

## Epidemic Plagues Small Village

By Sydney Scape, Freelance Reporter

The village of Titan has been stricken by a strange disease that causes difficulty breathing. The problems started the first week in October and have continued. The, what has been called a virus, seems to enter the body through the air and houses itself in the lungs. There it eats away at the air sacs till the lungs can no longer fill with air causing the victim to suffocate.

No clear source of the sickness but sources speculate it may be a biological weapon developed by the Coalition. CS troops passed through the small village a week before the outbreak but no link has been made.

A total of 158 men, women, and children so far have been stricken down by this mysterious disease. Over a hundred more are currently undergoing treatment.

About a week ago CS troops quarantined the entire village preventing anyone from entering and any further information to be reported.

CS officials denied making any comment.

## New Juicer Drug Gets Everyone Hooked

By Sydney Scape, Freelance Reporter

The development of Juicers has been a controversy for sometime and now a new argument is taking the stand. Juicer drugs that are used as narcotics. This is

the case with the new Juicer drug XT-4. When absorbed by a Juicer, it gives the increased strength, increased speed, increased intelligence, and is suspected to add one year on their short lives. This has made the demand among the Juicers high and the supply short.

XT-4 also serves as what appears to be a *safe* narcotic that effects humans, D-Bees and supernatural alike. It has no known addictive quality and not known to have any harmful side effects. It gives the user an instant effect and can mixed in with any beverage.

XT-4 has been banned by the Coalition.

## Chi-Town man charged with spell attempt.

By Kurian Randall. Sentinel Staff Writer. Information Provided by Voice of Rights.

A 12 Living Level Chi-Town man was charged last week with attempted magic use, NTSET said.

Morays Myers, also known to Downsider's as "Sly", was arrested around 1900 hours after casting a "magic" energy bolt at a crowd of CS citizens on the 18<sup>th</sup> Living Level, according to reports. He told NTSET he was a Tolkeen patriot trying to get revenge for his family's death during internment at a CS Death Camp!

Myers told NTSET that he was trying to kill a CS colonel in the crowd before the colonel could affect an escape, according to reports.

Myers told NTSET that he went to his families' hometown and, when he got there, he found the CS Colonel had turned it into a Death Camp for POW. Myers said he attempted a rescue but was driven off.

According to reports, Myers then returned to Chi-own to locate and kill said colonel. Four Psi-Hounds picked up his signature as soon as he began to charge his spells. How he eluded the Gate Guards is under investigation.

*This Document was intercepted after the Myers Incident-*

**[Excerpt from the Chi Town's Department of Information Report on the Menace Posed by Supernatural Beings, delivered by Lieutenant Colonel Matthew**

*Myres continued on page 3*

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## Lazlo/Tolkeen-Roundup

Journal of Balaam Found

**New Lazlo-** After months of toiling, Scholars have uncovered the famous *Journal of Balaam*. Balaam was an obscure psychic and new age writer during pre-rifts times. He wrote many articles and books on the subject of magic, Atlantis, ley lines and religion. However, the one that put him in the public eye was his novel the *Flow of Time*. A detailed if inaccurate viewing of Temporal Magic. Soon after this book was published, Balaam disappeared.

Dr. Jonas Himes, head scholar at New Lazlo stated the Journal actually contains the correct steps for one to become a Temporal Wizard. Soon after he made this statement, Dr. Jonas and several assistants vanished. The Lazlo Council of Learning has formed a search party to recover both the good doctor and the journal. Many feel Dr. Jonas and his assistants met with foul play at the hands of *Lord Balgazar*, while others think they embarked on the journey to become Temporal Wizards themselves using the Journal Of Balaam. (Notes on the Journal of Balaam: the journal is a small leather-bound book, with a belt lock. It contains all the knowledge of the Temporal Warrior and Wizard O.C.C.s. As well as all Temporal Magic spells. With this journal, a person can take the Temporal O.C.C.s without being in the servitude of a Temporal Raider. It also contains the Spell of Legend, *Slowness*, and other secrets.)

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## North America-Out & About

### **Colorado Baronies Institutes New Council**

**Barony of Hope-** Baron Joseph Midgard, Baron Salvador Mendoza, Baroness Arial Spelltwist and Baron Nathaniel Zane came together last month to formalize an agreement to unite the Baronies of Colorado. This unification is really a council comprised of the leaders of Hope, Testament, Wilmington, and Charity. A Cabinet of Advisors made up by various individuals of the



Baronies supervises them. This move was made in light of the growing power of The Coalition States in the east. One of their first actions was to form a militia that will guard and protect all of the Colorado Baronies interest. It is rumored the *1<sup>st</sup> Apocalyptic Calvary* might help in the formation of this new militia. No one has of yet been appointed to the command of this militia. Silvereno, an independent city-state of the Colorado region was not invited to this meeting, however Mayor Gwen Severson feels there is no ill will behind this exclusion and further went on to say her city will aid the Baronies if they require it.

### **Northern Gun Retrieves Leviathan**

**Manistique-** Our agents operating in the Manistique kingdom have acquired information on a salvage operation to retrieve the Coalition States Stratocarrier, *CAF-1 Flying Leviathan*, by Northren Gun. The Stratocarrier crashed this month under mysterious circumstances into Lake Michigan. Northren Gun is sending out feelers for a group of individuals to carry out this daring undertaking. Due to the CS being blocked from reclaiming the downed Stratocarrier by Tolkeen forces, Northren Gun under their alliance with the CS has undertaken this mission for them. However, according to our own investigations, Tolkeen forces are also trying to salvage this devastating weapon. Northren Gun is offering a five year 30% discount on all of their products, as well as 500,000uc, to those who fulfill this mission.

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### **Tales From the Wastes: *Order of the Foresters***

By Old Payne, Sentinel Scholar

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

This month I will tell you of the *Order of the Foresters*. The Order was much like the medieval knights of Europe or famed Cyber-Knights. Very few details of this order survived their destruction in the early 60's of PA. What is known is this: The order grew out of the turmoil of the Dark Age of the Cataclysm. *Artemis, Goddess of the Hunt*, feeling the pain the Great Cataclysm had wrought on the ecology of the Earth, brought together a grouping of elven rangers and human woodsmen seeking safety for their families. Soon as she led them through the darkness descending on the world to a safe haven, she laid down tenets of her beliefs, erected a shelter and bid them well. They operated out of the Kansas region and had many outposts through out the west or New West as it is now called.

Tales continued on page 4

# Myers

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Chisholm, dated 10-18-106]

...And they [most elements of the Tolkeen/Lazlo/Federation demon worshipper population] believe that some of these beings have the best interests of the human race in mind. The findings conducted by the committee demonstrate the following points in regards to the purported existence of benevolent subhuman intelligence:

1. No such creature's existence has yet been discovered.
  - A. According to NTSET Statistics,
    - i. 100% all dimensional beings seek to either gain unscrupulous profit from humans, to kill, injure or rape them, or to destroy superior Human culture.
    - ii. At least 95% of all Alien Intelligences are involved with the dangerous energies of magic
    - iii. 45% of all Alien Intelligences are involved with illegal technology
    - iv. 78% of all Alien Intelligences seek the promulgation of subversive ideas
  - B. According to research conducted at Chi-Town University in conjunction with the State of Lone Star, all heretofore-discovered intelligences are genetically incapable of such human traits as remorse or pity. Instead, they exist for the sole purpose of furthering their own existence
2. Such a creature's existence is categorically impossible.
  - A. A benevolent subhuman intelligence would be so far removed from human philosophy and morality as to be unable to comprehend them.
  - B. Such a being, inherently linked to dangerous, magical energies, would by its very existence constitute a severe threat to humanity and Earth.
  - C. According to accepted Doctrine, as espoused in documents ISS-46902 and THX-1138, such an abomination would be unable to view superior human society without feelings of anger and jealousy directed against the Human Species.

**Policy Recommendation to the Emperor and His Cabinet:**

We strongly recommend that all Alien Intelligences be destroyed as soon as is convenient. These horrific denizens of other, hellish dimensions pose a deadly threat to the peace, security, and well being of all the Coalition States. Any attempt to negotiate, barter, or plead with these demons will result only in, at best failure, and at worst infiltration and conquest by elements of demonic fifth-column infiltrators. Therefore, it is recommended in the strongest terms possible that all so-called Alien Intelligences be destroyed, and the recommendations of such known criminals and subversives as Erin Tarn be disregarded out of hand. Hail to the Emperor, and may the Coalition States of America continue to persevere in the face of the demonic hordes from the Rifts.

[Report filed as DSL-15657]

# Oddities

*Compiled by Sentinel Resources*

**Psi-Healer Needed**

Seeking a Psi-Healer experienced in dealing with animal anatomy. Excellent pay benefits & privileges. We have a full inventory and top quality equipment. Please contact School of Animal Husbandry, Tolkeen.

**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!**

Blues Rogues is looking for a Squad of Scouts for a trip through the New West. Paying 40% of spoils to those who sign up. See Bobby Blue moon in Barony of Hope.

**Northren Gun Vehicle Sale**

All of this November NG will be having a sale on all NG Vehicle Products. 20%-40% off! We carry the latest models of NG products, Including Hybrid Wasters. Northren Gun Shoppe located at Fort Towson, Oklahoma.

**Looking for Goats Leg**

Looking Goats Leg for Summoning Ritual. Needed by Yule. Willing to pay 1000 credits for a completed one. See Janis Torsion at Lazlo Anima Section.

**Force Field Shield for Sale**

Custom built modular FF Shield for sale. Asking 400,000 credits but will discuss Trade terms. See Adam Graven at Stormspire.

**Kingsdale**

Looking for Shifter Variants to open a new market to another dimension. Will be paid under negotiated terms. See Moses at Kingsdale Magic Guild.

## Tales

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They fulfilled many of the same roles as the Justice Rangers or Cyber-Knights. They even fought along side these notables but their focus was being guides for pioneers venturing into the New West. They provided protection, maps, agriculture techniques unique to the west and information on location of hostiles. After years of offering this service for nothing more at times than a thank you from the homesteaders, something changed. A great evil had risen in the north and its power was being felt all over the continent. This evil was also attacking those fleeing or moving west from the growing ire of the Coalition States. The people begged for help but the Justice Rangers were attacking the Demons of Calgary, and the Cyber-Knights too few.

So the Order of the Foresters decided, under the guidance of *Forester Eras Tory* (Elven Wilderness Scout, 12<sup>th</sup> Level, Rune Bow of Melanesia (Treat as a Greater Zen Bow)), would gather as a whole and escort these people to the frontier. It was during this undertaking that they were destroyed. Being nothing more than wilderness scouts, rangers and a few gunfighters, they were sore pressed against the forces of the supernatural.

After months of guerilla fighting, outright battles and suicide runs, the Order was no more, defeated by the armies of this darkness from the north. Nevertheless, in their destruction they fulfilled their job. They had beaten the darkness as well and the majority of the people made it to the frontier of the new west. To few in number survived to reestablish the Order. It faded into obscurity, now nothing more than wistful thinking of an Ole Timer or tales to give hopes for the new pioneers. Many in Kansas still say you can see Eras Tory waving the famed banner of the order, rallying his men for one final journey into the frontier but of course we all know that this is a prairie talk or is it? 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.

(Notes for Forester members: **Crest:** Three Golden Arrows inside a Golden Ring on a Green Field. **Leader:** Forester Eras Tory (From 3 PA to his demise in 60 PA). **Bonuses:** **The Order of the Foresters** is especially proficient in the area of *Wilderness Skills*. They receive a one-time bonus during their training of 10% to all Wilderness Skills. In addition, they can pick one free skill from the Wilderness Section. They also enjoy a +1 to parry/dodge and +2 to initiative while fighting in woodlands.)

## Ten Killed When Mysterious Rift Opens

By Sydney Scape, Freelance Reporter

Ten were killed when a Rift opened in the middle of downtown Fredricksville. Among those killed was the local sheriff and the mayor's wife. No known cause for the occurrence, but police are not ruling out magic involvement.

"We've had a few reports from people that they heard someone chanting in an alley," said acting sheriff Joseph Siamon. "Nothing conclusive at this point."

The Rift opened during the city's 10<sup>th</sup> anniversary celebration.

"It was lucky not more people were hurt or even killed," Siamon said. "Fortunately nothing came through the Rift."

A memorial service will be held next Wednesday.

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

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

By Zeitgeist, Sentinel Hacker

Heads Up all. Zeitgeist returns as promised with the chant on the new drugs making there way to us Downsider's. These paticular types of drugs offer a glimpse of heaven or a slight side step towards death! We also unveil a secret from our own R&D lab product as well, a shortcut to getting that fix if you are of the augmented type. Well enough banter on to the goods!

### Drugs

#### *The Idealism Tablet*

Idealism is an entertaining drug used primarily by pleasure-seeking city-rats and people who just want to escape from reality. The user escapes to his fantasy world for the duration of the drug (in actuality the drug imparts a limited form of Astral Projection). The crash that ensues tends to make people sick (hangover). The user(s) blame the crash on their reality.

**Duration:** 1D6x10 minutes

**Bonuses:** Provides Astral Projection

**Penalties:** Hangover, Nausea and Headaches. In addition, Idealism causes the user to lapse in to light comas once a week after he fails a weekly save vs. toxins. When he falls into this coma, there is a 25%+2% per trip he will not come back to his body.

**Level of Addictedness:** High

**Cost per Dose:** 300 Credits

*Rave continued on page 5*

## Rave

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### The Sham Demise Capsule

Sham Demise drug lowers your heart rate and breathing to a minimum so sensors or basic sight cannot detect it. The body temperature also drops to the point where it makes it seem as if the body was dead for a while. This is a perfect drug to escape jails or your identity.

**Duration:** 1D10 hours

**Bonuses:** Detection by any means to see if your alive is at -40%. Medical Technology, Magic and Psionics are at a -15% penalty.

**Penalties:** Causes person to become depressed. After four doses of this drug, make a save versus insanities or being at -2 on actions, skill use down by 25% and can only access half of combat bonus. These effects remain for a week or another dose of Sham.

**Level of Addictedness:** High

**Cost Per Dose:** 300 credits

### Drug Paraphernalia

#### *Preparation Intake Regulator*

This newest feature created by *Boning-Ho* is a cybernetic implant 1/2 inch in diameter that plugs directly into a major bloodstream. The way this item works is that the drug (pill, liquid, powder,) can be dumped into the intake and it releases it into the bloodstream allowing the drug to react faster and without the hustles of hypoderm and pills, a must for a Downsider who likes to test potential products before purchasing them from Fixers.

**Requirements:** Surgery of the implant

**Bonuses:** Duration of Drugs are increased by 20%

**Cost:** 600 credits

## Spoons Views: Diaries of the Siege

*By Spoon, Voice of Rights activist*

War is Hell. Death is Hell. Losing your home is Hell. Losing a loved one is Hell. This is what is happening in Tolkeen: **HELL**. Two rabid dogs vying for control over the future of the North America continent, caring not for the pain... the destruction their conflict has wrought.

In my recent journey to see the growing refugee problem at Ishpeming's borders, I came across a body of a Tolkeen soldier. I found a worn journal on him. Unfortunately, he left nothing beyond this simple book of his last days. Therefore, this month we will view the mind of the other side in this war.

**-September 19<sup>th</sup> 106 PA.** *What a negligent creature I am. I should have been keeping a journal all this time to show to my Mystic Brothers. I have been studying all the morning and talking all the evening seeking & divining for my fellow soldiers. Our Warlord has just passed. I suppose she has killed all Coalition Soldiers in twenty miles of Tolkeen and raised every body. Poor Bastards! The CS soldiers had better pray in the coming days!*

*Warlord Stygian left Tuesday. Wednesday three TW Floaters loaded with Brodkil came over. I do not pretend to say that she sent them. No! I indeed, I would not. I would not slander our Warlord. Any Tolkeenite can see by going to her command tent that her guards are not demons or worse...-*

**Have You Seen  
This Face?**



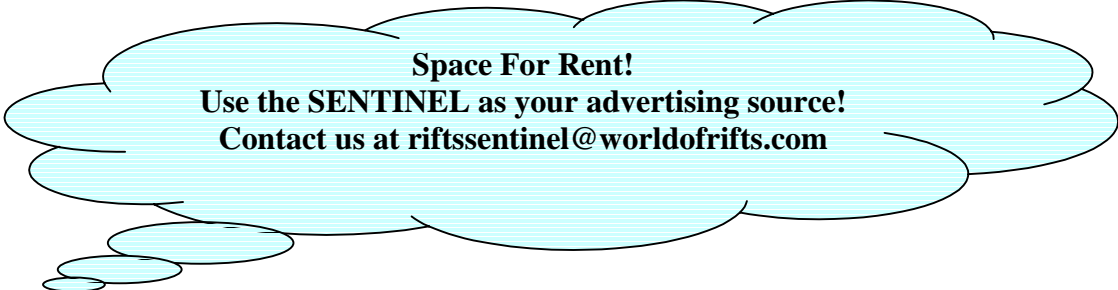


# The Profiler

My name is not important. Where I m from, how long I ve lived, these are too irrelevant. I am just an observer. By no means as skilled as Erin Tarn, but I have seen my share of oddities.

What is my mission, my purpose? To better enlighten the people of Earth. Let them see more of the world that is hidden to them. Most of you are never going to see Japan or England, and many of you don t know of these places at all. There are people there just like you, and many not like you at all. Many fighting with the same struggle to survive as you.

The editing staff has granted me a media to share my experiences with you in hopes that you will go off and experience things yourself. For those of you more timid and do not have the means, here is an open door into the World and the people who live in it. This is my gift to you.



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# Sports Dome

By: Ajax Slam

Due to increasing need for mercenaries, soldiers and labor in Tolkeen, the numerous Juicer Sports are on Hiatus until they can replenish their teams with newbies.

On a good note, a new star has appeared on the JFL circuit: Holt Magnum (2<sup>nd</sup> Level Mega Juicer w/ extraordinary speed) who also happens to be able to run very fast. Look for this budding 15-minute star next month. Until then, keep it real.

## Tobias Magickal Aids & Predictions:

### Mysteries and Magicians of the Shadow; Part 2

“R Dy wy l l wch Ddr a i g A dwedd. ”

*(The Dark Dragon Flight)*

*Darkness, shadows, silence,  
All concealing what is in the night.  
Look deeper penetrate the darkness  
In addition, see what lurks in the heart.  
A sight beyond reality lurks there,  
A sight many fear,  
A dragon in full glory stands,  
Waiting to be heard...  
Many fight it, fearing the unknown,  
Knowing not what they do.  
The dragon does not fight,  
Wisdom guiding its thoughts  
Death comes to the dragon,  
Yet, it lives still in the heart,  
Which will never forget  
What it felt when the dragon was there...  
-Anima Di Rick of the Osso Legione*

*Well-Met Brothers. Last month we studied a chapter out of the **Book of the Dark**. This month we will continue down the path of the Dark One's and study those who would wield its Dark Light: **The Shadow Magi**. Let us begin...*

*Who is a **Shadow Mage**? A Shadow Mage is Absolute Hate. They are the embodiment of Dark Desire that has its origin in the **Dark**. They are Dark Desire that is free from any restrictions, limitations, or exceptions. They are Dark Desire free from dependence upon external definitions for its existence. They are Dark Desire born out of Absolute Guilt. A Shadow Mage is Absolute Hate.*

*A Shadow Mage is Strong Willed. They are the willpower necessary to move mountains. They are the willpower needed to overcome the impossible. They are the willpower it takes to overcome life's challenges and defeats. They are the willpower it requires to wield **Shadow Magic** against their enemies and win. They are the willpower of the Eternal Dark-*

ness. *A Shadow Mage is Strong Willed.*

*A Shadow Mage is Self-disciplined. They will undergo a thousand days and nights of deprivation to achieve their goals. They are hardest upon their selves in achieving self- mastery of Shadow Magic. They are the self-discipline it requires to overcome failure for a thousandth time and once more attempt the challenge. They live in a self-imposed world of self-discipline in order to achieve the ultimate state of being. A Shadow Mage is Self-disciplined.*

*A Shadow Mage is Patience. They are the patience required while acquiring self-mastery. They are the patience needed when building dreams of success. They are the patience required when waiting for the destruction of their enemies. They are the patience the Dark Spirit has in each of our magickal climb and us. A Shadow Mage is Patience.*

*A Shadow Mage is a Pillar of Strength. They are the rock that will not be moved as the waves of strife come crashing over. They are the strength needed to overcome the Forces of the Gods. They are the strength required to achieve success in life. A Shadow Mage is a Pillar of Strength.*

*A Shadow Mage is Free of Self-limitations. The chains of limited thinking do not bind them. They do not see themselves as just human beings made of flesh and bones but as Dark Ones, pure in Dark Spirit, that transcend time and space. Their emotions do not master their lives. They are the masters of their emotions. They are the calm, silent, and steady Soul of the Dark. They are the Dark Soul. They are the Dark Masters of Life. A Shadow Mage is Freedom.*

*A Shadow Mage is Deep Silence. They are the Deep Silence of the Dark. They are like the silence that follows the storm. They are the silence that is found in the quiet of the home. They are the silence of the Dark. They are the silence of the Dark Soul. They are the silence of the Dark Dragon's sacred flight. A Shadow Mage is Deep Silence.*

*A Shadow Mage is Dark Knowledge. They are knowledge found through intellectual pursuit of the hidden mysteries. They are knowledge born out of intelligence and critical thinking. They are knowledge discovered through intuition, meditation, and reflection. A Shadow Mage is Dark Knowledge.*

*A Shadow Mage is Life. They are passionate for their love of Life in all its aspects. They are adventurous and courageous loving the challenge of Life. Yet, they are practical, cautious and responsible with Life. For them, Life should be faced with daring, boldness, and energy. They loathe restriction and love the freedom found in Life. They are the Artisans of Life. A Shadow Mage is Life.*

*A Shadow Mage is the Dark Soul in Action on Earth. It abides in their conscience in all the things said or done. They are the Creative Force of the Dark Soul in the way they create new life. They are the Preservative Force of the Dark Soul holding the world in perfect balance. They are the Destructive Force of the Dark Soul tearing away the illusions of the Gods. They are the Regenerative Force of the Dark Soul rebuilding the true World of the Dark. They are Dark Soul by the way they remove us out of life's confusion. The eyes that see us, the ears that listen to us, the mouth that speaks words of strength, the heart that pours out absolute love to us, the strong arms and hands that hold us near, and the legs that take us far on our way, through all of these there is the Dark Spirit. A Shadow Mage is the Dark Soul in Action on Earth.*

*Who is a Shadow Mage? A Shadow Mage can be likened to a multifaceted stone of Onyx or Opal of incomparable beauty. The Shadow Mage is as beautiful and rare as a Black Diamond.*

*A Shadow Mage is one who abides fully in the Consciousness of the Dark. They are the total embodiment of strength, solitude, patience, intelligence, courage and adventure. They are beings free of self-limitations. They are ones who have dedicated their life to self-freedom and perfection. They are the Dark Soul in Action. There is no greater purpose in life than to be **Shadow Magi...***

We shall gather next month to study the Spellcraft of Shadow Magic. Till then Pleasant Paths!



## Not Always a Safe Place to Camp

By Kurian Randall. Sentinel Staff Writer. Information Provided by Voice of Rights.

Tent? Check. Survival Gear? Check. Land where you can live with out getting sick? You had better check the Coalition States Land Resources Survey, because more and more areas are reporting irradiated soil. The Coalition States and other local kingdoms Land Surveyors post results of radiation tests on their community boards or City-Based NET and tell people when the land is not suitable for humans to live on. In addition, with more Coalition States Land Surveyors patrolling land areas, the number of land closures and radiation warnings nearly doubled between PA 104 and 105, according to a study released by the Coalition States Resources Defense Committee.

“The more monitoring there is, the more irradiated areas are found,” Said Colonel Devon Miles, head of the Coalition Resources Department.

In 105, CS Surveyors reported a total of 30,000 acres of closures and radiation advisories, up from 15,000 in 104 PA. The number of acres for 105 is the highest the Committee has recorded in 10 years it has studied the issue.

However, not every area is being properly monitored and even if an area is monitored, that does not mean local Coalition Officials are sounding alarms if there is a problem according to Col. Miles.

“ There are still many areas of the territories where there is not regular monitoring and even when there is regular monitoring there is no advisory for homesteaders or travelers to let them know that radiation levels

have exceeded safe standards.” Col. Miles said.

Towns in Iowa, Missouri, Lonestar and Chi-town sometimes will not post warnings or a close land area even if the soil tests unhealthily the report says.

Nevertheless, Coalition Officials say the reporting depends on the type of area. In Chi-Town, for example, Chi-Town farmlands are one of the most populated places in the states and it is tested every week. No land in the area was closed off last year because radiation levels were deemed safe.

However, other spots around the Coalition States are not monitored to the same degree and usually are tested once a month.

### TOP TEN WORST AREAS

Missouri – 12,000 acres

Iowa – 8,000 acres

Lonestar – 3,200 acres

Whykin – 1,900 acres

Arkansas – 1,800 acres

Chi-Town – 1,100 acres

Nebraska – 650 acres

El Paso – 550 acres

Ciudad Juarez – 475 acres

Ft. Towson, Ok – 325 acres

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