



WHISPERINGS

This is the first Pariah Press newsletter. I cobbled together some information Whispering Vault players might find useful and dressed it up a bit. I hope you enjoy it. For the time being these newsletters will only be distributed at conventions.

It has been a good year. I have an infant son named James, and my fledgling company is doing quite well. We have sold out of the first printing of the Vault, and despite a rocky start, we have half a dozen sourcebooks in various stages of production.

I would like to take this opportunity to thank everyone for their support. The enthusiastic response has been very encouraging and makes all the hard work seem worthwhile. I will try to return the favor by providing the best support material I can.

Yours in Gaming – Mike Nystul

HORROR HIGHWAY

Pariah is very active in our support of the Game Company Support Board on America Online. This is the best place to get all the latest information on the Vault and previews of featured products. There are also regular Online Hunts run by Pariah staffers.

We run our Online games in a realtime Chat area where you can roll dice and everything. It is the next best thing to being there, and you can play with people from all over the country. Stop by and drop us a line sometime – Pariah AJL for Aaron or PariahMike for me.

TINY NIGHTMARES

Pariah Press has entered into an agreement with Global Games to produce a line of 25 millimeter figures for the Whispering Vault.

The first 4 blister packs are the Bogey Men, Ogyrs, Pain Mothers and Phantasms (with flying bases).

Global Games are the manufacturers of the Legions of Steel game and miniatures line. Their work has always been exceptional, and they have assembled some of the finest sculptors in the field for the Vault.

Things are going so well we are already planning another 6 blisters of critters from Dangerous Prey.





Enlightenment

WHICH DICE DO I USE?

QUESTION – When you talk about dice you don't say what kind. When I am unsure is it safe to assume that you are referring to six-sided dice?

ANSWER – The only die type used in the game is the good old D6. It is mentioned in an off-handed way in the introduction but is never clearly stated - an oversight we intend to correct in future editions of the book.

MORE ON MANIFEST DESTINY

QUESTION – Mortals are part of the Dream, but do they have free will? If not, what are they capable of?

ANSWER – Most mortals do not have free will as we understand it. In a lot of ways they are like characters in a play. Their lines have been written for them, but sometimes they get them wrong or improvise.

The Forbiddance is protective of certain mortals because they are important characters in the Dream. Hamlet must always be Hamlet because any change in his behavior would invalidate the play, but the nameless guards in Act II can get away with a lot more because they are not as closely scrutinized.

Free will is only possible because the Aesthetics are far from infallible. Most of those who gain the ability to perform actions which contradict the Dream are Sensitives. Sensitivity itself is an aberration because it allows mortals to see things they should not. To use my theatre analogy, it is like sneaking backstage. Magic is like tampering with the script.

**Questions? Please feel free to write us at
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STALKER VERSUS STALKER

QUESTION – Why can't Stalkers whup each other in the head? Everything else in the game has a fixed Defend Attribute that serves as the Difficulty.

OOPS... a key paragraph was edited out of the Combat chapter. Stalkers can whup each other all they like, but it was not given emphasis in an effort to discourage the practice. Through the miracle of overzealous editing, lack of emphasis became nonexistence.

OPPOSED ROLLS – From time to time, Stalkers will want to use their Skills against one another. When this happens, the gamemaster chooses the applicable Skills and/or Attributes, both players make a Challenge Roll and the best result wins. In combat, this is simply an Attack Challenge versus a Defend Challenge.

HUMAN FORM?

QUESTION – Why can't you just have the Weavers weave you a human, normal looking form?

ANSWER – Because all they do is spin threads of substance over the Avatar, which means the Vessel looks exactly the same as the Avatar but has mass. To create a human form, the Weavers would have to be able to shape the Flesh – which they can't. Stalkers can come close with Mastery of the Morph Discipline.





NEW DISCIPLINES

These Disciplines are from the *Whispering Vault Stalker's Guide* which will be coming out on the 15th of June.



NAVIGATE A few Stalkers are able to move between the Realms of Flesh and Essence under their own power. They lack the Sensitivity to track the Call and the experience to find a specific point on the Chronosphere but those who have learned from the Old Ones can find their way home. This Discipline allows a Stalker to return to his Domain from the Flesh without summoning a Navigator. Normally, the Stalker would have to spend three minutes summoning and wait an hour or more for the Navigator to arrive. This Discipline only requires a Complex Action and the expenditure of a point of Karma so it is a viable means of escape if the Hunt goes terribly wrong. It also allows the Stalker to return without ending the Hunt which can be very useful if a Stalker is badly wounded.



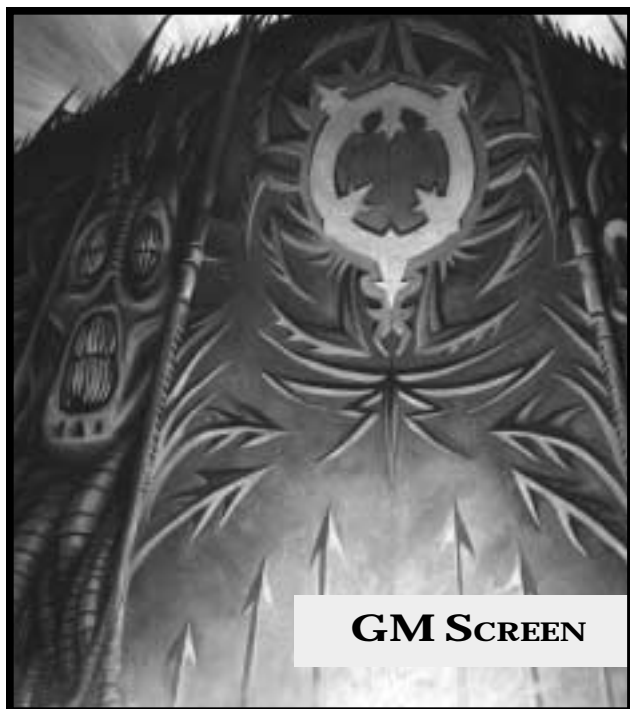
A Master may bring other members of his Circle with him when he returns to his Domain. This requires physical contact and a round of preparation for every "passenger." Everyone returned by the use of this Discipline loses a point of Karma.

PERSIST When the Stalkers return to the Realm of Flesh their Essence is Bound into a physical Vessel by the Weavers, afflicting them with mortality. Normally, a Stalker is killed when his Vessel is destroyed. Those who have learned this Discipline can survive the experience by Binding themselves into a Radiant Orb. This Binding costs 2 points of Karma and requires a full round at the end of which the Stalker will permanently lose a point of Willpower. Once Bound, the Stalker cannot perceive the world outside the Orb and cannot communicate with the rest of the Circle without the Whisper Discipline. Worse yet, the Orb can only be moved by other creatures of Essence so it offers little more than survival. If attacked, the Orb has a Fortitude and Vitality equal to the Willpower of the Stalker it contains. If the Orb is destroyed, the Stalker is killed and cannot use this Discipline to save himself.

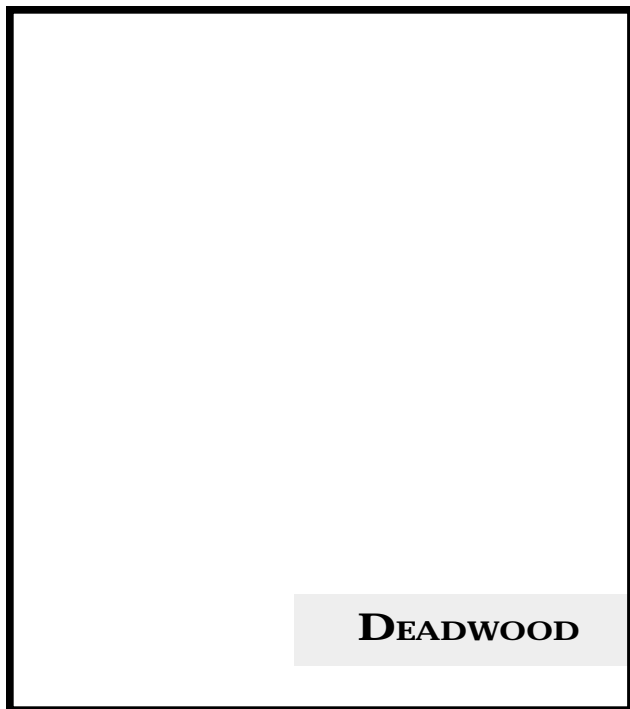


A Master can create an Orb at the cost of 1 Karma if he permanently lowers his Willpower by 1, or he can create the Orb without the loss of Willpower if he spends 4 Karma. A Master can also use the Ward Discipline to protect the Orb from damage.





GM SCREEN



DEADWOOD

WHISPERING VAULT SUPPORT

The following Whispering Vault products are in development. They are listed in the order we intend to release them, but we have not finalized anything beyond the GM Screen. We hope to begin a monthly release schedule with the GM Screen in March but, this is not set in stone. When we know more, we will send notification to your local game store.

GM Screen

This product features a beautiful painting of the Black Abbott's Gate by Jim Nelson. The screen comes bundled with a gamemaster's book which contains an essay by Nigel Findley, an Enlightened timeline and an adventure by Kevin Hassal.

Mortal Magic

An exploration of the power of Awakened mortals over the Dreaming. Many secrets of the Flesh will be revealed, allowing the gamemaster to include powerful new magicks in his stories.

Deadwood

The first of our Deluxe hardcover books examines the American West from an Enlightened perspective.

Enlightened Organizations

In addition to general information about the care and feeding of Enlightened Organizations this product introduces several new groups and provides more material about those you have already encountered.

The Stalker's Guide

More Disciplines, more Servitors, and several new categories of powers for experienced Stalkers. Takes the Vault to the next level – Need we say more?

1918

The second sourcebook in our Deluxe Edition series deals with what really happened during one of the most eventful years in mortal history.

