

Unit Alpha: A New Weapon for the Coalition

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

Chi-Town- Last month CS Propaganda head, Colonel Prosek, unveiled a new weapon for the Coalition: Unit Alpha. This new unit is made up of “Augmented Humans” from Lonestar.

All are enlistees & officers of the Coalition Army. Their unit leader, Major Jacob Kincaid, was dubbed the Super Soldier of the Coalition War Machine. Colonel Prosek spoke of their exploits fighting Pecos Raiders & helping the good citizens of the Coalition States. While he was speaking, Unit Alpha members mingled with the state press, doing interviews & explaining their role in the Tolkeen War.

Many citizens were skeptical until Colonel Prosek showed the process that created these marvelous supersoldiers: Simple Technology. All in the name of safety & prosperity for the Coalition States. The crowd ate it up. At the finish of the speech & viewing, Unit Alpha waved goodbye as they loaded up into a transport shuttle headed towards the Tolkeen front, as the transport lifted off the crowd erupted in cheers, bidding good luck to these new heroes of the Great Coalition States.

New Registration Law

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

Chi-Town- CS High Command has issued a new Registration Article for all member states. This new registration law covers all mutant humans, who previously were deported from the Cities.

The law was brought under consideration six months ago when a CS High Command Aide was revealed to be a mutant human. After a thorough investigation by NETSET, it was determined that the aide, though a mutant, was loyal to the CS. With this information becoming known, it gave those who advocated for mutant integration a way to make that dream a reality. Now mutant humans can stay CS citizens as long as they register.

The law further adds after registration, the mutant humans must relocate to Lonestar and enter CS Military service for a six-year period. This law does not apply to non-CS citizens. Many see this as a showing of the great compassion of the CS, while others simply see it as another way for the CS to gain resources & work force in its War on all non-humans

Lazlo/Tolkeen-Roundup

A pause of thought...

Lazlo- After much debate the Council of Learning has passed a new law. This new law forbids the use of so called “Dark Magic”.

As soon as the magic pigeons flew to all citizens houses there was protesting in the street. Many feel this is a step to the side of too much control & authority in the hands of the Council. Others feel it is needed to keep the corruption that has befallen Tolkeen from setting in. Plato, Head of the Council stated that the Dark Law was needed to insure the kind of peaceful, prospering, enlightened place Lazlo is trying to achieve in this beleaguered world.

Others predict that this new law could lead to a pos-

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sible civil unrest or war in the coming months.

Tolkeen 1, Coalition 0...

Tolkeen- Last month Citizens of Tolkeen celebrated another glorious victory by Warlord Scarrd. Somewhere in the Barrens, Scarrd lead a contingent of Iron Juggernauts & Shadow Beast against an approaching CS convoy. The poor souls stood no chance as the forces of Tolkeen swooped in.

After the battle had started the Warlord called in TK Flyers to bomb the fleeing CS soldiers. Many felt this was overkill as the convoy was a supply train for the scattered CS forces in the Barrens area. This is one of the reasons that the Empire of Magic, Lazlo, enacted a new law against the use of Dark Magic by its citizens.

Many feel the Tolkeen has gone to far in its war of survival against the Coalition. One Tolkeen Soldier pointed out it was them or us situation, and he felt that Warlord Scarrd was justified in using the dreaded Shadow Beasts.

North America-Out & About

New Barony Formed in Light of Union

Colorado Baronies- After the formation of Untied Baronies, the council of barons formed a new Barony, Gilead, which will be the seat of the new government. This was done under the advisement of the 1st Apocalyptic Calvary to better insure an easy transition to Union hood. Each barony of gave up a section of land to form the new barony.

Already the Barons have moved their families & personal forces into the new area as construction begins on the Town of Gilead. The 1st Apocalyptic Calvary has contracted Fatale's Radio Rangers to help patrol its borders and set up communication lines as new citizens move into the area to help spur the growth of Gilead. Baron Midgard stated the town's City Hall should be open for business next month.



Uprising!

Pecos Empire- Emperor Sabre last month after holding council with other Pecos Raiders has launched an all out attack on the Lonestar complex.

Fighting was fierce reports state, but after a night under siege, the Coalition, with reinforcements from its Brown Water Navy, was able to route the raiders and drive them from its sphere of control. In response to this attack, the CS has started a burn campaign on all nearby settlements to drive out any remaining raiders.

This has caused local settlers to take up arms against the CS army. Seeing the opportunity Emperor Sabre has ordered his forces to help these settlers as much as possible as he rallies more raiders that are independent under his cause for a united Pecos Empire.

Tales from the Waste: *The Rifters*

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 Rifters*. Where the Rifters came from or why they called themselves this, no one knows. All is known is that they never numbered more than four an each had mastered one of the four powers of our world: technology, magic, psionics, & meta-abilities (superpowers).

They arose out of the fires of the cataclysm and strived to bring order to the dark ages. For many a year they labored to gather like-minded people, be they human or d-bee, to help restore civilization. One of the Rifters is even credited for re-establishing "Shifter" Magic. Many elders speak of the secrets of this world the four knew, secrets let loosed by the Great Cataclysm, secrets that could finish off what man & mother nature started: the destruction of this planet.

Not many accounts were kept of the Rifters, as they preferred those who relied on them to concentrate on themselves and rebuilding the world, instead of these saviors. Only one of the four had been photographed & named: *Alex Savage*. The only other source of information, which has been scrutinized, is the journal of Dr. Noah, renowned scientist, who was a pioneer during the Golden Age of Man. It is his journal that we learn of the Rifters vague agenda, existence, hopes, dreams & nightmares...It is this nightmare which we will examine this month.

Tales continued on page 3

The Rifters as stated in the journal were masters of one of the four sources of our world. Each had lived during the Golden Age (Note: in the journal it states Mr. Savage being born during the middle part of the 20th century.) of Earth. Not only did they live during this era but also helped shape it. Shape it they did but it was with a secret, guiding hand.

No one, it is believed, knew what these four were doing in our great world, not even us. As the journal just makes broad sweeps of their victories & failures: They fought off alien invaders; experiments gone mad, discovered new energy sources, and passed on the gifts of many cures. However, their one black mark was that they dared to believe they could not fail, that fallibility lay in the hands of lesser men. This would be their undoing. On December 22nd, 2098, The 4 and others of like mind gathered at the US Department of Energy Lonestar Complex in Texas.

Dr. Noah had built a machine capable of piercing the layers of the Megaverse to allow those who use it to travel anywhere, anytime in the Megaverse. The Four would be the first pioneers of this new voyage of discovery by man. However, fate has a way of keeping man from becoming too arrogant. As Dr. Noah powered the machine the clock struck midnight and somewhere in the world martial factions let loose their nuclear arsenals, on the final chime, the cataclysm struck, the complex itself was bathed in now out of control energies as the flooding of its circuits by ley energy destroyed its control sub-systems.

The four were whisked away along with almost everyone else at the complex, where they went no one knows, but years afterwards, the four returned to our world. One of the four, in all probability the Mage, had rifted them back to earth. Nevertheless, they came not as homesick travelers but as harbingers of peril. They had learned that earth would soon be invaded by unknowable beings (Some whisper that the Unknowable are called the Baal) bent on the enslavement of man as food and the world to be destroyed in an orgy of destruction & horror.

To prepare man for this coming invasion, they helped as much as possible in taming the Dark Age. They revealed forgotten secrets of the world, helped man restore his connection to magic, brought education to orphans surviving in the wastes and helped seed many of the known city-states of today. Eventually they

learned that no matter how hard they tried they could not do it alone, and the people who look to them for guidance were still too far down to be able to help, so they decided once again they must travel the Megaverse to look for allies in this great war of survival. It is here that they leave our world and the people to fend as best as they can.

Years have passed since their departure. The journal was dated before One P.A. Many scholars disagree on whether these are the dreams of a mad man or true stories, but this is not my part, I am merely the storyteller. Are the Rifters still out there? Are they any closer in gaining aid against this vague invasion? Alternatively, are they regulars of Dr. Noah's dreams?

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 the Rifters:

Dr. Noah (Hardware: Dual Class- Analytical/Electrical Genius, 10th Level, I.Q: 30, M.E: 18).

Alex Savage (Mutant: Immortality, Healing Factor, & Superhuman Strength, 12th Level, Gold Metallic Skin, HtH: Martial Arts, P.S: 58, P.E: 42).

Holley Hollinger (Mystic Study, Knows all Spells of Legend and has "Shifter" abilities, 9th Level, P.E: 30)

Michael Drew (Master Psionic, 11th Level, M.E: 30). The Rifters have full access to technology, magic, psionics, and other areas from Palladium Book Lines. They also have a small company of mercenaries, allies & helpers as per the Mercenaries Sourcebook.

Check out the Sentinel's Official Website

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

Oddities

Compiled by Sentinel Resources

Gunfighter(s) Needed

Seeking a Gunfighter experienced in dealing with Undead. Excellent pay, benefits, & privileges. We have a full inventory of vampire equipment and top quality weapons. Please contact Roach at Granny Crutchfield, North 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.

Minutemen Needed

Minutemen skilled in wilderness skirmishing & guerilla tactics. Also seeking Rangers & Scouts.

Apply today work today. *Bushwhacker*: See Hatchet at Barony of Hope.

Macedonia Crystals

Looking for Macedonia Crystals for making psionic amplifiers. Needed by Yule. Willing to pay 100 credits per batch of ten. See Old Payne at Lazlo Anima Section.

Advanced Golden Age Exoskeleton for Sale

Custom built Advanced Golden Age Exoskeleton for Sale. Asking 1,400,000 universal credits but will discuss Trade terms. See Gringo at Golden Age Weaponsmiths.

Ft. Towson

Seeking reliable individuals to join the permanent militia of Towson. Top Pay & Lodging.

Kingsdale

Looking for the owner of a three-headed dragon-saur. Looks to be young & untrained but had collar but was destroyed in capture. All inquiries see Basalt.

Golden Age Weaponsmiths

Looking for Operator skilled in Glitter Boy

Technology to refurbish Pre-Rifts US Army Exoskeletons. Pay is 500,000 UC + Salvage Rights on One exoskeleton. See Hominid at Fort Rucker in Old Alabama.

Fatale's Radio Rangers

Are you a Cowpoke with no hopes? Then look no further than Fatale's Radio Rangers. We have a hankering for talking & shooting. An partner without them tele-poles we aint doing much of the former, so come on down to Fatales Shack located in the Barony of Gilead. Part of the Greater Barony Union. [Colorado Baronies]

The Rave: A View of the City-Rats: Gangs Part One

By Zeitgeist, Sentinel Hacker

Heads Up All, Zeitgeist here to give all you Technocrats who like to slum with us Downsider's a look into the gangs who "own" the Downside. This month we will look at the *Morlocks*. The Morlocks are a City-Rat gang made up of humans who prefer to live life in the labyrinths of sewers & catacombs of the fortress cities. A rogue scholar who read of humans who lived underground in some book dubbed the gang this. The gang are noted for being on NETSET Most Wanted List by smuggling in undesirables into the cities from the 'Burbs.

The Morlocks

Breakdown: 420 Total Members: 35% Mutated Humans, 50% Normal Humans, 5% Dog Boys, 10% Other.

Known Location: Chi-Town, with some noticeable presence in Iron Heart.

General Alignment: Selfish

Standard Weapons: Usually Northren Gun possibly Wilks, never anything larger than heavy pistols.

Body Armor: Urban Warrior

Bionics/Cybernetics: Normal amount the City-Rat O.C.C has.

Special: The mutated humans usually have powers associated with their environ: Darkness Control, Night stalking, Animal Traits: Rats/Rodents, Lycanthropy: Rat/Rodent, etc.

Colors: Black & Green. A Radiation Symbol is the gang insignia, usually located on the chest of their clothing, armor, etc.

Gang Leaders: The ultimate leader of the Morlocks is Mr.

Blitz, a mutant human (APS: Electricity), cool and ruthless (Aberrant alignment). He was the one who established the Morlocks and The Underground w/ the Black Market. The Underground is the network that smuggles in people from the "Burbs for a price. The price ranges from credits to services. His lieutenants number between four or five, the problem is no one knows who they are, which suits Mr. Blitz fine.

Criminal Activity: The Morlocks are more organized and involved in smuggling than any other gang. They are known to smuggle in hundreds of people from the "Burbs or thousands of pounds in drugs, weapons or exotic wares. They do this with the Underground: A network of likeminded individuals who either is bought off or loyal to the Morlocks. They frown on anyone else cutting into their special trade but instead of handling it with violence they simply turn the individuals into NETSET through legal moles.

The under city of Downside is considered their turf. They have no loyalty to anyone but themselves & credits. So, do not wonder into their area. Unless you're a member or rich...

Spoons Views: Diaries of the Siege

By Spoon, Voice of Rights activist

Life is just full of little surprises. Take in consideration the act of a Cyber-Knight saving a CS soldier from certain death at Tolkeenite hands. Makes you wonder at times. Especially these day & times, With the CS destroying all in their way as they march towards Tolkeen. It is a wonder any one has any compassion for them. Nevertheless, I guess its goes to show you, given all we have seen in this world, we can still be surprised.

This month we will continue to look at excerpts from the Tolkeen side of the war.

-September 29th 106 PA *Another day, another wins. Yes, Warlord Stygian has leaded this humble group to another victory. Some say it was Scarrd, but we, the Black Razors, know better. Yes, we were the ones holding the leashes of the Shadow Beasts. We bled as the "supposed" CS convoy turned out to be a CS Commando force in disguise. Yes, we bled that dark day in the Barrens. How many died? I cannot recall all I hear is the cries of murder & death. A cacophony that burst the deafest ear. What lies ahead for us I cannot divine. This scares me more than knowing...*

Sports Dome

By: Ajax Slam

Holt Magnum- A few months ago as the Juicers, Crazies & "Borgs with a grudge a mile long against the CS headed to Tolkeen, the JFL has been well dull! However, not no more! Now we have Holt Magnum. Mega-Juicer extraordinaire! He is fast, I mean very fast! He makes Hyperon's eat augment dust!

Coming from nowhere *some speculate he is not from this world* he tried out for the summer trials at the Fort Stewart Rhinos. Later that day he was a starter! Ever since, he has not slowed down.

Now this is what the people need in this dark time on the continent, something to take their minds away from the madness. We will keep our eye on this Young Pup, as he has a long career, well long as a Mega has anyways. Next month we will look at Holts exploits. Peace!

[**Notes on Holt Magnum:** typical Mega-Juicer except provide him with the Extraordinary Speed power from Hu2.]

The Profiler

There's something to be said about psychics. Even more so if that psychic happens to be a Mind Melter.

Our first profile is such a creature. I say creature because whatever race this being resembles, it shatters all stereotypes.

For those who don't know, a Mind Melter is a very powerful psychic. What makes a psychic (especially a Melter) potentially more dangerous than a magic user is the frequency he can use his gifts. A psychic doesn't need to take the time to "chant" to use his powers. They can be used as frequent as if he was using a weapon or his fists. Mind Melter are no exception.

Our profile this month is a 34 year-old dark skinned woman who goes by the alias Midnight. She granted me this audience on the conditions I would not reveal her current location since she is wanted by the Coalition.

The Profiler: Thanks for taking this time. I guess we'll start off with some basics. Where were you born?

Midnight: In the burbs of Chi-town.

TP: Oh, then you're a native to the Coalition States.

M: Yep. Born and raised.

TP: Didn't that cause a problem growing up? I mean, you being a psychic and all?

M: No. I didn't start to really master my gifts till I was in my early teens. I didn't have my full range until I was about 16. That's when the trouble started. I was spotted easily by the Dog Boys. I managed to flee the area.

TP: What of your family?

M: My parents and younger brother were slain because they didn't report me.

TP: So revenge motivated you to attack the Coalition?

M: Well...yes, to start. As I grew older I saw a greater picture. I saw how much good I really could do.

TP: And so you started the "Lost Boys"

M: Yeah. Gave me a chance to help those that grew up like me.

TP: Tell us a little bit about the "Lost Boys." Who are they? Where did you get the idea?

M: I was without parents or a home at 16. I started off hating the Coalition, despising them. I wanted to murder every last one of them. Make them suffer. I was befriended by a Mind Melter by JPog. He taught me how to harness my powers and make them stronger. He also taught me that revenge was just the quickest way to the afterlife.

JPog one day left without warning. In his place was a young mute boy. Among the boy's gifts was telepathy which he used to relay JPog's message to me. He instructed me to teach this boy as he taught me and to continue with other's I may find. The boy, which I name Starvis, found a place that we could go home. I began his training similar to what JPog had done with me. Where I had developed as a Mind Melter, Starvis showed remarkable talents with fire. Too much so at times.

Our little family grew from the two of us to ten within the next year. It was during one of our "field trips" to a pile of ruins on the outskirts of Chi-town that we discovered a leather bound book entitled Peter Pan. My parents had taught me to read when I was very young so I spent each night reading to the young ones before bed. One night when I was reading the part about Wendy meeting Peter's "gang" the Lost Boys, one of the younger children asked me if they were my "Lost Boys." I smiled and said yes and so the name stuck.

TP: So do you just cater to psychics?

M: At first yes, but as time went on we opened our arms to all sorts that the Coalition shunned. This included magic users and D-Bees. The elders of us teach the younger ones. Our life style has worked.

TP: Yet you make attacks on the Coalition?

M: Many of us have had loved ones die at the hands of the CS. We would not get far if we all acted like it didn't matter and peace should be in our hearts. We don't want peace with Prosek and his like. We can't afford war though. We fight our battle the best way we can.

TP: And so there is a price on your head? What of your "Lost Boys" if you were to be captured or killed?

M: It's true that many of them look up to me. But I am not the glue that holds us together. Each one knows that he or she plays a very important part in our successes.

TP: Plans for the future?

M: Simple. Survival.

Check us out next month for a different profile.

If you would like to use Midnight as an NPC, check out the NPC section at WorldofRifts.com

TOBIAS MAGICKAL AIDS & PREDICTIONS

Mysteries and Magicians of the Shadow; Part 3

Well-Met Brothers! As promised, I return to further explore the mysteries of the Shadow Mage. This month we will look into those who call upon the Dark to power their spells. They are like other Magi, only they have become one with the Mistress of the Night in their quest for Arcane Knowledge. Most also belong to the “*Osso Legione*” They hold council in the wicked hours of the night, plotting & maneuvering towards their vague agenda. Not many who have spied on this mysterious group have lived to tell their story. No most have been spirits dragged back from the Nether realms to speak on the matters of those of the Dark. So as requested the Shadow Mage...

Special Shadow Mage OCC Abilities:

1. **Union of the Dark Soul:** All Shadow Magi are trained to merge with the Dark. To draw upon its power and gain strength from this Union.

Physical Bonuses: +50 SDC, +1D6 Damage (On all Physical Attacks), AR: 6, Horror Factor: 13 [Night Only. This happens as the Dark Soul comes forth with the setting of the sun.]

Skill Bonuses: +10 percentage to Prowl, Land navigation & Tracking. Hide in Shadows/Darkness 73%+3% per level.

Combat Bonuses: +1 to Initiative

Other Bonuses: *Night vision* 1000 feet (305m), *See In Magical Darkness* (As Per Spell. Note: Works on mundane darkness as well), *Recognize Nocturnal Beings* (30% + 2% per level.), Cannot be turned into a Undead, Tell when the sun will rise & set and +10% increase in Range, Damage and Duration of Spells after Sunset.

2. **Shadow Cloak:** At level two the Shadow Mage may create a Shadow Cloak as per the Magic Item.

3. **Shadow Beast Familiar:** At third level the Shadow Magus gains a Shadow Beast as a permanent familiar [As Per the spell “*Summon Shadow Beast*” and enjoys all the benefits/penalties as per the Witch Familiar.]

4. **Flaws & vulnerabilities of being a Shadow Magus:** The Magi is Powered by the Dark Union, thus he is weaker during the Day: Half P.S, Loses half SDC and reduces range, duration and damage by spells by half during daytime. Although as soon as night falls or he enters a dim, eerie environment, like a cave, he returns to full strength.

5. **P.P.E:** 2D4x10 + 50, in addition to the P.E. Attribute. Add 2D6 per level of experience. (Add 10% increase at Night)

6. **Ley Line Walker Abilities:** Sense Ley Lines/Magic Energy, Ley Line Phasing and Rejuvenation.

7. **Shadowcasting & Spell Knowledge:** Same as Ley Line Walker Initial Spell Knowledge except four of the spells must be from the Shadowcasting School of Magic found in Library of Bletherad.

Shadow Mage O.C.C

Also Known As: Commonly referred to as Night Magi or Magus.

Alignment: Selfish or Evil

Attribute requirements: I.Q: 12, M.E: 13, P.E: 13 and PP: 13. A high M.A is also suggested.

Race Restrictions: Must be mortal human.

OCC Skills:

Holistic Medicine +20%

Lore: Dark Realm +25%

Lore: Shadowcasting +15%

Lore: One of Choice +10%

One Technical Skill of Choice +5%

HtH: Assassin only or Martial Arts

*Add these to the Ley Line Walker OCC Skills

* Also, have Read/Write Native Language 98%, Basic Math 98%, and Wilderness Survival at 98%

OCC Related Skills: Same Choices as a Necromancer

Secondary Skills: Same as a Necromancer.

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