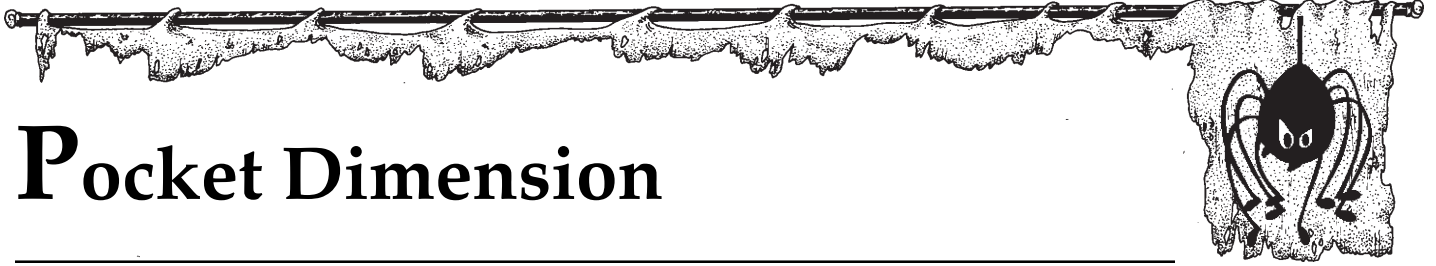
If you are interested in helping us out, contact West End Games, RR3 Box 2345, Honesdale, PA 18431.

For those of you who were disappointed at not being able to get into your favorite WEG event last year, take heart — WEG is getting extra booth space this year so that we can run pick-up games during the show.

We will also be running *MasterBook* games featuring *Bloodshadows* and *The World of Indiana Jones* at the booth. Stop by for the free prizes and see the new stuff for WEG '94.

Upcoming For *Torg*

May: *Infiniverse Update, Volume Three*: And the first one not written by Greg! 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!) 



Pocket Dimension

Arachnidia

The domed world of Arachnidia is connected to Core Earth by a series of tunnels, most of which come up in the Living Land or Land Above. The best-known entrance is a side tunnel in a former Living Land chasm in Upper Michigan, from which the ustanah first reemerged into history. For this reason alone, the domed world is of importance in the Possibility Wars.

Axioms and World Laws

Arachnidia has the same axioms as the Land Below in general, including Merretika (*Magic 12, Social 8, Spiritual 17, Technological 10*). However, the ustanah have no mages to take advantage of the first axiom, while their Stone Age society lags behind the realm's *Tech* potential. Spiritual power is their primary strength; the realm has a higher *Spiritual* axiom than any other realm except the Living Land. This turned the original edeinosaurs/ustanah war into a bitter religious crusade that made the fighting even more vicious. Now this domed world is the last stronghold of the ustanah and their religion. To illustrate this, any non-ustanah miracles performed in Arachnidia will be a one-case contradiction.

Ustanah society is a cross between an anthill and a city state of Classical times on Core Earth. As with spiritual power, the Social axiom has been pressed to the limit here. The queen of the hive directs all activities, which mostly consist of gathering food. Each ustanah adult gathers his or her own food; any surplus gleaned during the day is placed into a communal storage building. Among other things, this

food supports the troops of the ustanah standing army, which defend the hunters and gatherers from the domed world's more dangerous wildlife, as well as drilling for a final showdown with their edeinosaurs enemy.

The Law of Cooperation

From the unanimity of onslaught similar to that of an outraged hive of bees, the ustanah have evolved battle tactics that take full advantage of the principles of cooperation. The Law of Cooperation demonstrates this quite well. Whenever two or more characters are working together toward a common goal, such as fighting the same individual enemy or using their combined *Strength* totals to lift a heavy object, they receive a +1 to their efforts.

There is, however, only a single modifier for characters making a single combined effort, as in the lifting example given above or the heavy weapons skill roll for the operators of a single crew-served weapon.

The Law of the Hive

If Arachnidia is the last refuge of the ustanah race in the cosmverse, then the hive city is their last refuge in the realm. Consequently, any characters foolhardy enough to attack the hive will discover the hard way that hives are fiercely defended. Characters defending a hive receive a +2 bonus to actions taken to protect it. This includes uses of the *dodge, maneuver, melee weapons, missile weapons, unarmed combat, test, willpower* and — for those who have it — *reality*. The rare ustanah shamans may also use it for their *faith* and *focus* rolls when casting combat

miracles. As the ustanah are potential allies against the Living Land, this law punishes those trigger-happy characters who simply want to attack everything in sight.

The Realm

Arachnidia is a domed world similar in appearance to Merretika and many others, with terrain features ranging from snow-capped mountains to deserts and tropical jungles. The major difference is this: the animal life of the realm, including the only native intelligent race, consists entirely of invertebrates, chiefly arthropods. Due to the high *Magic* axiom, greatly enlarged versions of both normal Core Earth invertebrates are both possible and common, providing Storm Knight explorers with a series of deadly threats.

Aside from native wildlife, Arachnidia is also home to many huge invertebrates from other realms. Mostly these are creatures from the Living Land, such as the bonthkra, karkata, langatok, meksobat, noskret, quartek, restr, ropraj, shestike, torada and voskat. However, other immigrants include giant desert beetles from the Nile Empire, the kraken of Aysle, and the weligar from the tunnels of the Land Below. Also present are "wild" versions of the wasps ridden by the Darooni of Merretika. Still, there are plenty of giant insects, spiders, scorpions, crustaceans, worms, etc. to give Arachnidia its own distinctive flavor as regards fauna.

Besides the kraken, a Core Earth sea monster that inhabits Arachnidia is the tullimonstreum, an enormous marine worm that is the source of many "sea serpent" reports. This prehistoric creature dates back to Paleozoic times, but only its young has been fossilized,

causing severe underestimation of the true size of the "tully monster." Oddly shaped for a worm, it has a thick body with a noticeable head and neck, paddlelike flippers up front, and a large triangular tail to the rear. It has a mouth full of sharp teeth.

Overall, it looks like a Mesozoic plesiosaur, due to its similar lifestyle and convergent evolution. It is 30 meters in length.

Tullimonstreum

DEXTERITY 10

Swimming 10, unarmed combat 11

STRENGTH 20

TOUGHNESS 18

PERCEPTION 7

Find 6

MIND 6

Survival 9

CHARISMA 3

Charm (25), persuasion (25), taunt (25)

SPIRIT 7

Intimidation (11)

Possibility Potential: None

Natural Tools: Hide, armor value TOU+4/22; teeth, damage value STR+5/25; flippers, speed value 13

Ustanah Civilization

As noted above, the ustanah have refined hive life to the point where it is roughly equivalent to that of a human city state. These insects are well-disciplined, all working together for the good of the community. As such, they have no need for laws — the army is there to defend against outside threats alone.

Ustanah military organization is based on multiples of four, with the smallest unit the "appendage" of four warriors, corresponding to the four limbs of an ustanah or human. One of the four is in charge of all the others. These units may work in pairs for hunting or gathering missions. In war, though, the "quartet" or 16 warriors is almost invariably the smallest unit to operate independently.

In pitched battle, quartets advance in four rows, each row taking turns using its club/atlatl to hurl a volley of sharpened crystal disks at the enemy. These disks may also be hurled by hand at close quarters if there is no

time for precise firing ranks to operate. Ustanah believe in firing off all their ammo at once, then marching in close quarters, wielding their atlatl devices as clubs and fighting with mandibles and pincers as the situation dictates.

A favorite tactic is to have one or two appendages engage an equal number of enemies in combat, while the remaining appendages in the quartet swing around to the flanks for a double envelopment. Single flanking attacks are also possible if the enemy is numerous enough, and if the odds are equal, or against the ustanah, there is nothing the warriors can do but stand where they are and fight.

In battle, ustanah units communicate with each other by means of various pheromones released by their scent glands. This works in Arachnidia, where the only winds are gentle breezes, but has led to disaster elsewhere. A strong wind, whether natural or created by magic, will reduce their army to a collection of separate quartets operating out of step with each other. When weather permits their system to work, they operate like military automatons, reminding at least one scholar who saw them in battle of the Roman legions and their similar small-unit tactics.

Current estimates are that there are at least 10,000 ustanah in Arachnidia, with 4000 of them in the standing army. In times of emergency, virtually all citizens are required to serve; they already know what units they serve in and with what comrades. Thus, "reserve" units are just as skilled in battle as the "professionals," though whether this is due to instinct or practice is, as yet, unknown. Both male and female ustanah serve in the military.

Of the entire ustanah race, only the queen herself and perhaps a dozen scholars are exempt from serving in the ranks. The queen does organize the warriors, as her pheromones have a range of half a kilometer — the pheromones of all other ustanah barely make it 100 meters — making her the equivalent of a general.

The scholars are also the priests of the Colleh religion. In battle, they use combat miracles much as their edeinos enemies do, the most common being *web*.

Web

Spiritual Rating: 15

Community Rating: 11

Difficulty: 12

Range: 5 (10 meters)

Duration: 10 (100 seconds)

Effect: Entangles a group of foes

When web is cast, a large net of spiderwebbing covers an area three meters wide by three meters high. Anyone and everyone in this area will be entangled until the miracle's duration expires. Anyone trying to break free must make a successful *Strength* check of 13 to do so. The strands are wet with glue and cannot be burned.

The Other Realms

Aside from a handful of expeditions sponsored by the US government, the Living Land is the only realm to discover Arachnidia. In one of his last actions as Saar, Baruk Kaah sent a large war party to this domed world on a punitive expedition. The edeinos were beaten off with great loss of life.

The ustanah may well march on the surface in force at some point in the future, as some already have. These roving bands are the ones being targeted by the Gaunt Man's Horrors in an attempt to gather raw material for a super-chthon. Mercifully, the High Lord of Orrorsh does not yet know of Arachnidia's existence. It is certain that many of its hideous invertebrate monsters would make excellent Horrors.

Land Below Update: Tharkold and Akasha

Since the publication of *The Land Below*, there have been two new realms added to the *Torg* universe, Tharkold and Akasha. As noted in *The Land Below*, the tunnel systems immediately below each realm have taken on the flavor of the invaders' reality. Therefore, the following details the Land Below areas between the two newest realities, with a description of them and a few samples of typical wildlife:

Tharkold

The tunnels beneath the Tharkold realm are a curious combination of natural and artificial conditions. While the cavern format itself is natural, with dank, damp rooms of irregular shape, all caves and tunnels are lit with dim fluorescent and neon lights. The light they give is sufficient for explorers to pick their way about with their naked eyes, but it leaves plenty of areas in shadow, particularly in the corners, where anything can lurk.

In addition, some areas are sealed off by solid steel doors which, when blasted or battered through, seem to conceal nothing worth the effort of putting them there. Since the doors, like everything else, appeared with the Tharkold axiom wash, their true purpose — if any — may never be known.

Entrances to Tharkold's Land Below may be anywhere, from the basement of a private home to an underground parking garage, from a natural cavern to a subway system. Several sealed entrances have been uncovered by construction crews digging the foundation for new buildings. Whether in Los Angeles, San Diego, Tijuana, or Berlin, the Tharkoldu Land Below may be stumbled upon at any time, and its creatures are likewise capable of appearing from any quarter.

Many of the creatures of this realm are the wilder inhabitants of the cosm itself: bochdogs, direwings, necros, quons, swarmrats, etc. In addition, some ghuls and rogue Tharkoldu use the more out-of-the-way caverns as lairs to rest in between attacks on the human population. There are also rumors of rogue gospog — those Tharkoldu gospog who defeated the demons who tried to use the Law of Domination against them — roaming the tunnels. They attack anything they encounter.

The following is an example of a creature unique to the caverns:

Cyberpede

One of the primary predators of Tharkold's Land Below is the cyberpede, a glittering golden centipede five meters in length. It attacks

prey by using its mandibles, which appear to be of brass. Its golden exoskeleton provides decent armor protection, and it has a number of natural cybersystems. One of its eyes is a Dangerscan cybereye; the other is a Darksight. It has a pair of antennae which it waves incessantly; they serve as substitute olfactory organs, with the left and right ones serving as equivalents to the Windhunter and Windsniffer, respectively. Finally, it has a special adrenal gland which is a natural Adrenal Booster gland, giving the creature its benefits once every full day (24 hours).

Cyberpede

DEXTERITY 11 (14)

Dodge 14, maneuver 12, stealth 13, unarmed combat 17

STRENGTH 12 (15)

TOUGHNESS 12 (16)

PERCEPTION 14

Find 16, tracking 17, trick (16)

MIND 6 (15)

Survival 17

CHARISMA 3

Charm (28), persuasion (22), taunt (26)

SPIRIT 6

Intimidation 17

Possibility Potential: None

Natural Tools: Cybermandibles, damage value STR+5/17; metallic exoskeleton, armor value TOU+4/16; Darksight eye, see normally in darkness; Dangerscan eye, +3 to *find* hidden dangers; Windhunter antenna, +3 to *tracking* by smell; Windsniffer antenna, +3 to *Perception* using smell; Adrenal Booster gland, +3 to *Dexterity* and *Strength* (works once per day)

Akasha

In the Andes mountains, from southernmost Ecuador to southern Chile, and extending west into Bolivia, Brazil, and Argentina, is a massive and fantastic tunnel network. There have been rumors that such existed before the arrival of the Space Gods (no doubt constructed by the Machu Coar during the Akashans; first visit to Earth), and is filled with incredible treasures.

Still, almost no one bothered to look into the matter until the start of the

Possibility Wars, when it became apparent that a bizarre and unique system of caverns had sprung into existence under each of the invading realms. Now exploring Storm Knight teams have uncovered the true nature of these caverns.

The tunnels beneath Akasha are clearly man-made in nature, being long, straight, square galleries whose ceilings range in height from two to seven meters, with an average width of three meters. These hallways lead to rooms both large and small. Some are empty, while others boast parts of a vast horde of plaques, statues, and other items of copper, silver and gold.

Contacts among the Space Gods claim that the passages and rooms were carved out of the solid rock by means of thermal drills tipped with the metal wolfram — among the last items of "pure" machinery the Akashans created — and electron ray guns. These last are bazooka-sized versions of the biotech electronus, firing bolts of electricity powerful enough to blast apart rock strata too hard for the drill.

The drill heats all debris to the melting point, and the resulting fluid then solidifies to a diamond-hard glaze that covers the walls, floor and ceiling. This glaze is so hard that it holds the ceiling up all by itself, without the need for pillars or supports.

It also makes the tunnel system watertight, with the only water present being those underground pools or rivers that were deliberately left uncovered to supply the residents.

Electron Ray Gun: Tech 30, damage value 31, ammo 50, range 3-150/500/1k

Due to the artificial nature of the halls, there is no wildlife that is native to them. However, many creatures from outside have come in to take up residence in them, just as if they were ordinary caverns. Among them are many of the bizarre creatures the Akashans either brought with them or inadvertently created via their genetic experiments. The *iemisch*, *lemekanns*, and *munjabu* are most common, as are *mylodons* (like *megatheriums*, but only half as large). Other creatures never recorded before have also been encountered in the tunnels, such as

the ahslans.

Ahslans are poisonous serpents two meters in length which have an innate psionic power similar to *telekinetic flight*, but designed for atmospheric flight. This gives it a tremendous advantage over other snakes in the hunt, as it can actively chase down prey. Their flight is totally silent, and what is worse from a Storm Knight's point of view is the fact that they are gregarious, coiling together in the corners of rooms in extended families of up to several dozen.

Up to a half-dozen ahslans can attack a man-sized target at once, with a Many-On-One advantage. They are quite fearless, relying on the speed of their flight to keep them out of trouble in combat.

Ahslan

DEXTERITY 16

Dodge 17, flight 13, maneuver 12, unarmed combat 13

STRENGTH 6

TOUGHNESS 8

PERCEPTION 10

Find 11, trick (11)

MIND 6

Survival 10

CHARISMA 5

Charm (40)

SPIRIT 7

Intimidation 11


Possibility Potential: None

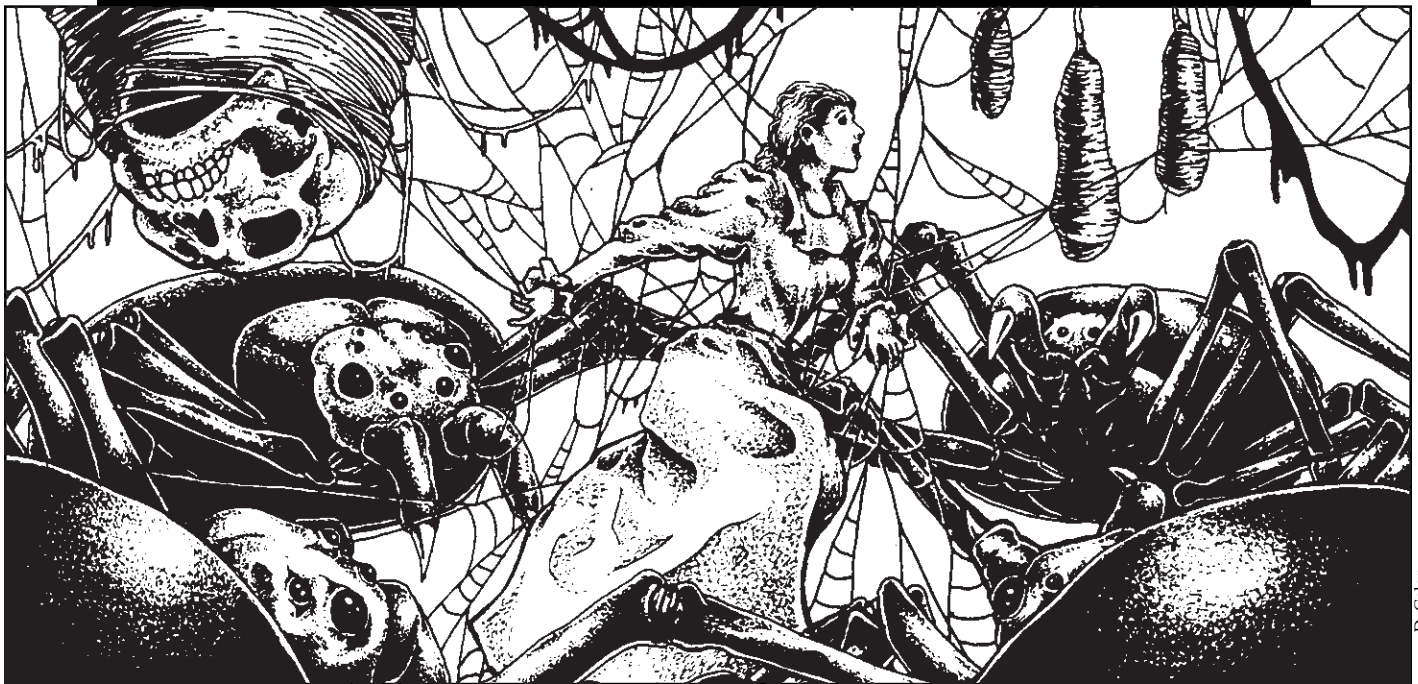
Natural Tools: Fangs, damage value STR+3/9; poison, damage value 13 per round; telekinetic flight, speed value 11

Aside from wild animals, rogue clans of Gudasko and small knots of Lorbaat dissidents have moved into some of the rooms and hallways, using them as a base of operations. Human smugglers, guerrillas, and bandits have done the same. Storm Knights who choose to explore the tunnels may also run into bands of Monitors and Comaghaz cells doing the same, or teams of Nippon Tech agents searching for some of the caches of precious metals. These last teams are quite heavily armed, carrying the latest laser and microwave weaponry of Marketplace as well as whatever high-tech or biotech gear they've managed to steal from the Space Gods. In their quest for treasure, they have only one directive from 3327 concerning anyone that gets in the way: "Shoot to kill."

The treasure to be found in these caverns is quite substantial, with items made of precious metal to be found

quite literally in the hundreds of tons. Golden statues and statuettes of animals from all over the world, or from Akasha and other worlds of the Star Sphere, predominate, but there are also books of gold or silver leaf and plaques depicting scenes from Akashan history. Finally, a few walls have been adorned with bas-reliefs of copper, silver or gold, showing the same scenes as the plaques.

Next to simple exploration, the most common adventure Storm Knights will have in the tunnels is to either secure some of this vast treasure or prevent agents of the High Lords from doing so. Other possibilities include wiping out monsters, bandit or terrorist gangs, or groups of client race dissidents or Comaghaz cells. Although the glaze over the tunnels seems indestructible, it is possible that it might be shattered in some spot, possibly allowing creatures from other parts of the Land Below to find their way in. Some teams might even decide to set up shop there themselves; as bases go, they could do worse. 



D. Celon



Dispatches and Rumors

Dispatches

1

(It's April, readers, and you know what that means: time travel! It's time for the traditional "Torg time travel" dispatch, which has thus far claimed the lives of dozens of player characters.

Onward:)

The Storm Knights are in Tokyo, investigating what appears to be the dismantling of Kanawa's empire. While there, they learn that key Kanawa personnel have been making use of a transportation device to escape Earth. The logic is apparently that, by sending them home this way rather than via maelstrom bridge, lesser employees will be unaware that their jobs — indeed, their very lives — may be in peril.

Run the Knights through the gauntlet to get to this transportation booth. It's heavily defended, as befits a whole new method of cosm-crossing. Make them work for it.

When they finally reach the booth, they'll discover it's large enough to accommodate the whole party. The walls are of glass and it looks much like one of Kanawa's ATM stelaes.

The console is lined with buttons, including one conspicuously marked "On." Any investigation the Knights make will reveal that there are no obvious traps: no dynamite wired to the controls, no trapdoors in the floor.

The only button that will make the machine do anything is the "On" button. Once pushed, the screen will light up and begin presenting instructions:

"Welcome to the Kanawa Corporation Transportation Tube. Please enter destination:"

The tube is preset to "Marketplace." Any other destination would have to be loaded in, and there are no directions evident for how to do that.

Once the destination is entered, the machine begins asking for a bewildering series of instructions and data entries. Make the characters sweat a little — let them think a wrong entry will cause an alarm to sound or something.

Finally, when the characters have made their way through all the instructions, the machine starts to hum. Then one final block of text comes up:

"Kanawa Corporation Transportation Tube®/TM and © 1994, Mobius Temporal Travel, Inc."

At that point, the characters have one round in which to escape the booth. The doors have closed and locked behind them, and a *Strength* total of 20 will be required to open them. The specially treated glass has a *Toughness* of 30.

After a round, the machine gives off a blinding flash of deadly radiation that disintegrates anyone within two meters of the machine (damage value 50). Any characters who haven't learned by now not to trust mysterious devices in the April issue of *Infiniverse* are now ashes... (Evidently, Kanawa has been using this device to cut his payroll without going through the messy histrionics of mass firings.)

Critical Event: As with any time travel device dispatch, the key to this adventure is surviving. Doing so is a *Good* result (6 or above); failing to do so is a *Bad* result (3 or less).

2

In the wake of serious reversals in the Cyberpapacy, Tharkold has decided to seize their advantage and strike at Malraux's domain. Flights of priestburners have been dispatched

into northern France on three occasions, attacking the villages of Nancy, Charmes and St. Mihiel.

Normally, priestburners live up to their name, attacking only clergy (in this case, Cyberpapists). Unfortunately, passage through the fierce reality storms on the border of CyberFrance have damaged the creatures, so that they no longer track only clerics. Innocent residents of the target towns have been incinerated by the Tharkoldu servants.

Now intelligence from Berlin indicates that the town of Joinville is next on the list. The Cyberpapists are already pulling out in advance of the attack, but there are hundreds of civilians who could never escape in time.

It's up to the Storm Knights to protect the town. One sound defeat of the priestburners might be enough to get the Tharkoldu to call off the attacks and try another strategy.

Priestburners (24)

DEXTERITY 13

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

STRENGTH 10

TOUGHNESS 12 (21)

PERCEPTION 10

Divination magic 16, find 20, scholar (religion) 15, trick 12 (15)

MIND 11

Survival 13, test 13, willpower 15

CHARISMA 5

Charm (20), persuasion (20), taunt (22)

SPIRIT 13

Faith (Cult of the Dominant) 20, intimidation 17, reality (Tharkold) 14

Possibility Potential: All

Natural Tools: Strafe dodge 22; internal laser, damage value 25, ammo 50, range 3-25/60/250; viral dart launcher, damage value 18, ammo 50, range 3-40/80/150; talons, damage

value STR+3/13; interwoven metal composite armor, value TOU+9/21; wings, speed value 15; "focus-finder," (*divination magic* 16), finds characters with specific *focus* skill. Difficulty is target's *focus* value, range is 3 km.

Note that the latter ability has been damaged by the reality storm. The priestburners are now picking up anyone with a *faith* skill (same rules as for *focus*) and burning them.

Description: Priestburners resemble a cross between a cygoyle and a skat. Their wings are topped by four miniature dart launchers, each of which carries a nanotech virus. If one of these darts should inflict a wound, the virus has entered the victim's

3

Pella, the Avatar of the Nameless One, has reappeared. A group of Storm Knights exploring the tunnels beneath Tharkold (see this month's four-page section) were attacked by the former Lady of the Houses of Aysle. Three of the five Knights were slain, and the other two were trapped when a blast of magical energy from Pella brought down the walls.

The surviving Knights may have valuable information about Tharkoldu plans for a strike against Camp Pendleton. The party must dig their way into the tunnels and rescue them, but beware: numerous Tharkoldu

The Priestburner's virus will continue to overheat the victim until the body spontaneously combusts.

bloodstream. Due to a symbiotic relationship between the creature and the virus, it knows the moment this has occurred and breaks off its attack (providing all targets have been accounted for). These particular priestburners will attack all faithful, not just clerics.

Two hours after the initial injection, the virus causes the victim's pores to cease functioning while speeding up the metabolism to overheat the body. The victim suffers a *wound* per hour after the overheating begins.

The pain of this is considerable — *willpower* totals of 15 are required to perform anything other than a *simple action*.

The virus will continue to overheat the body (alive or dead) until the victim has taken seven wounds, whereupon the body spontaneously combusts. *Tech* 26 medicine is required to cure the virus, with a *medicine* total of 25 required to eliminate it. For every level of medical technology above *Tech* 26 that can be brought to bear against the virus, subtract -1 from the difficulty of healing.

Critical Event: The Knights must stop the priestburners from ravaging Joinville. Doing so is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

predators have been drawn to the site by the smell of blood, and aren't particular about whose blood they taste.

Critical Event: Rescuing the trapped Knights is a *Good* result (6 or better); failing to do so is a *Bad* result (3 or less).

4

With his maelstrom bridges attacked and his fortress damaged in the past year, the Gaunt Man has decided to beef up security at Illmound Keep. Unfortunately, the long period when no bridges existed to Gaea meant something of a shortage of Horrors, so the High Lord has drawn forces from around some of his stelae.

Currently, the northernmost stelae (in Thailand) is vulnerable, now protected only by a dozen hexaphim.

Hexaphim

Reality: Orrorsh

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 (Orrorsh) 12, intimidation 20

Additional Skills: Two at +2 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.

Power Rating: *Elemental alteration* (stone) or *elemental alteration* (metal), plus 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: The hexaphim are modeled on Hindu temple statues, and appear as three to four meter tall humanoids with six arms. Their skin is a deep red or blue, and their eyes are of flame.

Hexaphim can change into statues of either stone or metal. While in statue form, they are still able to perceive the world around them. Use of *true sight* or *divination* spells will expose them for what they are.

Critical Event: Defeating the hexaphim and ripping up the stelae is a *Good* result (6 or above); failing to pull the stelae is a *Bad* result (3 or less).

Rumors

1

Strange new tidings of a massive escalation of the war in the Tharkold cosm have disturbed Jezrael and Race leaders alike. Those Demon Princes who opposed Jezrael's ascension to the post of High Lord have a new leader, whom they claim is the legendary Tharkoldu leader, Krom-Ashur the Undying. He is said to have led his followers into battle around the bor

ders of Aurioch, destroying as many as a dozen fortifications. It is also rumored that he defeated Jezrael's son, Sidon, in battle, but this remains unconfirmed.

From what Race spies have been able to learn, there is a massive techno-demon running around wielding a huge obsidian axe that matches perfectly the description of Krom-Ashur's weapon, Soul Biter. The core of his army is a force of both human and demon ghuls, further bearing out the legend.

Whether or not this is, indeed, Krom-Ashur himself, or merely a powerful Demon Prince who has found his long-lost weapon, it is clear that both Jezrael and the Race have a powerful new foe on their home cosm. How this will affect the Possibility Wars remains to be seen.

—Greg Detwiler,
Williamsburg, PA

2

Worried by possible retribution for past indiscretions against Orrorsh, Kanawa plans to distract the attention of the Gaunt Man by "reactivating" Storm Knights who have died in past battles against Orrorshan Horrors.

The plan is for agents of Kanawa to produce clones from the cells of previously executed Storm Knights by way of recently stolen weird science devices. It is hoped that if the project is successful, Kanawa will keep pressure on the Gaunt Man for the moment and so effectively postponing his day of reckoning.

And if the project is discovered? Well, it's disguised to bring the blame down on the High Lord of Aysle, and upon deeper investigation, to implicate the redoubtable Dr. Mobius. Staff at the facility has been brainwashed into believing that they are working for Mobius.

To date the only successful resurrection has been that of NYPD officer Rick Alder, although why this succeeded is unknown. Alder is currently confused but his memories are slowly returning.

Note: The facility does not work

properly, and although Kanawa is beginning to suspect this, the "reactivating" of Alder has come as a pleasant surprise and justified further expansion.

The Storm Knights' would be well-advised to rescue Alder before Kanawa can re-program him. Whether or not the Knights destroy the installation is a secondary consideration.

—Paul Schmidt,
Auckland, New Zealand

3

With the horrible massacre of the folk of the Aysle realm by the Warrior of the Dark's armies, and the spread of famine and disease in their wake, the population of the northernmost reaches of the realm is in danger of falling below the minimum of 25,000 needed to support the reality. This means that casualties will seem minimal (to a High Lord, if not to the Storm Knights) should the stelae bounding these regions be pulled up.

Since the serious fighting has now bypassed those regions, the forces guarding the stelae have also been depleted, shifted to Oxford and Russia. And one High Lord fully intends to take advantage of this situation.

Nippon Arctic bases have sprung up in recent months, while the troop strength guarding the North Sea oil rigs is also being increased. 3327 means to rip up all the stelae in the northern regions of Aysle, both to punish the Warrior of the Dark for supporting his once and future enemy, Jezrael, and to eliminate all troublesome locals in that vast area.

Once the stelae have been removed, and Core Earth's reality immolates almost all, 3327's agents will move in with relatively low-tech equipment and systematically plunder the region, with emphasis on mineral wealth and the like.

This is seen as the first real blow in 3327's campaign to strip Earth of whatever isn't nailed down and leave behind nothing (other than possibility energy) of value to the other High Lords.

Aside from the destruction it will cause, this plan will wipe out the rear-guard support for the Warrior of the

Dark and Wotan as they lead their respective attacks on southern England and Russia. With this breathing space for both the Light Army and Core Earth forces, and increasing hostility from the Cyberpapacy, there is a chance that the Warrior's overextended forces could be crushed.

Of course, once the opposing armies are locked in the final death grip, look for Nippon agents to take advantage of the confusion to destroy the southernmost Ayslish stelae. Teams already in place will then take advantage of the chaos to plunder the financial and art treasures of major cities such as London, Stockholm and St. Petersburg. Once the Ayslish have been destroyed, Core Earth or Cyberpapal forces moving in to seize the realm may find their prize not worth the effort. This is the final fate of Aysle realm, unless Storm Knights can unhinge 3327's scheme.

—Greg Detwiler,
Williamsburg, PA

4

To date, it has appeared that the Comaghaz plague is just that — a psionic plague. Now a group of Brazilian Knights have uncovered evidence that as a plague victim is infected he begins to "leak" possibility energy, which is subsequently absorbed or channelled elsewhere.

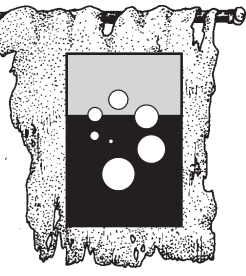
What's going on? Well, as Sarila grows steadily more callous about the fates of her plague victims, she hears the voice of the plague in her head more and more clearly. The "plague" voice is, in fact, that of a Darkness Device disguised as bio-tech equipment and it was on this equipment that Sarila originally conducted her Comaghaz experiments.

After the victim is infected, the possibility energy gained by the Comaghaz is channelled back through the various cell leaders to the Device. Although the method had proven successful, it produces only a fraction of the useful energy that the stelae method produces.

The Device is currently considering revealing itself to Sarila.

—Paul Schmidt,
Auckland, New Zealand 

Your Letters



The *Terra* sourcebook was very good (but we would still like to see a REAL superhero cosm). Whatever happened to *Paris Jaz*?

Can you give us more than sparse hints about what is going on in the GodNet?

What is the current status of the Delphi Council?

— Greg Gillespie, Jr.
Philadelphia, PA

The *Paris Citybook* went into limbo due to problems with the author some time ago.

There are more details on the doings in the GodNet in the upcoming *Infiniverse Update, Volume III*.

The Delphi Council has, for the most part, been destroyed. It was already under Senate investigation when Mobius invaded Houston, and most of the powers that be were captured or killed when the Nile troops landed. The Spartans are currently in the process of being disbanded. See *Infiniverse Update III* for more details.

1. I've heard rumors that *Torg* is ending. Is this true?

2. You should really do a BIG super-adventure entitled "Reign of the Torg."

— Mike Lenzo,
Hudson, OH

1. Well, Mike, the Possibility Wars will be building to their climax over the next year. But when the smoke clears, we'll be coming out with a new edition of *Torg*, tentatively titled *Storm Front* and scheduled for July of 1995. It will take the saga beyond the Possibility Wars — and if you think Earth's seen some changes in the last four

years, brother, you ain't seen nothing yet!

2. Plans are on the drawing board for a 144-page super-adventure / sourcebook entitled "War's End" for next spring.

Do players have to play *Drama* cards into their pools in order to receive three Possibilities at the end of the adventure, or must they be in the player's unplayed hand in order to receive the award?

— David Levesque,
Rochdale, MA

As long as the player possesses the card at the end of the adventure — whether it's in his hand or in his pool — he can turn it in for the three Possibilities.

How many people have died so far in the Possibility Wars? I know that this is a game and is meant to be fun, but sometimes I find some of your publica-

tions lack the true feeling of the war. Especially in *CyberFrance*. Resistance fighting is not the most enjoyable of activities — you have to start off on the losing side — but your writings rarely seem to reflect this.

— Ian Stewart,
Winnipeg, Canada

You bring up an interesting point, Ian. We have never really calculated exact casualty figures. But you should remember that, with a few exceptions (Nile, Aysle and the Living Land come to mind), most of the battles in this war have not been out-and-out military clashes. In *CyberFrance*, for example, a lone Resistance member might go into the GodNet and sabotage the

transfer of supplies from one region to another, rather than a dozen guys have to attack a convoy with guns and grenades. It doesn't feel like we think a war should feel in large part because it's not like any war ever fought on Earth.

1. Mobius seems to be winning all the way. Since Yugoslavia was just a sideshow, he hasn't suffered a real defeat since the Israeli stela was pulled. Is there no stopping this madman?

2. If the Gaunt Man was manipulated by the Nameless One into kidnapping and transforming Ardinay, does this mean Heketon is plotting against him on behalf of its creator?

— Greg Detwiler,
Williamsburg, PA

1. Doesn't look like it, does it. Though he has been known to be slowed by a really bad head cold ...

2. Good question. Our feeling is that Heketon (and all the Darknet Devices) are sapient pieces of the Nameless One's essence. They may be bound to their High Lord, but they all answer to the Nameless One in the end. It's doubtful Heketon would ever refuse the commands of its creator.

Can a Storm Knight spend Possibilities to mitigate armor's or vehicles's damage (spend Possibilities on behalf of the object)?

— Alexis Diaz,
APO, AA

No, you can't spend Possibilities to heal a vehicle or piece of equipment. Any such damage must be repaired.

You'll find full (though optional) rules for vehicle combat, damage and time it takes to repair in the *Kanawa Land Vehicles* supplement.

Herald Messages

"Life's hard, then you die. In Orrorsh, you should be so lucky."

— Storm Knight survivor

Storm Knights have uncovered a plot by Dr. Mobius to create a new form of super-villain, using Orrorshan occult powers and Nile Empire weird science. The Knights thwarted the villain, Hannes Brucker, but two test subjects appear to have escaped.

"Now, remember, the Church Police have our picture, so we should lie low for a while."

"Hello, Dial-A-Pizza. Lugg want 50 supreme pizza and have lots of friends named Frank to pay. Where is Lugg? Lugg at ..."

"I love you,
You love me,
Let's invade the Cyberpapacy."

— Theme song of the Living Land's new High Lord.

The Pope of Rome is saved!

A terribly intricate Cyberpapal plot to kill the Pope has been uncovered, with cyberpriests posing as members of the Vatican Secret Service revealed. Both Mobius and Malraux have been further discredited in the eyes of Rome. Roman Catholic faith is still strong.

On a darker note, we discovered evidence of Nippon and Akashan involvement, though we could not break through their schemes within schemes. Perhaps Rome is still in danger.

— St. Elias of House Gerrick

A small fleet of Terran Martians have crossed over to our Earth in invisible spaceships. Their mission: the conquest of Earth, starting with Japan! They brought with them giant space monster A (Jidorra) who rampaged through the countryside heading for Tokyo. But to the surprise of everyone, Gordanra arose from the sea in defense of the city, defeating the beast and causing the invader's heavy casual-

ties.

The Martians are now reworking their plan of conquest (secret plan #2) and have sent for giant space monster B.

"By Dunad, we are truly doomed!"

— An elf mage in the Light High Council, relating the news of Ardinay's disappearance

The Reign of the Torg has begun!

Ardinay has begun to suspect that Baruk Kaah may not be as dead as he seems, and the Gaunt Man has set in motion his plan to become Torg ... but what does this have to do with the clones of 3327?

— Mike Lenzo,
Hudson, OH

"Um ... okay, we use the gate power to travel to a different cosmverse."

— Typical Storm Knight reaction to the end of "Bride of Darkness."

