

## Underhill to Talk Border Defense with Whykin

By Kurian Randall, Sentinel Writer. Information provided by Voice of Rights

Whykin is unlikely to drop its stance to CS plans for annexation, but would eventually will want such privileges, like border defense, it would bring, Coalition General Ross Underhill said last month.

In an interview with Propaganda Agents traveling with him on an overnight flight from Chi-Town, Underhill gave no indication he expected talks last month with Whykin Defense Marshall, Gregory Hems, to produce an agreement on border defense, force projection or any other security issues.

“It’s a process,” he said in a brief exchange with Whykin information service after a welcoming ceremony at Denton Square, Whykins’ development center. “Each meeting we have is helpful in that it lets each side get a clearer picture of each others goals.”

In an airborne interview, Underhill said it will require patience to persuade Whykin that the spread of D-bee influence makes border defense more important, and that isolationist policies makes cultural obstacles to border defense irrelevant.

“It’s a hard road to travel,” he said, referring to efforts to change Whykins thinking.

As a prelude to Underhill’s visit, a committee of Whykin Council members held several hours long meetings over a three-day period at Whykins City hall on linking border defense with further increases in trade.

*Underhill continued on page 5*

## Light, Then People and Debris Rain Down Tolkeen bomb Kills at least 100 in Coalition Farm Town

By Kurian Randall, Sentinel Writer. Information provided by Voice of Rights.

Iowa- it was a scene out of a pre-rifts horror movie. The blast was so powerful it blew up the Market District, an entire city block, of the CS Iowa Town, Bedford. It knocked down people up to a hundred yards away and sent debris flying over a half a mile.

Traumatized citizens, some with permacrete from the blasted buildings embedded in their faces, arms and chests, ran for help and hid away. Others stood motionless in shock while most, suffering terrible wounds, walked around screaming for loved ones. Blood splattered the walls and dripped onto sidewalks.

*Bombs continued on page 3*

## Unknown Group Saves Village

By: Sydney Scape – Freelance Writer

*Fern Village-* The residents of Fern Village have a lot to be thankful for. On August 13<sup>th</sup> a small band of wild vampires surrounded the small village. The villagers, being a farming community, armed only with farming equipment and a few energy weapons managed to hold off the vampires for a short while.

“It was looking pretty grim,” commented Fern Village Mayor Peter Frank. “We were not sure what more we could do. They were too strong.”

The villagers were saved when an unknown group of strangers came to the rescue. In no time they destroyed most of the vampires with the rest running off in the woods. The town saviors then departed.

“They swept in like an eagle diving for prey and left just as fast,” said eyewitness Lucy Alger.

No information on who these heroes are, but the folks of Fern Village will be eternally grateful.

“They’ll always have a place to rest and eat here,” Frank said.

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## Lazlo/Tolkeen-Roundup

### **Lazlo Security Force Makes Arrest in Murder**

**Lazlo-** Lazlo Security Force (LSF) have made an arrest in a Techno Wizard shop murder last June.

Ogle Tussle, a changeling, was arrested last month during a raid on criminal elements.

Tussle stands charged with murdering Techno Wizard shop owner, Delos Guam, last month. The shop was located in Lazlo Anima District.

LSF Captain Martin Shaw said a Psychometric Reading profile released early in the investigation enabled the city to identify the suspect.

### **Tolkeen Orders Spy Converted**

**Tolkeen-** a former Tolkeen Defense Militia member convicted of spying for the Coalition received a 20-year term in the **Interdimensional Prison of Hades** last month and was ordered to undergo bionic conversion.

Errol Marquez was ordered to take bionic hand conversion that impairs his link to magic when he is released from Hades.

Marquez could have been enslaved to a demon instead. Citizens of Tolkeen were pleased by the imprisonment, but shocked by the bionic conversion.

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## North America-Out & About

### **Silvereno to link Iron Horse with Ciudad Juarez**

**Silvereno-**Mayor Gwen Severson announced at a special ceremony held in front of the College for Higher Education, that a agreement between Silvereno and Ciudad Juarez to build a Iron Horse line using both regular rails & ley lines was to start in 108 PA. The people reacted with applause & renewed celebration at this announcement.

The new line will allow Silvereno metals to reach the untapped market of the Ciudad Juarez area. Silvereno will provide the TW expertise, materials & labor for the Colorado end while Ciudad Juarez will funnel money from their JFL surplus to build a regular line to meet the Ley Line end of the

Iron Horse Line.

It is unknown how the CS Lonestar forces will react to this project, but many fear they will move in to annex the railroad for their own use.

### **Emperor Lasabre Announces Renewed Efforts to Roust the CS from Lonestar**

**Pecos Empire-**In a rousing speech before thousands of Raiders, Emperor Lasabre proclaimed Lonestar was the nation of the Pecos & it was their destiny to ride forth and push the CS from their Lands. He asked for other raider leaders to increase attacks on already weakened CS patrols and to improve relations with non-Raider City States.

The CS Lonestar forces though committed to the Tolkeen front, still have a very large & noticeable presence, and will prove a daunting if not impossible task to remove.

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## Tales From the Wastes: Showman's Rest

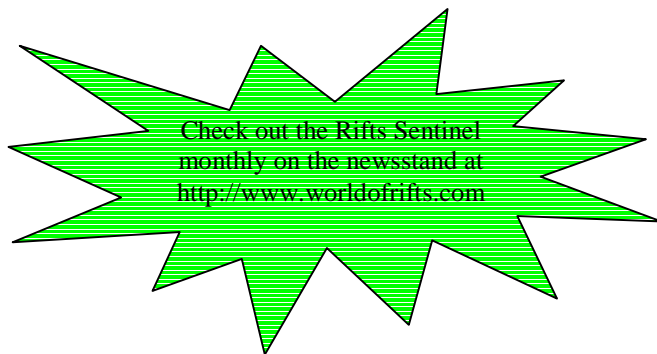
*By Old Payne, Sentinel Scholar*

Welcome to the next installment of Tales From of the Wastes. I hope you will enjoy listening to this month's story. Hopefully you will also learn something of this great, yet terrifying, world we have been handed as well.

This month I will tell you of the **Showman's Rest**. The people of the land tell of a forgotten graveyard south of Native American Territory. It lies in what was the City of Hugo of the Old American Empire's State of Oklahoma. This is now just Northeast of the Coalition State of Lonestar.

This graveyard is now covered in wild, lush wilderness. Long ago giving into nature's rebirth. It is only rarely found and the Tribes say dark and mournful spirits keeps the area. When one comes across the cemetery you see a iron wrought gate with the word **-evil-** twined into its making. Spaces for more words are there but rust has long since claimed them. Surrounding the cemetery is a crumbling brick wall. Beyond the wall and gate is the graveyard itself, filled with toppled tombstones, overgrown weeds and a circle of Circus monuments and mausoleums in the center, shaded by ancient Oaks. The spirits that haunt this place try to keep the wary from reaching the circle. Some say the very ground itself comes alive. Burying victims under the weight of the earth itself. Others tell of Black Winged Fairies carrying victims off to dire fates. Why they do this is unknown. The stories do say that those who have made it to the circle and went inside find a huge monument of a circus clown. The monument is said to have a door that leads below it. What one finds there is said to be a chamber. In the center rests a great marble casket with images of a circus engraved on it. Besides the casket the chamber is empty. Inside the casket is a mummified circus clown with jewelry of gold and Gifts of Mourning strewn over the body.

Tales continued on page 4



## Bombs

Last months daytime attack, which killed at least 100 people and injured nearly 200, struck the town at one of its most populated sections – The Market. We happened to have a correspondent nearby.

It was deadliest the attack on the CS since the infamous “Sorcerer’s Revenge”. Were Tolkeen forces routed the CS Armies and drove home a victory that killed over an untold number of troops and destroyed millions of credits worth of equipment.

CS officials warned that the death toll would rise. At least 90 people were in critical condition and others still trapped beneath the rubble.

An entire NETSET Dog pack was killed, ISS department spokesmen said. The Dog pack was on patrol through out the Market.

Four NGR diplomats were among the dead, Chi-Town State News reported. The State said the NGR officials were in town to see CS farming techniques.

Captain Nicholas Holt, 29, of Lonestar was listed MIA, according to ISS Inspector Cochran of Bedford.

“The attackers knew what they were doing,” High Mayor James Celli said as he helped teams of Peacekeepers gather pieces of bodies. “This is a massacre.”

The ISS Department, in efforts to speed the capture of the suspects, released a Profile Report to the surrounding area. The suspects in the bombing are believed to be a group connected to the Tolkeen Circle of Twelve. They call themselves the Brotherhood of Anima. This group, as ISS Data files show, has been active through out the War. Many atrocities against Coalition Citizenry are attributed to this terrorist group.

Emperor Prosek convened an emergency meeting with CS High Command immediately after the bombing and vowed to eradicate Tolkeen, its allies and all fringe groups. The Coalition has been increasing efforts to destroy Tolkeens Intelligence lines, as they are key to the fringe groups aiding them. The CS has implemented new strategies developed by the RCSG, many including destabilizing Ley lines and surrounding tributaries, to further hamper Tolkeens war effort as well.

Soon after the bombing, CS soldiers captured a Tolkeen encampment in Minnesota.

Also the Coalition Military sealed the States western Borders and was moving in more troops into Minnesota, Tolkeens homeland, in a renewed effort towards finishing this war.

## Oddities

*Compiled by Sentinel Resources*

**Cyber-Doc Needed** Seeking a Cyber-Doc experienced in dealing with D-Bee anatomy. Excellent pay benefits & privileges. We have a full inventory and top quality equipment. Please contact D’Norr at Thorns body Shop, East Ciudad Juarez.

**PA Merc Pilots** We are in need of Power Armor Pilots experienced in Anti-Robot tactics. We provide maintenance, ammo & refurbishment. Pay is high & regular. Please contact Arakk Chrome of Robot Control at Ishpeming.

**We Need You!** Mercenaries killed in EOD& AEOD. Also Weapon Specialist & Melee Combat Experts. Apply today work today. Blue moon Bandits. See Ghost at East Hope City.

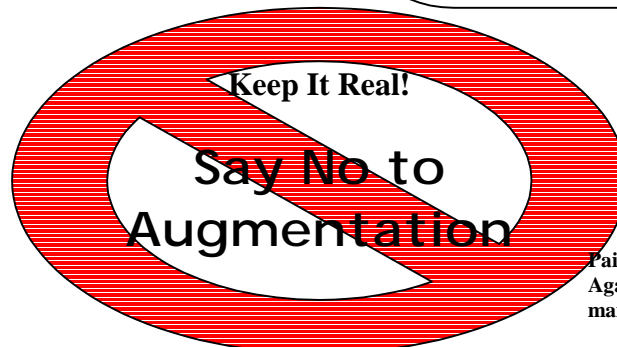
**Wilks Depot #76 Sale** All of this September #76 will be having a sale on all Wilks Laser Products. 20%-40% off! We carry the latest models of Wilks products, Including Medical Equipment. Wilks Depot#76 located at Fort Towson, Oklahoma.

**Pacific Shell Dust Candles** Looking for PSD Candles for Summoning Ritual. Needed by Samhain. Willing to pay 100 credits per batch of ten. See Janis Torsion at Lazlo Anima Section.

**Modular Flier for Sale** Custom built modular TW Flier for sale. Asking 400,000 credits but will discuss Trade terms. See Adam Graven at Stormspire.

**Ft.Towson** 100 Windsor Road. September 26<sup>th</sup>, 8-5pm. Refurbished tires, Nuclear Pack Conduits & Misc. All items must go!

**Kingsdale WOW!** Due to increasing signs of Tolkeen losing to the CS we are having moving sale September only. Staves, Rings, TW Devices, Armor, electronics, etc. 728 La Demos lane.



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# Tales

This is fantastic enough, but stories say the true mystery lies beneath the Clown Mummy. They say below the clowns' body one finds a long, spiraling staircase traveling far below the dark tomb. The Tale gets murky here but the bodies of the dead and souls of the lost guard the staircase.

What one finds is supposed to be everything from a chest of the clowns' personal valuables to a set of magical boots worn by the legendary **Lane Frost**.

All this is just prairie talk of course, and we all know how tall they can grow, but who can really say what lies in that graveyard?

That is our story for this month. Until next time, remember, if you feel the need to find the truth of this story, please exercise caution. You never know what awaits you out in the Wastes.

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## The Rave: A View of the City- Rats

**Cybernetics, Biosystems & Drugs: City-Rat paraphernalia; Part I**

By *Zeitgeist, Sentinel Hacker*

Heads up all. Zeitgeist here to bring you new toys for us Downsider's to play with, straight from the R&D of the Chi-Town Cybernetic Corporation, Tallos. This corporation is known for its inventive and high quality cybernetic- bionic systems. Bringing such services since the establishment of the Coalition States. Dr. James Grantham, a pioneer in Cybernetic & Nan technology research, heads the business.

Of course only the CS military has privy to these systems, so we to thank our brothers in crime, the Black Market, for providing access to these new marvels.

### Cybernetics

**Eye-Head Jack Enhancement:** This particular piece of cybernetics is great, it plugs into a head jack and Bingo! You have many different eye augmentation features without having to replace those baby blue originals. It is state of the art

technology designed by Tallos, a Citizen corporation of the Coalition States. Provided of course by the Black Market. **Requirements:** Universal Head Jack & Optic Nerve implant. **Cost:** E-HE without functions 10,000 credits. *Nightvision*+7,000 credits *Thermo-Imager* +8,000 credits; *Infrared* +4500 credits; *Ultraviolet*+ 10,000 credits, *targeting sight* + 2000 credits.

**Range penalty:** The enhancements suffer from the eye vision range of each particular user.

**Malfunction Penalties:** 30% chance for a complete visual shutdown if the head is damaged for more than 15 points of damage.

### **'Borg Upgrades**

Tired of some squishy getting the better of you in combat? Then try out Tallos Borg Upgrades.

**Augmented Physical Prowess:** "Don't get me wrong, being a Borg is great, but when your Juicer friends get the better of you what does that mean? Time to get an Upgrade. A nothing is better than Tallos E-Clip Boosters.

**Requirements:** Energy-clip forearm/Leg ports.

**Cost:** 8000 credits per clip.

**Bonus:** +2 to Strike, Parry, & dodge per clip use. Clips have a 24hr continuous use.

**Blast Away Cyber Armor:** Hate that pesky Cyber Armor that you spend a 100-year half-life getting in & out of? Say no more. Tallos brings us **B.A.C.A.** B.A.C.A is a modular designed cyborgs armor that with just a thought, blows away safely by use of special connectors when no longer of use or need. If not damaged the connectors just need resetting and the armor can be placed back on.

**Requirements:** B.A.C.A connectors.

**Functions:** Time to put on the armor is a melee round.

Blasting the Armor takes just one action.

**Cost:** 3,000 credits for the connectors, B.A.C.A are 25% cheaper than Non-BACA armor. MDC penalty: reduce all sections of Heavy Cyborgs Armor by 25%. Reduce movement penalties such as prowl by 5%.

**Gun Arms & Ammo Packs:** Hot off the Tallos R&D Cyborgs Weapons Division is the ATHA-01 GA series. These babies are the next step up from Forearm weapons. GB Boom Gun, Sorry chumps, with these its Flat line time for the Glittering fairy.

**Requirements:** Arms removed. Gun Arm connectors and Ammo Back Pack.

**Types:** Sabot Auto cannons.

**Damage:** 1D6x10;

**RoF:** Single or Burst;

**Range:** One mile (1.6km);

**Payload:** 200 w/Ammo Pack;

**Cost:** 950,000 credits w/Full Ammo Pack.

*Rave continued on page 5*

## Rave

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### Shotgun Cannons:

**Damage:** 1D4x10;

**RoF:** Single, burst or Full Auto.

**Range:** 150 feet (45.7m);

**Payload:** 300 rounds per pack; 150 per Arm. Cost: 750,000 credits w/ Full Ammo Pack.

**Ammo Pack:** has 100 MDC.

**Ammo Cost:** Ammo comes in packs for each weapon. Ammo costs 100,000 per pack due to the 'specialty' Ammo type used. Need a qualified Armour or Operator to reload the packs otherwise you have to buy a whole new pack. Ammo reloads are 25,000 credits.

## BioSystems

**Nano-Neural Remote System** This system is not available to any one beyond CS Special Divisions. In fact this system is not even known by anyone but CS High Command - although Triax is rumored to have a version out three years prior. Lonestar developed the system in conjunction with Chi-Town thru data discovered during the Juicer Uprising. The system includes a small dart-firing pistol, one dart filled with Nanites, and one Remote System. It works like this: the dart is fired into an exposed part of the target. The Nanites are released into the blood stream of the victim. Over a period of one week a subtle change is made in the targets' brain. The change can only be noticed by undergoing an extensive medical exam or Psychic diagnosis. At the end of the week, the victim is now under the control of the Remote System, which can be used by an AI (In NGR/Triax) or linked Coalition Digital Reaper. The target can be given commands, and believes those commands are his on thoughts, ideas, or desires. Even if the command would cause personal harm such as suicide, the target will follow through with the command. Despite this the target retains their Intelligence and is not a robot. The Remote system allows all senses to be felt by the controller. Once the remote system is in place, it is very difficult to remove (same restrictions on success as Juicer Detox in first year).  
**Cost:** 2 million credits if on the Black Market.  
**Range:** 300 miles.  
**Note:** Cannot affect Supernatural creatures, Creatures of Magic or God-like beings.

Look us up on the NET next month as we take a peak at more Biosystems developed by Lonestar Labs. Till then Long Live Freedom of Choice!

## Spoons Views: Diaries of the Siege

*By Spoon, Voice of Rights activist*

War. Everyone said it would happen. Few actually thought it would become reality. The Death Heads had been silent for a long time, barely any trouble from them in over five years. But then it came, the Speech of Unity from the Mad Emperor. Spouting his fanatic views and his inner hates as if they were Gospel from on high. Even worse he preached of going forth and smothering the continent with the filth of his supremacist ways. This is just one perspective of the terrible Siege of Tolkeen. Many more tales of horror and terror go untold.

Here is the second excerpt of this yet still Unknown Soldier.

July 105 PA- July 1<sup>st</sup> 105- *we left Rivera at dawn for the frontline. We arrived at 1200 today. We are making camp at a burned out farmhouse with the words "Born human ... Coalition by grace of Emperor" painted all over the walls. Lieutenant Belarus is very sick. I have the medics watching over him. I need to inform the platoon of his condition. Must have been tainted food last night. Does this mean I will become ill as well?*

Return Next month for the third installment of Diaries of the Siege.

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## Underhill

Last months talks grew out of Colonel Joseph's meeting in July with Whykin leader, Damien Bryant, in which they agreed to pursue different paths on CS annexation and border defense.



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# Sports Dome

By: Ajax Slam

## **Maulers Juicers accused of using “Dirty Tricks”**

Last month JFL Directors suspended the entire Mauler team in growing accusations of the Maulers using magical aid on enhancing their chances of winning.

Last month during a preseason game, the Rhino Juicers complained of lost ability & nausea, an unusual symptom for young juicers, which is what the Rhino team is compromised of. Immediately the JFL directors closed the stadium for investigation. The Maulers though nervous allowed the investigation with out protest. The only evidence cheating found was a circle of power inscribed in the Maulers locker room. The Maulers manager, Michael Junes in a statement said that the accusations were false & believed the team would be reinstated by the JFL Directors in time for the Season start games.

Other JFL teams are filling complaints but many feel these are nothing more than rants for past games lost to the Maulers.

## **Wasters Demolition**

This month kicks of the three month long Wasters Demolition as Mercenaries, Crazies, Operators & Juicers converge on the Utah Salt Flats. The Demolition is a vehicle sport were various class of vehicles face of against each other in everything from pure demolitions to Speed & Endurance races. The NG Wasters line of vehicles also makes their debut this season. Many teams are anxious to try out these new hybrids from Northren Gun.



# J.F.L.

**If you can't handle the action  
Stay out of the game!**



# Tobias Magickal Aids & Predictions:

## Mysteries and Magicians of the Shadows

Well-met companions. I return once again to give aid and thoughts to my fellow Magi. This month we open the tomes of our worlds past and take a look at an ancient and intriguing tradition, **Shadow Magick**, and those whom follow its path, **the Shadow Magi**. Let us begin.

*There is the Dark. The Mystics call it the Source. The Psychics refer to it as the Will And the Way and Priests refer to it as Maat. The Dark is the indivisible eternal energy. The Dark is beyond polarities of energy such as negative/positive or ISP/PPE. It is everywhere and through everything yet remains separate from all things. That is, it does not become a part of any one thing such as the soul does with body. The Dark doesn't think like you and I, yet it is "All Thought". It is the most mystical of concepts and the Source is perhaps the poorest term for the Dark. The Dark is not a creator, it is not human, and the Dark contains creation yet it does not assume a role within creation.*

*The Megaverse is made up of many races. The human race is not alone in the Megaverse. The most ancient race existing in form today is the Old Ones. The Old Ones are not the one's you read in mythology or the Tristine Chronicles. The Old Ones are far beyond other races in total development. Their magic, philosophy, religion is based on the Dark. An Old One came to Earth and guided the development of the planet and breathed magic into the world. Working with other races, the Old One created a new race to populate the world, the Dragons. This was long before the human race. The creation of the human race is a sorry tale.*

*The human race was created out of greed. There came to earth a magically advanced race from another dimension. They came to make the Earth their own world and to rape it of its resources. The advanced race, which we find described in Greek, Roman, Norse & other myths as the Gods created the human race to be mindless. This was so the Gods could live like Gods. The Old One would not permit such an abomination and so it breathed magic into the humans. This upset the Gods for the human race became a sentient race and had to be treated as such. For some time the Gods tried to control man through their Magic and set up religions based on worship of the Gods and their spheres of control. The Gods' priests taught the domination of the Earth and its creatures by humankind. They also taught the Dark of the Megaverse was chaos and evil, that the Dark was a destructive force out to destroy mankind and the earth. They personified the Dark as Moloch, Lillith, Hela, Cronos, Set or Kali and created places of damnation, such as Dyval & Hades, for those who did not worship the Gods. All this was done to maintain control over mankind and promote their worship through fear. At some point the Gods lost direct contact with the humans, perhaps after the Destruction of Atlantis. Only periodic contact was established through special rituals & messengers, such as Krishna.*

*Every soul & spirit of the human race is a fragment of the Dark. That Soul & Spirit is the Old One that originally came to Earth and saved the Human race from a mindless existence enslaved to the Gods. The Old One is the Creator and Guardian of this world and of each and every one of us. The Old One of this world is the messenger of the Dark.*

- Return Next month as we probe further into the mysteries of Shadow Magic.

Check out the Sentinel's Official Website

<http://www.angelfire.com/games3/riftssentinelbase/>

## Rifts Sentinel

### Editor in Chief, Writer, & Founder

Paul Record

### Assistant Editor, Oddities for this month

Paul Record

### Spoon Views, Tobias Aids & Predictions,

### Roundup, Out & About, Diary

Paul Record

### Sports

Ajax Slam

### Freelance Reporter(s)

Kyle Stratis

Sydney Scape

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