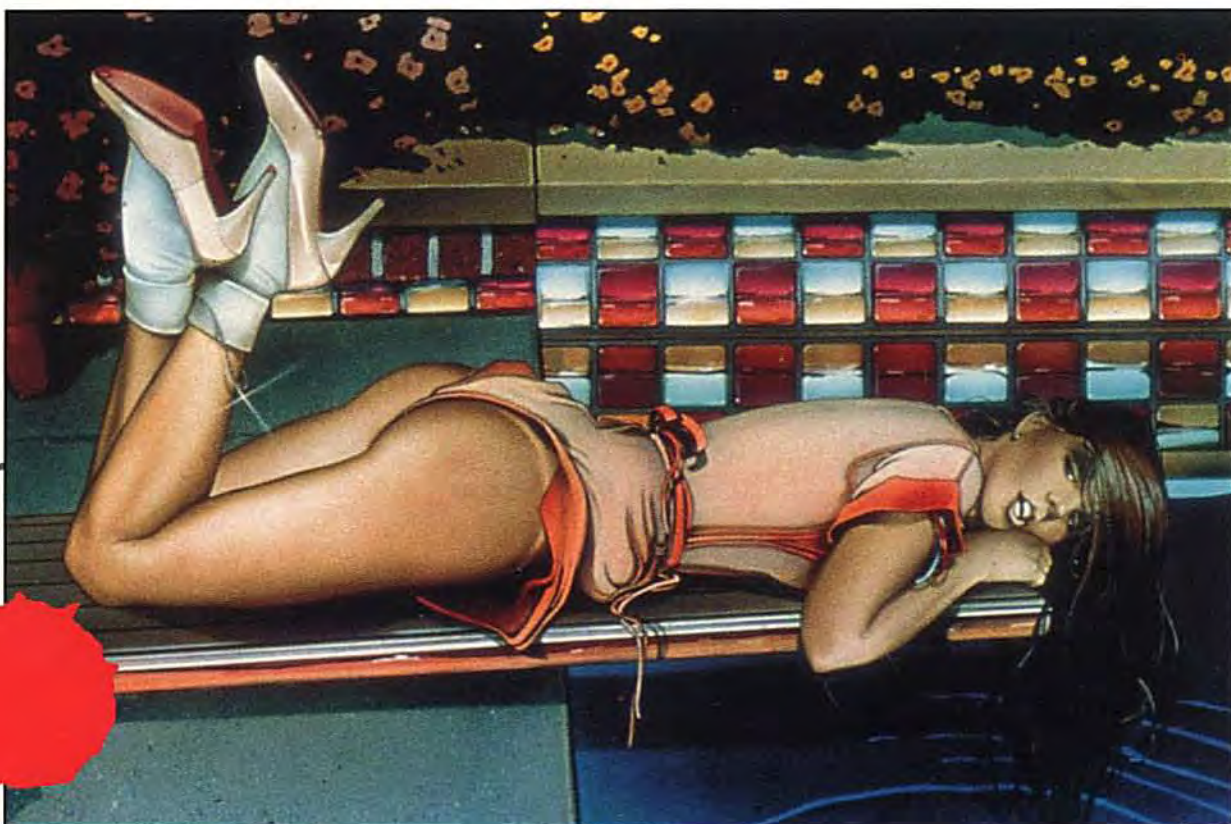




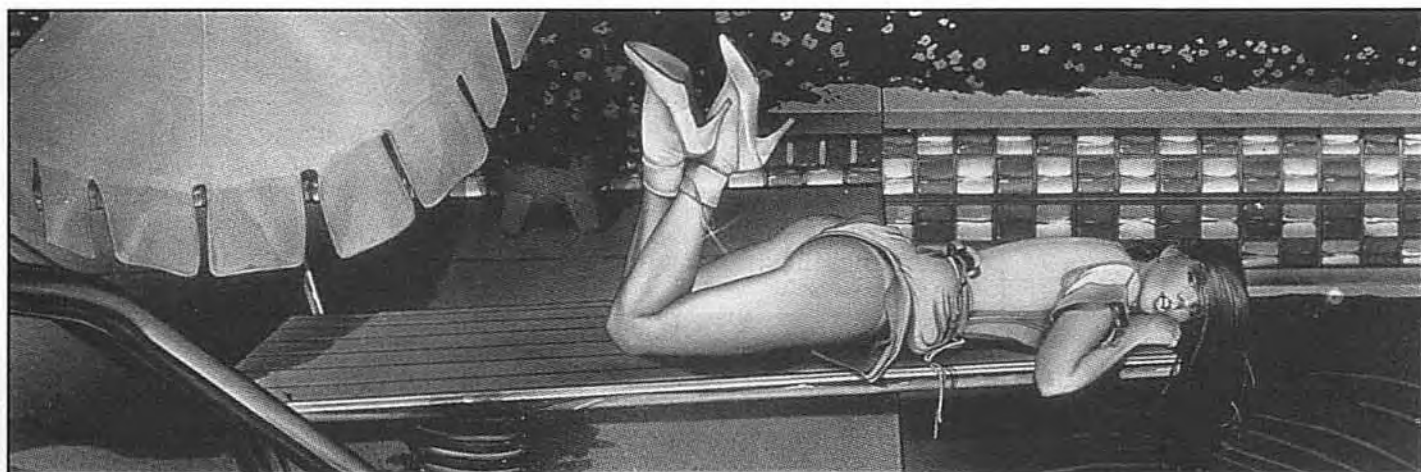
LOS ANGELES



C I T Y B O O K

LOS ANGELES

CITYBOOK



LOS ANGELES CITYBOOK

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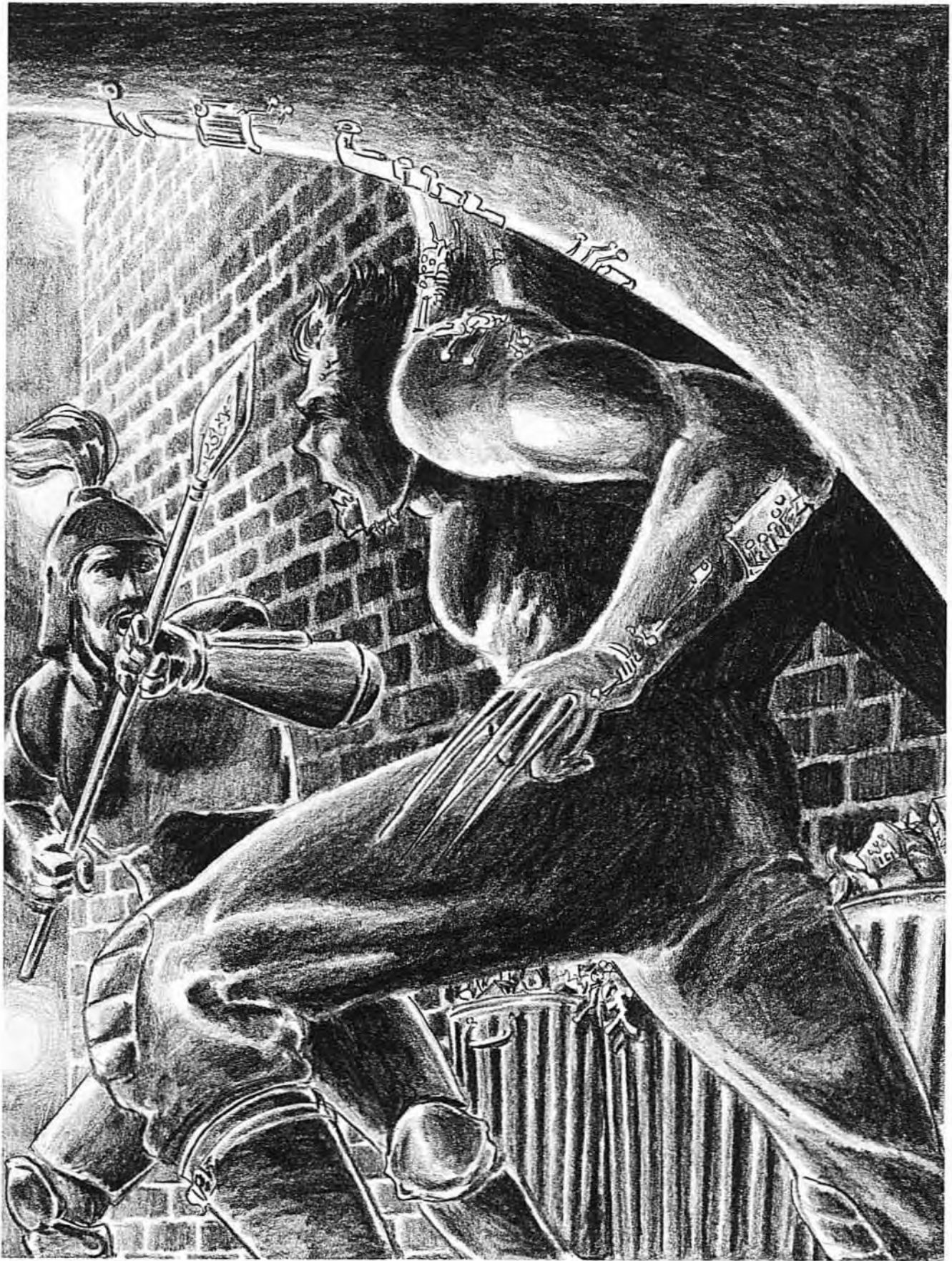
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INTRODUCTION

THE TEMPEST FUGITIVE STORM KNIGHT BASE

Though the Raging Tempests of Corruption lash at us, we remain firm against the horror of their assault. The Tempest Fugitive Base in Santa Monica stands as a bulwark against the Fury of the Storm, and offers succor to all Storm Knights. All who resist the invaders are welcome here. You need not be pure to be one of us. Join us in the City of Fallen Angels.

OUR PROMISE

Our Most Important Goal is to provide newcomers to the City of Angels with a reference work that will enable them to carry out their Investigations with great alacrity. We commit all the strength of our Hearts and Hands and Heads to the task of bringing our Most Noble Storm Knights all the useful lore we can find. This is a city of great contrast and deep illusion, and knowing how to navigate its inner recesses is vital to us all. Each of us knows very little, but when we pool our knowledge, we know much. As an Earth scholar once observed, forewarned is forearmed. Herewith: an arsenal of lore!

Your Most Obedient Servant,



Brythande

Brythande,
Elven Scholar of the Aysle Lyceum,
Currently in Exile



This compendium is the sole province of the Tempest Fugitive Storm Knight base in Santa Monica, California. It has been compiled by myself and a host of fellow Knights of the Storm.

Meet them. They are:

Dr. Cornelius Wilde, Explorer from the Nile Empire

Dr. Wilde was born on Terra, and has brought his ongoing battle against Dr. Mobius to Earth. As leader of the fabled Wilde Knights, he assisted in the liberation of thousands of Nile slaves and the founding of several free citizen refugee camps in Egypt and the Sudan.

Doc Wilde's daring exploits are chronicled in the bestselling *Wilde Knights in Cairo*, *Wilde Knights in Casablanca*, and the forthcoming *Wilde Knights in Los Angeles* by Ed Buntlin, on sale from Oracle Books.

— Ed Buntlin

Kudu Kaah, Renegade Edeinos from the Living Land

Kudu is a Jakatt capable of resisting the corruption of Baruk Kaah.

NO RELATION - KUDU
KAAH.

He joined the Core Earth resistance shortly after the invasion, and has fought in many decisive battles against the invaders.







Skyjack, Decker from the Cyberpapacy

Skyjack refused to submit a biography for this Most Noble Compendium. We know that he works with Dr. Wilde, but Wilde refused to elaborate on his taciturn companion. Tempest Fugitive research has revealed unto us that Skyjack is a former theology student from Magna Verita, who lost his faith when his meditations

~~lost his faith when his meditations~~

Tremayne, Prince Regent to the Undar Dukedom of Aysle

Tremayne is a knight of House Tancred who turned against its Dark leaders in his homeland. Seventh from the Dukedom of Undar, he has brought the battle against the Forces of Corruption to Earth, where he battles side by side with the good Dr. Wilde.

Lady Constance Grimorum, Occultist from Orrorsh

Lady Constance hails from Gaea, and has fought the Machinations of the Gaunt Man for most of her 74 years. When she is not ferreting out Eldritch Evil, Lady Constance is a philanthropist and patroness of the arts. She has founded the Brixington Spiritualists League, Charing Cross Hospice, the Surviving Children's Fund, and the West Hampton Revels.

Maki Shadowstorm, Ex-Assassin from Nippon Tech

We shall not reveal Maki's real name or sex here, for fear of compromising his/her safety. Maki fled the short, brutal life of a Kanawa Assassin, and is now under a Sentence of Death. In this book, he/she reveals much that the world at large does not know, such as the essential fact that the Kanawa Corporation is a front for invaders. Maki exposes much that even we did not know, like the Kanawa-Tharkoldu war.

Lakisha Nelson, Ex-Gang Member of Core Earth

Though she is not a Knight of the Storm, this streetwise former gang member has been an essential source of lore for Tempest Fugitive. She has survived on the violent streets of Los Angeles before and after the invasion, and turned her survival into a cinematic chronicle, *The Kidz Got Left Behind*. Her film, about the effects of the invasion on inner city youth, is instructive to anyone wishing to understand the willingness of so many gang members to join the invaders. In this compendium, she provides us with an insider's view of the gangs and an outsider's view of New Hollywood.

And, of course, myself:

Chief Historian Brythande, Elven Scholar of Aysle

I am a scholar of some distinction and the author of several definitive works on Ayslish history, flora and fauna. I am currently in exile from my native land due to differences in opinion with Lady Ardinay's ruling council.

AYSLE'S LOSS IS LOS ANGELES'
GAIN.
KUDU
KAAH.

CITY OF FALLEN ANGELS

Los Angeles is a land of glittering style and vicious brutality. It's a world of sublime dreams manufactured in pristine Hollywood soundstages and horrific nightmares forged in underground torture factories. It's a domain of myth and mystery.

Los Angeles is the gateway between the jungles of the savage Living Land, the manipulative boardrooms of the insidious Nippon Tech, the corrosive cyber-lairs of the invading abominations of Tharkold, and the burgeoning free zones of the United States.

It's a sprawling, high-energy city set too close for comfort to Baruk Kaah's monstrous realm, and not far enough from the smooth operators of Nippon Tech. Living on the edge of a nightmare world with demons in the basement has infused the residents with a dynamic sense of hedonism and a stubborn will to survive. They live for the moment, knowing full well that any second might bring death. The wild, unrestrained behavior for which L.A. was infamous has escalated since the invasion, even as the courage of today's Los Angelenos has grown to match the ever-present dangers. The days of the laid-back lifestyle are over.

Agents of the Kanawa Corporation abound, looking to build their market share of possibility energy and exploit the abundant mineral resources of the North American continent. Disguised Jakatts from the Living Land skulk about the fringes of the city, seeking to gain territory and human converts. Brooding techno-demons lurk beneath the city streets, enslaving gang

members and using horribly mutated, cyber-enhanced creatures to whip up a delicious nectar of fear in a city mostly oblivious to their presence. Spies and diplomats from all the other realms meet both publicly and privately in this global city, spinning elaborate plots and executing complex betrayals.

In this pressure cooker environment, the locals have become more bizarre and eccentric than ever before. Anything goes in L.A.. Tempers are short, violence is rife, and fear is everywhere. Reacting to the feelings of helplessness so prevalent, enrollment in extremist groups has soared. The locals are torn between offering a helping hand in a time of crisis and lashing out at anyone who looks or acts differently. The Possibility Wars have brought out the very best and the very worst in us all.

L.A. STYLE

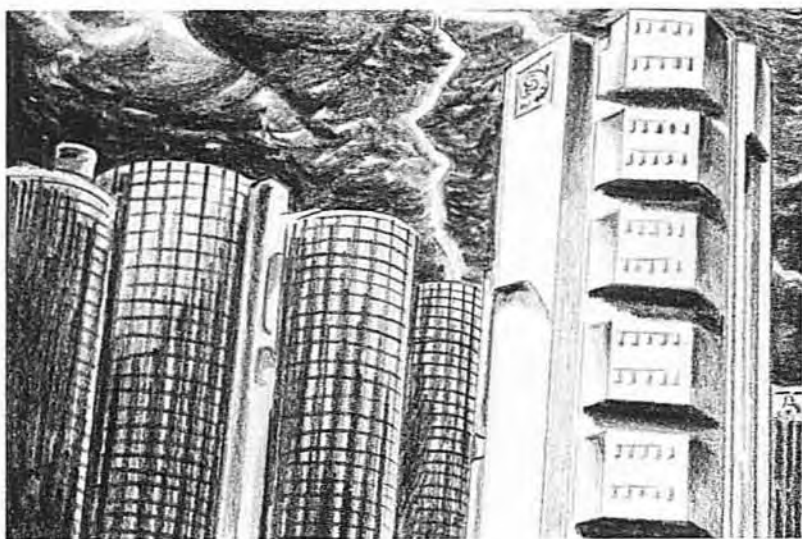
The city of Los Angeles is one of sharp contrasts. There are harsh divisions between the rich and the poor, the "haves" and the "have-nots," the safe and the unprotected. The gulf between the guarded areas and the wild, dangerous sections of the city grows wider each day.

Kanawa Enterprises, a division of the Kanawa Corporation, brought a shaky peace to the city through the wholesale slaughter of gang members and the urban poor. To survive, the gangs became harder, tougher, and more media savvy. They made "ganger chic" the latest fashion in the city. With everyone imitating the dress and behavior of the gangs, the true members of the street groups were able to blend into their surroundings and thus survive.

TEMPEST FUGITIVE

Los Angeles is important to Tempest Fugitive. It is a strategically vital site for launching our operations against Baruk Kaah and the Living Land to the North, as well as checkmating the actions of Nippon operatives and Tharkoldu within the city itself. Recent changes have made our mission here doubly vital. We are committed to Los Angeles, and will defend her even when others have given up.

Los Angeles will stand!



USING THIS BOOK

The Los Angeles Citybook is designed to be an informative and, above all, **useful** reference guide. The material here can be easily incorporated into existing *Torg* campaigns. You can use it as a fully realized backdrop for your own Los Angeles adventures, or drop it into published *Torg* scenarios to flesh out the stories. The Storm Knights can visit L.A. to take advantage of its wealth of resources and contacts. Los Angeles is now truly a global city, and the Tempest Fugitive headquarters would make a good base of operations for a group of Storm Knights.

The majority of this volume can be read by both players and gamemasters. It is intended as an aid for Knights written by their comrades, and so is designed for player consumption. Note that statistics for non-player characters are included in the back of the book in a special gamemaster section — this portion should **not** be read by players.

One benefit of this citybook is that it lets your players assume greater control over the destinies of their characters. The book contains a wealth of information about plots brewing in Los Angeles, allowing the players to choose missions that interest them, as well as their own avenues of investi-

gation. By reading this book, the players learn about the plans and schemes of powerful players in the Possibility Wars. They can pick up hints of trouble, rumors of new threats, and important clues about means to defeat their foes. Some of these tips will prove fruitless, while some will pay off spectacularly — remember that Tempest Fugitive is the source of all this information, and some of their data may be inaccurate.

The gamemaster can determine which of the available rumors is true or not. Is there really a plot afoot to sabotage the filming of *Rex Able*, *Freelance Fighter*, or are the stories just PR put out by the studio to beef up audience interest? As the players investigate, the gamemaster can decide if it is true or false, and if the former, expand it into a complete mini-adventure. It could also be used as the lead-in to a more elaborate plot. Perhaps the harassment of the show is just one part of a Tharkoldu plan to instill terror in the entertainment world.

This format gives the gamemaster great flexibility in planning his campaign, while providing him with a wealth of background material on the city.

THE GREAT WAR: A HISTORY

In one momentous day, Earth went from being the only pocket of intelligent life in the universe to being one tiny planet in one cosm, merely a part of an apparently limitless cosmverse. This dealt a staggering blow to Man's collective ego, and ended his visions of singularity in the eyes of his Creator.

Baruk Kaah's invasion — the first salvo in the Possibility Wars — is now known by many names, including the "Great Tragedy," the "Big Gray One," and just "The Storm." It began a period of national mourning which has not fully abated to this day.

THE ARRIVAL

The world watched in horror as the otherworldly invaders slammed into Earth amid the nightmarish confusion of gale-force storms.

The global panic that ensued cannot be explained in mere words. Many people were firmly convinced their world was ending. Communications collapsed within and between many major nations, and military response was disorganized and ineffective.

In the United States, the primitive hordes of Baruk Kaah rampaged through city streets in the Northeast and Northwest. In the wake of the distintegration of local and national authority, the Delphi Council sprang up to coordinate America's response to the crisis. This new ruling body acted swiftly to defend the nation. Though critics have charged that the Delphi Council has abused its powers, and continues to do so, there is no doubt that their role was a crucial one in those first bloody days.

THE ADJUSTMENT

Following the initial invasion, America and much of the world breathed a collective sigh of relief. True, a number of the invaders had established beachheads, but attempts to conquer the Soviet Union had failed and the majority of the world remained free.

But with this sense of relief came an equally powerful sense of despair. In the war's first lull, a "national numbness" set in as the full impact of the horror began to be realized.

The world is still in a period of anxiety and uncertainty, which Delphi Council decrees seem unable to alter. No one knows when the next shockwave will hit. Some people have likened it to living on the rim of a bubbling volcano: you can't get off and you never know when it will blow next.

There is fear, palpable fear, in the world. Some people have adopted a bunker mentality. They hoard their resources, saying, "I've got mine. If you don't have yours, you don't matter." This hoarding has caused shortages and suffering in a world of plenty and accounts for widespread illness, starvation and fighting in many parts of the world. These areas are not ready to confront fresh troops of the invaders.

THE ARMING

Paradoxically, some people reacted in exactly the opposite manner, helping anyone they could with what little they had. This has produced strong communities that are prepared to go to the wall in defense of their neighbors. Thousands of small acts of kindness have

WAR!

LOS ANGELES (AP) — Earth has been invaded by alien beings and over 50 nations, including the United States, have announced that states of war now exist.

The attacks came without warning in America, Africa, and portions of Europe, and contact has reportedly been lost with the nations of Indonesia. Land, sea and air battles are currently being fought between the armies of Earth and creatures that defy conventional description. Initial reports of dragons over England and dinosaur-like creatures in New York City, earlier dismissed as "mass hysteria" by government sources, have now been confirmed.

Scientists have refused to speculate on whether there is any connection between the invasions and recent violent weather patterns, although one National Weather Service meteorologist, speaking anonymously, stated, "If we're up against people who can control the weather, I'm not betting on our chances."

The Joint Chiefs of Staff, meeting in an emergency session in Houston, TX, issued a statement late yesterday firmly denying claims that the invaders came from outer space.

"That's utter nonsense," Brigadier General Douglas Keith said. "With our satellite detection systems, we would have spotted them before they got anywhere near the surface of the planet. This is a well-planned attack, probably backed by a hostile superpower."

In other developments, acting President Dennis Quartermain assured the American people

NORTHWEST FALLS!

by Melanie Nichols

L.A. Times Staff Writer

STOCKTON — Oregon, Washington and northern California have fallen to the invading armies of Baruk Kaah, military sources confirmed today.

US Army and Marine units have suffered a series of devastating defeats throughout the Northwest. Hampered by poor visibility, unfamiliar terrain and equipment failures, the military has been unable to make any headway against the primitive army of humanoid lizards currently entrenched on both coasts.

Debate continues to rage in Houston over plans to launch air strikes against the invaders. Critics charge that the percentage of innocent life lost would be too high, while proponents of the plan say that those captured by the enemy should be considered lost.

Marines continue to fight a valiant holding action in the Silicon Valley region, where modern weapons have reportedly retained their effectiveness. Air drops of supplies and ammunition have met with mixed success, and communications into and out of the area have been unreliable.

"That's to be expected," said Captain Robert



bolstered communities across the country. These areas ARE prepared to face the invaders, and relish the opportunity to do so.

One such area is Los Angeles. Though there are many disenfranchised people in this once abandoned, strife-torn city, there are also many people pulling together on a local level to help their neighbors. This is contributing to a strength of character that is essential in repelling the invaders. These "weapons of will" are more important than guns and spells and advanced gadgetry.

Nowhere is this spirit more visible than in the Mayor's office.

THE ALLIANCE

To meet the threat of relentless edeinos armies to the north, Los Angelenos had to band together. Though there were outbreaks of racial violence and an increase in gang violence, overall the people of this city pulled together to keep each other alive and healthy. This spirit of grand alliance did not flourish everywhere, but where it did appear, people flourished as well.

Lakisha Nelson's ground-breaking documentary, *The Kidz Got Left Behind*, covers this side of life in Los Angeles.

Los Angeles Times

June 20

LOS ANGELES DESERTED

By Manuel Cuebas

LOS ANGELES—In the most important story in the history of the world, everybody has left the city, and I'm running the paper with my friends Cam, Randy, Ty, Vic and Bonita.

Yes, that's right. I'm running the paper now. Everyone else is gone outta here, like a bat out of hell. But I heard on the shortwave that not everywhere is taken over by the lizards, so we're going to hold out here. We're not going to run away! We're keeping the doors of the *Times* lobby open, so people who need shelter can come in. If you got any news, some of our phones still work. Call us! Or come by the building.

THE DELPHI COUNCIL



FROM: The Delphi Council, Houston
TO: The Tempest Fugitive Storm Knight Base

Congratulations on the establishment of your new base. We at the Delphi Council would have been happier had you informed us of your intent personally, rather than leaving us to ferret out your presence through our covert intelligence channels, but we welcome you nonetheless. This letter is to extend our official greetings, and inform you of the proper channels for coordinating your actions with this office.

Your Delphi Council liaison will be Lieutenant Colonel Randolph Merks. He patrols the Pacific seaboard for us, and will be stopping in periodically for surprise inspections and briefings.

We would like to know the names of your "Storm Knights" and get a dossier on their "powers" so that we can perform a background check on them. You never know when agents serving ruthless foreign powers will try to pass themselves off as Storm Knights and infiltrate your ranks.

Serving the nation,

Raymond Bates
Delphi Council Response Coordinator

And in so doing become myself part of the Storm Knight Registration and Limitation Act? Allow officials to gain a thick sheaf of papers about me in a large metal drawer in the land of Texas? Thank you, no, Sir Response Coordinator.

— Kuda Kaah

The wise Kudu speaks for us all.

— Maki

I think Lady Constance ought to handle our reply. I don't think I'm polite enough to keep from blasting his head off.

— C.W.

I concur completely.

— Brythande



Dear Mr. Bates,

Thank you for your lovely letter. So kind of you to take time from your busy schedule coordinating the national recovery to write to us, dear boy.

We apologize for not informing you of our official opening, but as you can see, we have not made our official announcement yet. We will not really be open for business until we take possession of our new headquarters in two weeks. At that time, you will receive our official letter of introduction.

In the meantime, you can pat your intelligence lads on the head for their jolly good work in ferreting out our plans. But really, they could have saved such a great effort if they read the L.A. Times. Those nice fellows at the paper ran a cover story on our plans three weeks ago.

Thank you so much for assigning Mr. Merks to us. How thoughtful! Oh, please make sure he schedules his surprise briefings at least two weeks in advance. Sadly, our automated security system has only one response to surprises.

Oh, dear, more bad news. Our members have voted down turning over their true names and powers to the Council. We hope this does not unduly inconvenience you. However, you have convinced us that we must be concerned about "agents serving ruthless foreign powers" trying to infiltrate our ranks. We have decided that we will allow you to turn over your files on all such persons to us, that we may be certain we have none as members.

We shall arrange with our technical people to receive the data. Thanks ever so for your lovely letter.

Serving the World

Lady Constance

*Lady Constance Grimorum,
Tempest Fugitive Storm Knight Base*

OFFICE OF THE MAYOR
CITY OF LOS ANGELES

Thanks for the Hope
by Mayor Terri Bender

Hey, is this more "Storm Knight Registration and Limitation" stuff? — KK

First, my thanks to Lord Brythande for his generous offer to include a few words in this volume. Anything I could say would be meager compensation for the sterling band of heroes who saved our city, nation and world. Instead, I'll express my appreciation, and the appreciation of my constituents, with a pledge to long remember and long consecrate the memory of those who fell in the service of humankind.

I further commit all the resources at our disposal to furthering our defense. All Storm Knights can count on assistance from the Mayor's office in their ongoing struggles. Feel free to stop by and introduce yourself.

It's nice to have heroes, but let's all remember whose struggle this is. It is the duty of all people to shoulder the burden of the reclamation of the planet.

During our three week Global Victory Celebration, we'll be paying tribute to 300 ordinary citizens who showed remarkable heroism during the darkest days of the Possibility Wars. I invite all Storm Knights reading this to come forward during the celebration, receive our thanks, and remember just who you are fighting for.

It seems that we "Core Earthers," especially we Americans, fare better in a crisis than during business as usual. Our best side comes out during wars.

Now we are pulling together and rebuilding, restoring and reclaiming our world from the invaders. Join us, and let us know how we can help you.

Sincerely,



Terri Bender,
Mayor, City of Los Angeles

Evidently, squashing individual liberties counts as part of their best side.

— Skyjack

Come on, Skyjack. You know Mayor Bender is not responsible for President Quartermain's actions — or, should I say, the Delphi Council's decisions. And Kudu, I don't think we have anything to fear from her — she's extended us a lot of freedom, and has been an advocate of the rights of Living Land expatriates.

— Dr. Wilde

"KIDZ" PACKS EMOTIONAL PUNCH

by Annie Halsey

The most amazing film to emerge from the recent spate concerning the war is clearly Lakisha Nelson's *The Kidz Got Left Behind*. It's a harrowing account of life in Los Angeles during the mass exodus that followed the invasion of the United States.

Nelson, a film student at UCLA, was in the right place at the right time to capture some of the footage both appalling and inspiring. In a world saturated with astounding and unbelievable film of magic, miracles and colossal destruction, her images stand out. They capture something missing from the shocking war footage that kept us glued to our television sets for so many weeks: they show the human element of the war.

THE STORY OF THE STORY

Nelson had borrowed a wealth of film gear from the UCLA labs only a week before the invasions began. She was working on *Half of Half*, a film about the music and gangs of Compton, as seen through the eyes of the young women living there.

As shooting began, so did the edeinos' attack. Suddenly, dazed and wounded troops were wandering into Los Angeles with wild tales of monsters, and lizard scouting parties were making scattered raids on the city. Rather than fleeing, Nelson kept her cameras rolling. As she said in a recent interview, "All my friends said, 'Girlfriend, who you filming that for? No one's ever gonna watch it. It's all over.' I said, 'So?' I didn't have a good answer or nothin.' I just wanted to film it."

And film it she did, capturing some utterly shocking material. We've all seen the footage Storm Knights shot of the bridge in New York and cities overgrown with jungle foliage. We've seen the terror turn people against each other as they fight over food or a flashlight. We've seen incredible horror in Europe, Africa and Indonesia.

But what we had not seen were once-divided neighborhoods pulling together to protect and defend one another. We had certainly not seen this among neighborhoods and people that most of the nation had written off before the war began.

This film seems to say, "What the invaders did to us was horrible. What we did to ourselves afterwards was worse. How we overcame our own demons took more courage than overcoming the invaders."

But after raising us up to that height, Nelson does not let us stay comfortable. The film closes with the words of Davin Brooks, a member of the Raiders, an L.A. youth gang.

"I'll tell you something about the Possibility Wars," he says, staring intensely into the camera. Staring at us. "I got in touch with power. Not power over some guy from another gang. Real power. Power over life and death."

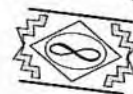
"With no one between my neighborhood and the lizards but me ... I had a gun in my hand. I had permission — power over life. First time I pulled that trigger, something surged through me. For the first time in my life, I knew what it was to be powerful."

"Then the police came back and took that gun away from me. Told me my services would not be needed. That now I was the threat. That they would kill us if we kept protecting our streets. That ain't right. But it's going on right now."

Nelson may not have a chance to make her original, fictional film, but she has found a voice as one of our premiere documentary filmmakers. I eagerly await her next work, reportedly a film on L.A.'s reviving business community. But now that she has covered the Possibility Wars with such sensitivity, I can't imagine her doing a film about anything else.

THE AFTERMATH

Now that the major threat to their safety has apparently passed, Los Angelenos are picking up the shattered pieces of their lives and attempting to move on. It is a testament to the indomitable will of humans beings that so many are able to return to vigorous, healthy lives after so great a trauma. Some people still live in the hills, afraid to return to the city that was so hard to leave during the "Two Week Traffic Jam," but in the main, most people seem happy to be back in L.A..



Maybe that's because most people have no clue about the Tharkoldu infestation or what the Kanawans are really up to. Ah, ignorance is bliss ...

— Skyjack

**SUNNY,
TRENDY**



LOS ANGELES

WE'RE BACK! AND BETTER THAN EVER! AND WE'RE READY TO TAKE BACK WHAT'S OURS!

Come on back to L.A. It's everything you've heard, and more than you've ever dreamed.

We're open for business again, with even more to offer than before. Regardless of what you've heard about movie studios deserting the city, we're still the Entertainment Capital of the world. The only long-lasting effect of the invasion has been to give our special effects companies a boost. You never know what you'll see filming on any city street. Sometimes it looks so real, even we're fooled.

Our parks, shops and restaurants are open for business again, even better than ever because of the tough times that are now behind us. Only a madman or a businessman committed to his business would be here in times like these, so you know you're getting top quality for your money! Best of all, there are lots of jobs available as businesses reopen!

For those of you still living in the hills, forget it! That's no life for you! Come on back. We've reclaimed many neighborhoods, and more are made safe every day. Come on back to the glitz, the sparkle, the sheer adrenaline-booster excitement of life in the city.

And for you investors, Los Angeles offers a large population of cheap labor, as enthusiastic young

people return, eager to work hard in competitive-wage paying jobs!

So come to sunny Los Angeles. It's everything you've heard. And more! For people who prefer living on the edge to living in the sticks, consider living in Los Angeles. It has all the style, all the glamor, all the excitement — and our cars still work!

LOS ANGELES: IT BEATS LIVING IN THE LIVING LAND!

Yes, it is still sunny sometimes. The storm clouds have dissipated a lot of the smog, so when it's not raining, the sun shines! And there's no more drought — yes, plenty of water now for home and office use, and nowhere near as many mudslides as you might expect.



TWO

LOCATIONS IN A LOST CITY

Of all the cities in the U.S. that survived the initial invasion relatively intact, Los Angeles suffered the most. The hordes of the Living Land took their toll on the city, as fear of total annihilation ran rampant in the minds of its citizens.

Now that the threat of edeinos massacres is apparently past, the locals must deal with less obvious dangers. They are becoming aware of invaders from the Cyberpapacy, Aysle, the Nile Empire, and Orrorsh. They remain largely oblivious to the invasion from Japan, and, though aware of the Tharkoldu incursion, this makes itself known more as an underlying, almost indefinable feeling of dread in many. Most people strive for rational explanations for the creatures they see late in the evening, or the bizarre devices that move through their streets, breaking down objects into their raw materials. Those who talk of winged demons are dismissed as lunatics — after all, the lizards have been repelled, and they were the only foe Americans needed to fear.

The financial district was particularly hard-hit in the wake of the invasion, as the Kanawa Corporation moved in with a vengeance. The Rauru Block is working with local businesses to stimulate growth and protect fragile American-based business from further predation. Fear of further loss of revenue has driven corporate managers to send spies throughout the industry to check on the trustworthiness of those with whom they deal. It is a time when fear and mistrust rule, and those traits may be all that has saved the financial community from complete conquest by Nippon forces.

Bel Air and Beverly Hills are still the playgrounds of the rich, but now they are heavily defended areas, patrolled by private security forces. The jaded L.A. youth, certain they have no future, have wild, hedonistic, and sometimes dangerous parties.

Anaheim, the home of the world-famous Cosmicland, has refurbished the magical theme park. The decision by its owners to reopen, despite the example set by larger amusement parks which opted to leave California, was seen as a sign that L.A. was on its way back. Attendance is way up, despite reports of a techno-demon haunting the park (dismissed by park spokesmen as merely a man in costume preparing for a future publicity stunt).

Human gangs in Compton battle cyber-

enhanced slaves of the techno-demons, slaves who used to be their friends; and pick up the pieces from a recent war between the Tharkoldu and Kanawa armored warriors. Werewolves prowl Whittier. Ghuls stalk Glendale. Elven sorcerers hobnob at Hollywood parties. Decadent cyberdeckers call on their jaded comrades to "jack in, turn on, jack out." Arty neo-Gothic, post-punk vampires prey on the posh resorts of Beverly Hills, mingling with rich youths looking for cheap and deadly kicks. Nile gadgeteer-nerds unleash anarchy in Torrance and Marina del Rey. A ninja gang is turning Monterey Park into its own feudal kingdom. A ravagated gang of psychic parasites haunts the ghost town of Pasadena, draining possibility energy from the locals. Edeinos warriors come down from the hills to hunt.

And Sterret rules Bellflower.

Times look dark for mankind. But not everything is grim.

Sometimes it seems like hope and recovery are just around the corner — in the neighborhood theatre.

FALL AND RISE OF THE DREAM MAKERS

Los Angeles was always most famous for its major industry, movie making. Los Angeles was Hollywood, and Hollywood was "Tinseltown." The industry produced hope and inspiration, thrills and chills for both a



Tempest Fugitive Storm Knight Base
Los Angeles, CA

Dear Mr. Skyjack,

Thank you very much for your recent proposal, "Skyjack and the Wilde Knights." We at Nebula Productions may be interested in seeing a full screen treatment of this project, with the following changes:

We would prefer to see a greater emphasis on Dr. Wilde's character and perhaps Mr. Tremayne, and less on yourself. No offense intended, but the Cyberpapacy is not very popular in America at present, and forget overseas distribution. We feel characters more appealing to the average Joe on the street would be better box office.

Secondly, the character of Maya — make her older, so we can get a few love scenes into this. We already have a few people in mind for the part — right now, we're thinking of Candy Northern, the star of "Blood Gospog Finishing School Massacre." We see her as getting involved with Tremayne (we have an ex-jock set up for that role). Nothing too steamy — we don't want to go higher than PG-13.

The guys upstairs were very impressed with the whole idea (Storm Knights are in right now). They may want to bounce it over to the TV people for an animated series (we're already working on "The Adventures of Skippy the Edeinos" for Saturday morning). One thing: the production veep wanted to know what you would think of turning the film into a musical. He's got this sorceress babe he's looking to fit in somewhere, and she's supposed to have pipes. Think you could write her in somewhere?

Fax me and let me know what you think, Skyjack. You've got a great future in this business, kid, and I've seen them all — Welles, Koch, Mills, Tal-tu. Give me a call next time you're in town and we'll do lunch.

Love ya,

H.G.

Howard Glassman
VP for Project Development
Nebula Productions

GENERAL AUDIENCE

ADMIT ONE

Rex Able: The Motion Picture

ADMIT ONE

Rex Able: The Motion Picture

nation and the world. It was an age of glamour and excess that lasted three quarters of a century.

But after the invasion, the movie capital of the world suffered an embarrassing and potentially terminal setback when the major studios packed up and departed for Florida, leaving behind only an assortment of smaller, struggling independents. What was Hollywood without movies? It was unthinkable.

But as Armando Glenn, producer of the TV show *Rex Able, Freelance Fighter* puts it, "Hell, we're glad to be rid of 'em. That bunch of sorry weasels have had movie-making locked up, and everybody else locked out, since forever!"

HOORAY FOR HOLLYWOOD!

Many filmmakers were determined to stay behind and make movies. Some are now doing their best work ever. The destruction of the old L.A. lifestyle brought in a new breed of filmmakers, people interested in the medium for the political punch and propaganda value their celluloid illusions could have.

You can take the movie industry out of the city, but you can't take the movies out of L.A.!

Movies and the film community are an integral part of the psyche of the natives of Los Angeles. The world of illusion is ingrained on the cultural imagination here as it is in no other city. So it's no surprise that when much of the multi-billion dollar movie industry flew south to Florida, the locals saw it more as a minor inconvenience than a major loss. From the Valley to the Hills, smaller studios began cropping up like Southern California brushfires. (Well, like brushfires before the proximity of the Living Land and pollution from Kanawa factories combined to bring almost constant rain.)

DREAMS OF STRANGERS

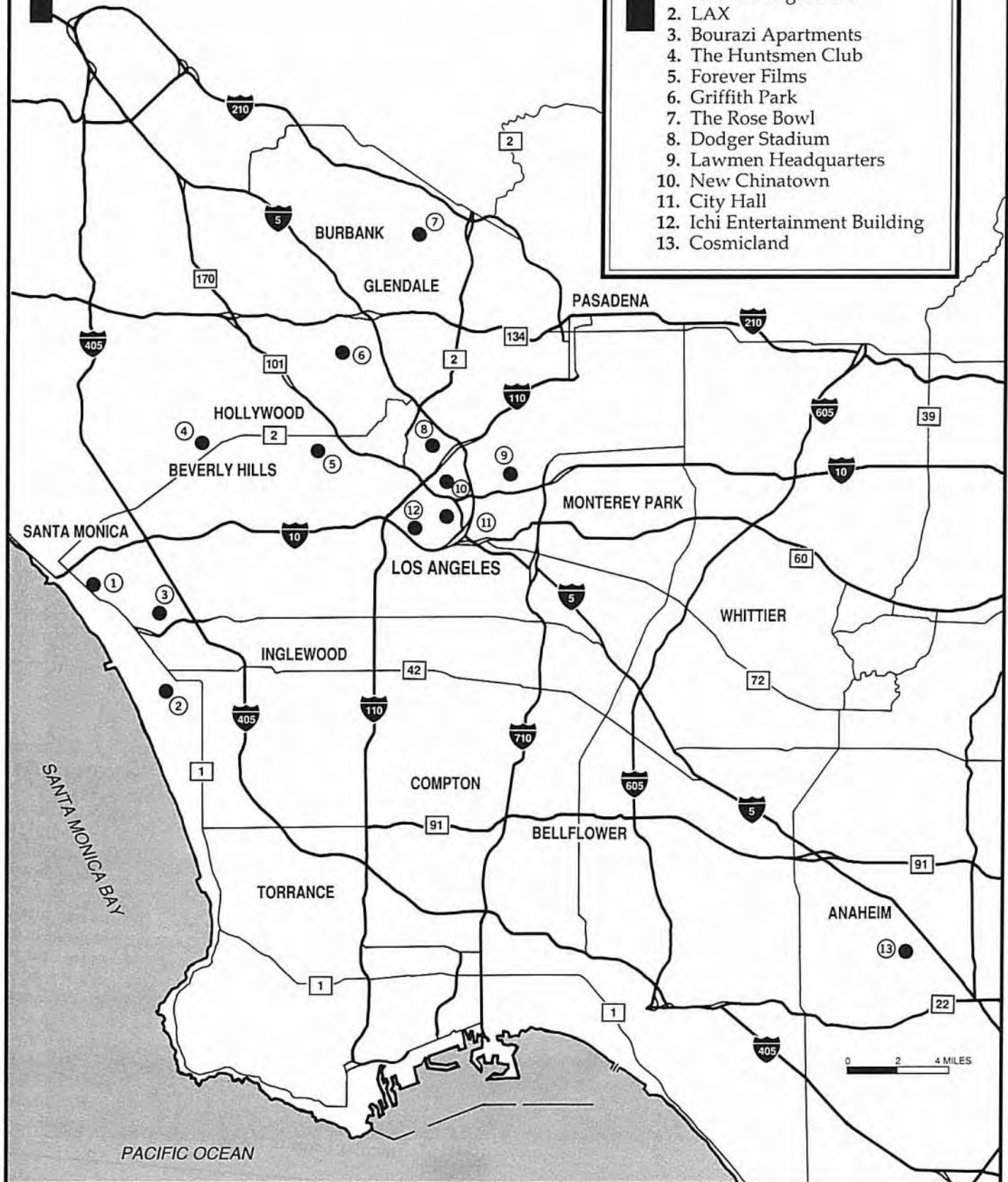
Ironically, the invasion gave Hollywood a fresh burst of life, as producers gained access to more realistic special effects and a new breed (literally) of stars.

The movie makers' art is suddenly of tremendous importance. The crafters of illusion always knew they

LOS ANGELES AREA FREEWAY SYSTEM

KEY

1. Tempest Fugitive Storm Knight Base
2. LAX
3. Bourazi Apartments
4. The Huntsmen Club
5. Forever Films
6. Griffith Park
7. The Rose Bowl
8. Dodger Stadium
9. Lawmen Headquarters
10. New Chinatown
11. City Hall
12. Ichi Entertainment Building
13. Cosmicland



A CITY REBORN

Transcript of a speech By Simon Kurtz, author of *L.A.: Crystal Dreams*

Los Angeles was 12 million images in search of a personality. The official culture of the city was pretty minimal before the war — mostly imported stuff, transplants from New York. But now that's all changing. It looks to me like the street culture is the most exciting. It has more energy than mainstream culture.

There's an enormous amount of multi-cultural energy right now: Cyberpapal metalheads, elf bluesmen, Chicano hip hop, Nile sacred dance, Living Land rappers, and so on. The interchange across boundaries of art, music, and dance is incredible. To say nothing of the interchange of ideas between realms.

I'm glad so many beings from other realms are coming to L.A. We don't just have to see this as a danger, though I admit it's sometimes scary. This is an opportunity we can welcome.

There's a tradition connected to living in the west: you can pick up and leave whenever you want. If you use up an area, you can move on to another one. You can get a second chance, a new start somewhere else. That's the myth of the west: freedom. You carry your house with you. That's what we're seeing now with the edeinos. It's nothing new, it's just a new breed doing it.

Speaking of a new breed, we're seeing a lot more neo-gothic "death chic" kids. You know, kids in black with strange crosses and sometimes cyber-implants. With the Cyberpapacy and this strange demon business, that's a natural reaction, I think.

People here are seeking out spiritual values again. Not just lip-service religion, either. They are digging down into the roots and traditions of Earth religions, or adopting the mystical traditions of the edeinos or Nile denizens. And the rest of the country is following suit. It's like Los Angeles is the third eye of the country.

could shape public opinion, but now they suddenly find it in their power to make films that can divide mankind, or focus man's collective efforts in defense of their home reality.

Orrorsh, the Nile Empire, Nippon and the Tharkoldu have all attempted to get their respective feet into Hollywood's door, with an eye toward making self-serving films. Their agents recruit Hollywood royalty to make movies designed to weaken and divide people. Storm Knights are advised to be especially vigilant when perusing Hollywood trade papers.

The Kanawa Corporation has invested heavily in Hollywood, and is putting sublims in their "American" movies. Making use of Ichi Entertainment's Burbank facility, Nippon agents are trying to make their norms more palatable to American audiences. Kanawa-owned advertising agencies have been working at selling the mega-corporation as a staunch ally of the United States.

The Tharkoldu have smaller movie holdings. Their lone studio, Slave Labor Films, makes horror movies that literally leave their audience in pain and misery — adding a whole new dimension to the "slasher film."

The Horrorshow is a new studio financed by unknown parties from Orrorsh (although the hand of Skutharka is strongly suspected). It makes relatively primitive films for import to Orrorsh, designed to further demoralize the locals. Their efforts pale into insignificance, however, beside the aforementioned Slave Labor productions.

The Nile movie studio Forever Films suffered some severe hits from Storm Knights, but is still in business, continuing to experiment with a technology to make

monsters spring to life from the silver screen. A displeased Doctor Mobius has ordered that the film studio house a terrorist base as well. This has put studio director Kabar in further jeopardy.

CULTURE WARS

As a result of this turmoil, films are particularly rich and vivid right now. The participants are literally vying for the hearts, minds, and imaginations of an entire world. These are wars to define America, the world, and ultimately the entire cosm.

Journal of Psychology, Issue 327, page 65

Psychologist Claudine Kipros states, "Surprisingly, the people who adjusted to the invasion the fastest and with the fewest emotional problems were people who were avid readers of science fiction and fantasy literature prior to the invasion. Imaginative people who played those paper roleplaying games not only adapted, but could actually thrive in the frightening new environment."

This may help explain the resurgence of interest in Cosmicland. We, as an invaded people, need to understand our invaders. Cosmicland is a safe and utterly unique opportunity for people who do not read speculative fiction or play imaginative games of amateur psychodrama to confront an often nameless and faceless enemy, and come to terms with that enemy.

Ms. Kipros said, "I think the revitalization of Cosmicland is perfectly healthy. I think we'll be seeing a lot more interest in fantasy, science-fiction and spectacular leaps of imagination in everyday life."



Hix Flee Stix, Boost Cosmix

Every year, millions of pleasure seekers pass through Cosmicland's portals to experience thrills and enchantment in Medievalland, Natureland, Horrorland, Westernland, and Futureland. When the Possibility Wars hit (hey, how come nobody's done a movie called *The Possibility Wars*?), everyone fled to take up the rural life of country hicks in the mountains.

Cosmicland gate receipts plummeted, and the theme park ran on a skeleton crew through the most difficult weeks of "The Big Gray One," and finally closed its doors. Eventually, the temporary natives left their rural hideouts and returned to Los Angeles, but Cosmic Inc. despaired of reviving the flagging sales.

It goes something like this: when a nation's greatest enemies are real dinosaurs, jungles, spacemen, monsters and knights in armor, the last thing people want to do with their leisure time is pay to go see artificial dinosaurs, jungles, spacemen monsters and knights in armor. As Cosmic CEO Michael Reynolds lamented in a recent interview, "I felt a little like I was running Germanyland and Japanland at the start of World War II."

But as more and more people began returning to the city, the crowds started streaming back to Cosmicland in unprecedented numbers. Old attractions were refurbished, and new ones built to capitalize on the new residents of Earth. We have no idea why this is, but people just can't seem to get enough of movies about the invaders and theme park attractions having to do with them.

You can call it masochism, perverse curiosity, or the "Stockholm Syndrome" turned inside out, but Cosmic Inc. calls it cash. Expect still more attractions based on the most insidious, other-worldly invaders from the incredibly



Anaheim

Anaheim is most famous as the home of the fabled Cosmicland, the principal industry of the area since the amusement park's major competition closed.

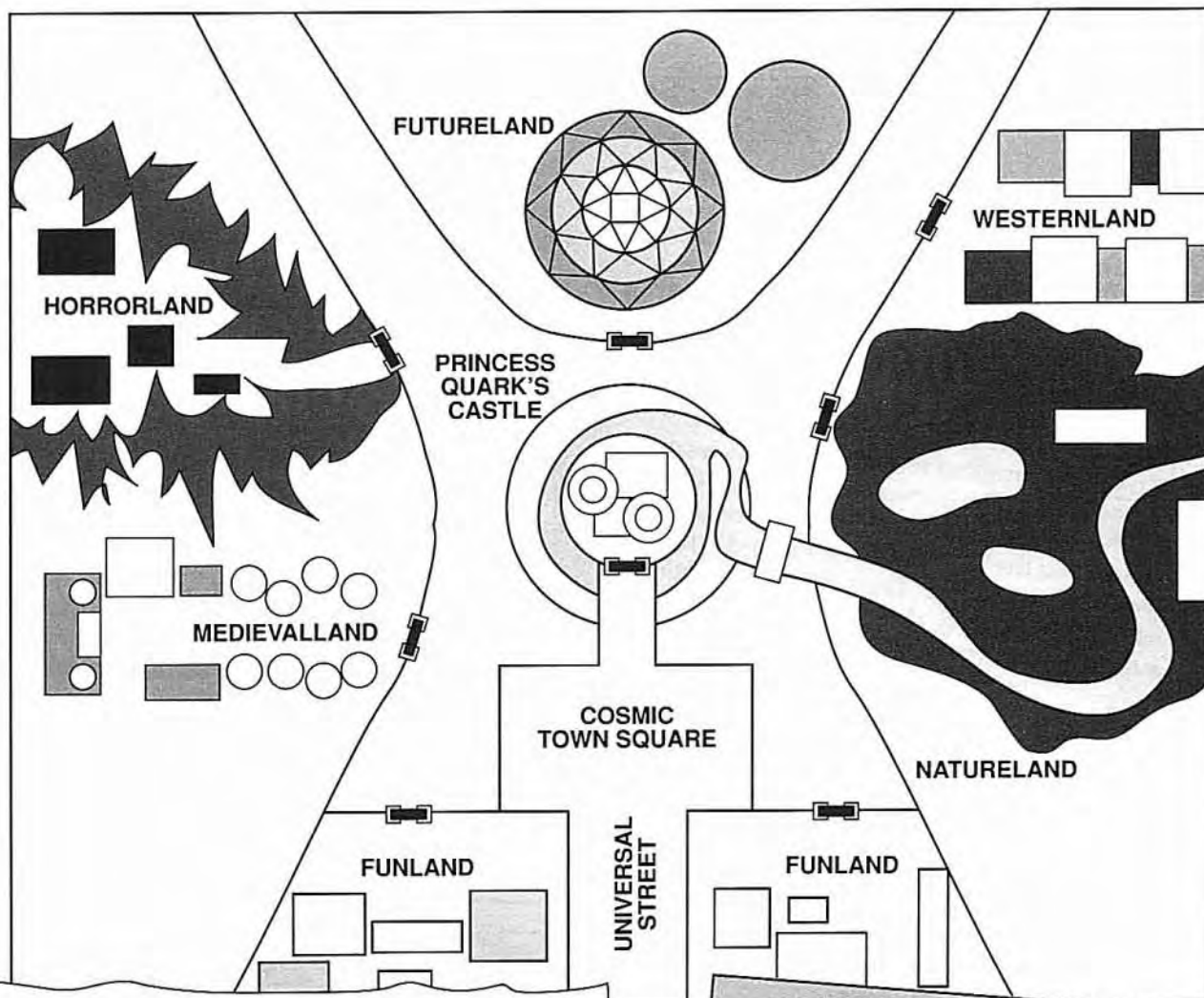
Cosmicland's glitz, magic, exhilaration and substantial illusion exemplify the spirit of Los Angeles. Its voracious appetite for additional land exemplifies the Los Angeles spirit of acquisition and gold rush fever.

**EAT ALL YOU WANT AND DROP FLAB THE
ENCHANTED WAY ON THE PELLA ARDINAY
FANTASY DIET**

Real Monster Kills in Cosmicland!

GRISLY MURDERS HUSHED UP BY GHOULISH PARK OFFICIALS

COSMICLAND




COSMICLAND
REDISCOVER THE MAGIC!



OK, friends, someone needs to go on a bug hunt down in Cosmicland, but do it without frightening the natives. The Cosmic security is pretty fierce about outside specialists coming in, but they can't do the job alone. Cosmic Inc. has boosted the reward to \$750,000. If I understand my dollar-to-royal conversions right, an independent Storm Knight team could get firmly established with that kind of money.

— C.W.

I fear we've collected conclusive evidence of Sterret's "Operation: Flytrap." I refer to his recently hatched plan to increase urban terror in the Bellflower area by making it easy to get into his locus of control, but hard to get out.

We suspect that synthcyclers have been programmed to attack the structural supports of the on-ramps that would allow drivers rapid departure via the freeways. We need a team to follow a municipal repair crew to the site and insure that the workers are protected while the work is completed. Then the Storm Knights must remain in the area to await the synthcycler attack, and defend the on-ramps.

— Tremayne of Aysle

Best I can figure, the demon boy's got a Grid chunk there, possibly set up in one of the attractions. I'd suspect the new Captain Io show. Anyway, the entire Cosmicland computer net is jacked into it. The demon's weakness is that a lot of the low-tech PCs used by the Cosmic employees are really smart terminals which hook right into his VX world. The demon's greatest strength (his Grid control) is also his greatest weakness. A decker can get a lot of play time in on the Grid before the demon surfaces to attack. I recommend trying a passive breach.

— Skyjack



That's a lovely plan, dear. But may I suggest that it dooms us to an endless round of one-upsmanship with a demon who holds the "home court advantage," if I understand Miss Nelson's use of the term.

Sterret can effortlessly destroy what we painstakingly repair. So I suggest we use their tools against them. Rather than destroy these "synthcyclers," I recommend that some of you mechanically-oriented lads and lasses seek a way to teach the offending machines to defend those highway ramps. I believe you call it "reprogramming."

A battery of synthcyclers defending the ramps can split the enemy's forces without taking up our valuable time.

— Lady Constance Grimorum

THE ATLAS GUIDEBOOK TO LOS ANGELES



BELLFLOWER/ COMPTON

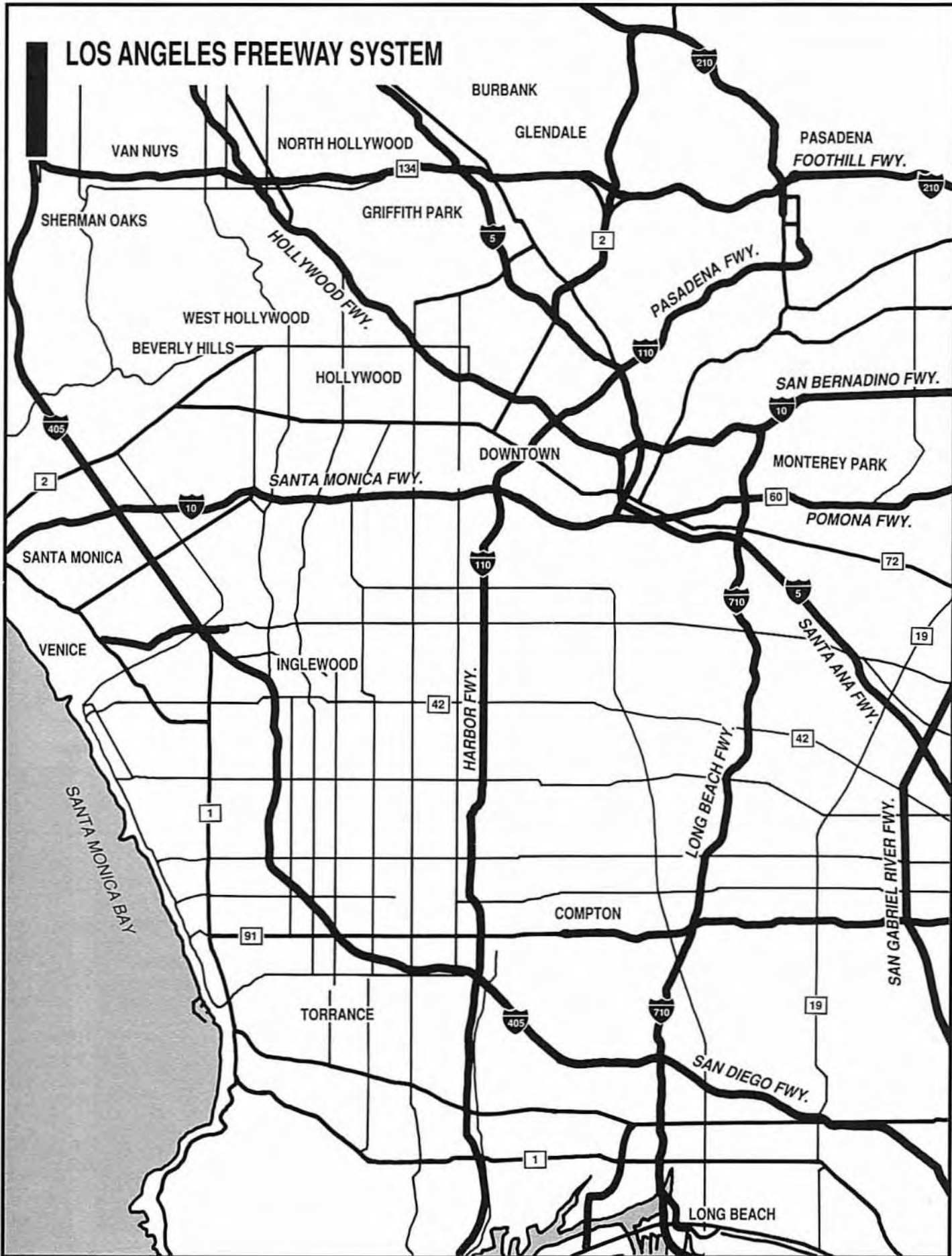
BELLFLOWER

These areas were not in the best shape before the Possibility Wars, and now they are exceedingly dangerous. They have little to offer the cautious traveller, and we strongly recommend avoiding them.

Beware of accidental exits from the Long Beach

Freeway (710), San Gabriel River Freeway (605), or the Riverside Freeway (91), as you could end up in these poorly defended war zones.

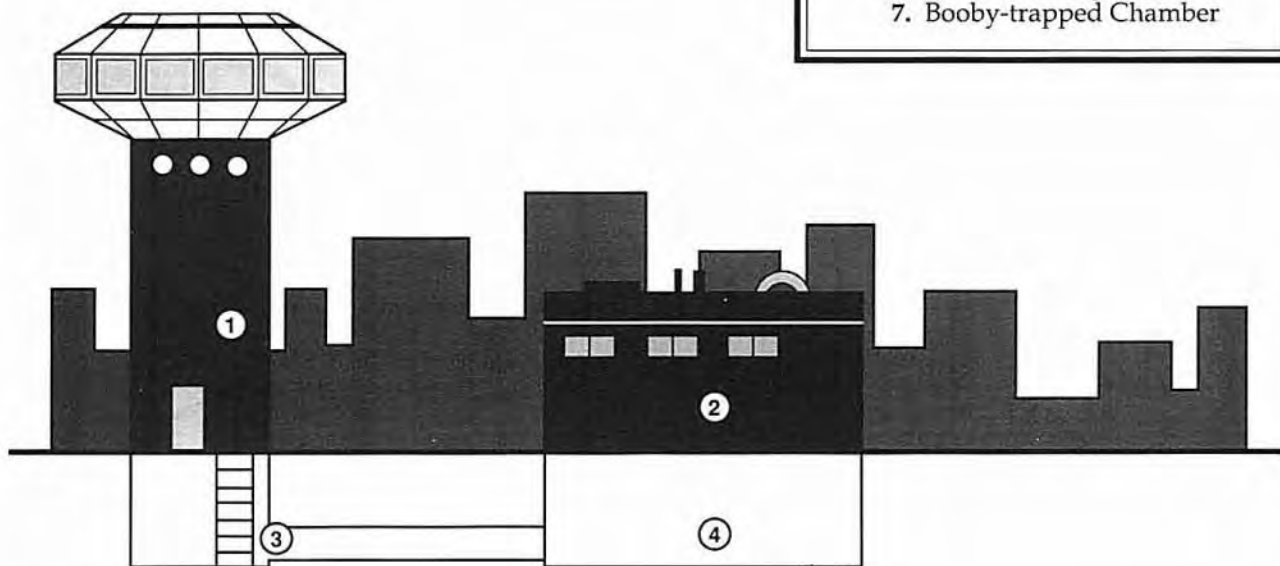
Though the off-ramps are still in good repair, the on-ramps seem to be damaged anew as quickly as they are repaired. We won't give credence to the horrendous rumors that the mechanical men reported to be there are trying to trap unwary travellers. We'll just say watch your exits carefully and be careful.



TECHNODEMON CHOP SHOP

KEY

1. Watchtower
2. Booby-trapped Warehouse
3. Underground Entrance
4. Underground Chop Shop
5. Cells with Cyber Implants
6. Demon Headquarters
7. Booby-trapped Chamber



TECHNO-DEMON SHOPPING SPREE

by Kudu Kaah

I understand not the frenzy with which you Core Earth humans scurry to acquire dead things in greater and greater numbers. As well I do pity the great spiritual void that must exist in you, that you should rush to fill it with dead things. But I do, as your great men say, defend to the death your freedom to do it.

So it is with great worries that I tell you about a fearsome Tharkoldu plan. The half-dead demons have used their makermods to produce bad goods. Among their danger wares are metallic clothes made of monofilament thread. As the threads work loose, they slash skin like a shirt full of razors. Other stuffs are electronic gadgets that make sounds like ocean roar for the person's relaxation time. They have low-level agonizers built in, that make the person suffer as he tries to get rid of his anxieties.

But I must wonder. Why go to a dead box that tries to sound like the ocean, when the ocean is a short pilgrimage away? Or why not meditate beneath a tree?

Two Storm Knights died to get us this map of a techno-demon chop shop; the torture chambers where street kids are turned into cyber-horrors. It's on the corner of Palo Verde and South Street.

We've seen the cyber-enhanced punks coming out of the warehouse, and so we thought the warehouse contained their operations. We were wrong. It's nothing but an ambush site with traps and mines.

To avoid the explosives, enter through the Watchtower and travel through the underground section of the warehouse.

— C.W.

TECHNO-DEMON SHOPPING SPREE II

By Skyjack

OK, OK, lizard brain. We've heard the Lanala proselytizing before. Sure, you guys are so pure, and us people that use tech are half-dead scum. Well, I'd rather be half-dead than a fungus-eating scale-back! Besides, who are you to put down tech? I've seen you watching movies with your lizard beak hanging open like a five-year-old Earther ord! Pure tech MOVIES, you two-faced, scaly, three-toed, big

TECHNO-DEMON SHOPPING SPREE III

by Lakisha Nelson

OK, OK, shut the hell up, both of you. Let's get to the point, OK? A Storm Knight team has gotta get down to these Beverly Hills boutiques where these high-end consumer pain goods are being sold. Someone's gotta tell these boutique owners that they're in for some MAJOR lawsuits as this stuff comes out in the press. They gotta quit carrying the stuff, and we gotta track the distributors down to their makermod factories, and bust 'em up.

Who's up for this? It's gotta be soon, because I think we're just seeing the start of this wave. Right now they're just tainting high-end stuff, but soon they'll be corrupting general consumer stuff. There's already word that they're sabotaging soda bottles.

Last I heard, the danger wares were coming from the DePierro's on Rodeo drive and Eaton Way in Beverly Hills. The demons probably sold the razor clothes at a bargain price, saying the stuff was hot. So don't be surprised if the manager is resistant to talking. The agonizer/relaxers are coming from the yuppie store C.R. Designs on Wilshire Blvd. The store pays a lot of protection to the Conjure Stone gang, so expect mage trouble if you mess with them.

And if you are serious about getting around in Beverly Hills, have something besides a car. If you think you may have to chase some cyber goons or something, take a motorcycle. If you can fly or something, do that. Oh, and watch out for the Beverly Hills Preservation Force. They are an ugly bunch, and hate all outsiders.



BLOOD BANKING IN BEVERLY HILLS

By Lady Constance Grimorum

I fear that slashing clothing is not the full extent of our worries in Beverly Hills. We have long suspected that the Vampyre gang haunts this area, and uses the fashionable evening club called the "Blood Bank" as a source of fresh energy. They have cast their compelling spell over many rich people, and begun the ghoulish practices of blood-sharing and blood drinking as a diversion for the jaded youth of Beverly Hills. By tricking mortals into practicing vampyrism, they cover their own tracks.

The worst aspect of their control is that their wealthy hosts are financing extensive occult research into vampyrism, presumably in hopes that the supernaturally impotent members of the gang can learn how to pass on their vampyric curse. This would allow them to found an undead dynasty on Earth.

This must not be allowed to happen. The Blood Bank is on Roxbury Avenue in Beverly Hills — I implore that this report be checked out as soon as possible.

Sincerely,
Lady Constance Grimorum

BEVERLY HILLS

Everyone loves Beverly Hills. The ultra-chic shops. The posh restaraunts. The mondo-exotic sports cars. The wealth and glamour. The pretend wealth and pretend glamour. What could be more Los Angeles? Be sure to take in the shopping, shopping, shopping!

A note about driving in Beverly Hills: Wilshire Boulevard and Santa Monica Boulevard are for being seen in Beverly Hills, not for getting around. The traffic creeps along at a snail's pace at best. The adventurous will try the maze of narrow, one-way streets that comprise the rest of Beverly Hills. But remember the streets are made for leisurely sightseeing, not rapid travel.

Best of all, thanks to the heavily armed members of the Beverly Hills Preservation Force, the area is safe again.

GLENDALE

The Glendale area is a lovely community nestled in the foothills of the San Gabriel Mountains. Glendale underwent turbulent times after the inception of the Possibility Wars, but now is in great shape.

Suuuuuure! If great shape means fulla zombie monsters. The Forest Lawn Cemetery is crawling with reanimated celebrity corpses. We gotta find an antidote for the Relictin-V, and soon. Even that may not be enough, since the Tharkoldu are rumored to be making new strains of the stuff.

We need to collect some more ghuls for study. Preferably ghuls that haven't been demolished. Who wants to try this?

Also, we've heard the mages of the Black Diamonds have taken a few ghuls for study. I dunno about you, but I would not like to see what a bunch of Uthorion's renegade sorcerers can do with Occultech. We need ta stop them from getting any more ghuls. Maybe there's a clue somewhere in here to help us pit the Diamonds against the demons.

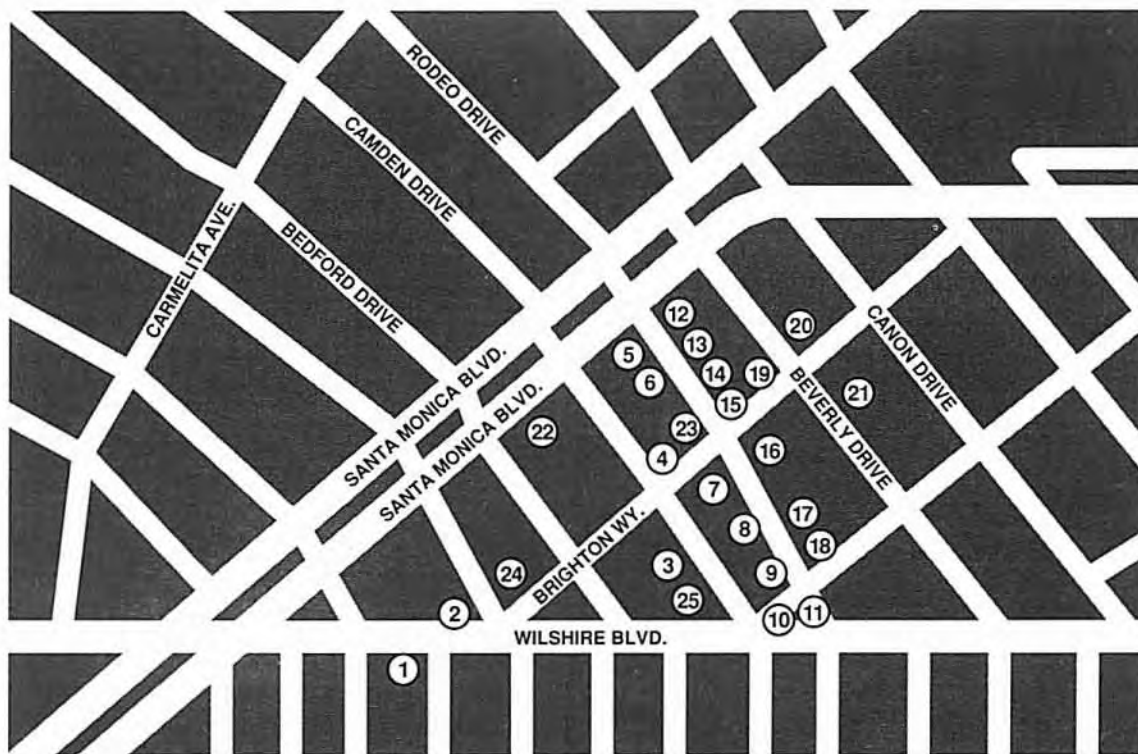
— Skyjack



Although the Ichi Building in L.A. has fallen to the Tharkoldu, the Burbank lab remains open. This is not such good news. The Special Effects Lab on Victory Boulevard is the site of an experiment in the bio-engineering of new forms of gospog and perhaps other creatures as well. I reconned the area in disguise, and made the following map of the FX lab. I have no real data on security, but expect it to be intense.

— Maki

BEVERLY HILLS



KEY

1. Saks Fifth Avenue
2. Merenda International Shop
3. Laureen Meade
4. Lori Clark and Company
5. Willis
6. Rodeo Assortment
7. Mister Smith
8. Bonterre's
9. Jeff Levine
10. Fitzroy
11. Michael Wallace
12. Ciara and Company
13. Renee
14. Eugenia
15. Jennie
16. Cartier
17. Tattaglia
18. Van Cleef and Arpels
19. Tiffany's
20. Elf Town
21. Gorden's
22. Black Diamond Headquarters
23. DePierro's
24. Eaton Way
25. The Blood Bank

THE ATLAS GUIDEBOOK TO LOS ANGELES



BURBANK

Burbank before the Wars was very much a company town, run by Cosmic Inc. and a few large film studios. The Cosmic Channel building dominated the skyline just as Cosmic Inc. dominated the financial landscape. With most of the major studios gone to Florida, a power vacuum was created. The Ichi Entertainment Corp. filled that gap, daring to venture where American companies feared to tread. The Special Effects Lab in Burbank remains a prime example of new investment revitalizing the economy.



DOWNTOWN L.A.

Downtown L.A. went from a tourist mecca to a battlefield in one short year. It's still an arts capital, with some of the best and most famous museums, music centers and theatres in the world. But going there entails some risk. The streets have been carved up by marauding gangs that consider the display of another gang's colors an act of aggression. You can still navigate the hostile streets if you take a few precautions.

1) Wear no overt signs of gang affiliation. This rule is not to protect you from the gangs as much as it is to protect you from the corporate security forces that strike gang members with impunity. Due to the recent "War on Gangs" hysteria and the subsequent loosening of due process laws, the security forces may attack first and ask questions later.

It is advised that you avoid wearing or displaying symbols that may resemble gang symbols. These include the hammer cross of the Pure, the dragon symbol of the Night Serpents of the Shadow Kingdom, and L.A. Raiders logos.

Although there are not a lot of local gangs in downtown L.A., the area is a magnet for outside gangs looking to control the prime L.A. turf.

For your convenience, the *Atlas Guide to Los Angeles* includes a list of these symbols at the end of the book, in Appendix A. This list is updated quarterly, and new symbols are available from the publisher.

2) Wear no gang colors when on the turf of a different gang. For example, the Night Serpents wear emerald green and black. While this goes over very well in Monterey and New Chinatown, it can spark assaults in downtown L.A., especially if the outfit has an Asian look.

Similarly, the red, white, brown and black of the Pure goes over very badly in Hollywood, where the Black Diamonds hold sway, especially if the clothes

have a European military cut.

Green hair, body piercing jewelry and implants are a cause for alarm in areas dominated by the Pure, as is simply being from someplace other than Core Earth.

3) Do not taunt the locals. This may seem obvious, but it is a necessary warning. Too many tourists assume that all strangely-dressed Los Angeles natives are quaint publicity seekers, unemployed actors hungry for attention, or flamboyant locals. Many are. But some are not, and those are the dangerous ones. Learn to recognize people from other realms, and do not antagonize them. You're in trouble if you expect the average gang member to dress like one and carry obvious weapons, or shove people as they walk down the street. Remember, these days a wooden wand can be a potent weapon, and those who look fashionably insouciant may really be completely psychotic.

Exercise caution, think before you act, and heed these simple guidelines, and your trip to downtown L.A. can be unforgettable for the fun instead of the frenzy.

ARCHITECTURE OF DOWNTOWN L.A.

Downtown L.A. sports some outstanding architectural flourishes. From the Bonaventure's five shimmering cylinders that appear to hover in the sky to the Art Deco movie palaces to adobe houses, Los Angeles has something for everyone.

As if to emphasize the commitment of the Kanawa Corporation to L.A., the new landmark that dominates the city is the gleaming black Ichi Entertainment Building, built on the site of the severely damaged NBC studio. Tours are available eight times a week. We can't wait to see the first productions from this exciting new studio.

MEMO

TO: All Ichi employees

FROM: Hirota Tamai, Executive Vice President

This is to inform all employees that, until further notice, the Ichi Entertainment building in downtown Los Angeles has been closed for repairs.

All Ichi business will be conducted through the Burbank facility.

Contrary to any rumors that may be circulating, our headquarters was not the site of an invasion by extrac cosmic entities. Rather, an electrical fire triggered an explosion in the film processing laboratory, resulting in an unfortunate number of casualties. This has forced

HOLLYWOOD



KEY

- | | | |
|----------------------------------|-----------------------------|---------------------------------|
| 1. Hollywood Sign | 6. Hollywood Walk of Fame | 12. Hollywood High School |
| 2. Hollywood and Vine | 7. Farouk's of Hollywood | 13. Hollywood Memorial Cemetery |
| 3. Ichi Records | 8. Hollywood Wax Museum | 14. Forever Films |
| 4. The Palace | 9. Mann's Chinese Theater | 15. Slave Labor |
| 5. Douglas Kent Memorial Theater | 10. Hollywood Bowl | 16. Horrorshow |
| | 11. Hollywood Studio Museum | |

ICHI BUILDING DESTROYED

by Ernesto Cannoletta

BURBANK: The Ichi Entertainment Building was rocked by a massive explosion yesterday, killing hundreds and rousing fears that the war is once again hitting close to home.

Witnesses stated that the explosion was accompanied by a black cloud, strange flashes of lightning, and noises described as "screeches and cries." Los Angeles Police Department spokesmen are denying reports that firemen sent to investigate the explosion never returned.

Police are also dismissing reports of bizarre flying creatures supposedly sighted in the clouds, claiming that they were no doubt birds from adjoining buildings who were scattered by the explosion.

Twenty-four hours after the explosion, the cloud remains in place around the upper floors of the gutted building. Health Department personnel flew along the fringes of the cloud this morning in specially-equipped helicopters, and stated that its substance is not toxic in nature. All fires in the building are believed to have extinguished themselves.

"This is a tragic day for the city," a spokesperson for Mayor Bender stated. "Despite the Mayor's differences of opinion with Ichi management in the past, she shares the grief of all Los Angeles, and extends her deepest sympathy to the families of those killed."

The Ichi Building must remain our primary target. Within its walls, the demons are breeding and soon they will overwhelm us all. Hit-and-run assaults are fine for now, but eventually we must challenge the monsters in their lair.

— Maki

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THE ATLAS GUIDEBOOK
TO LOS ANGELES

Hollywood

"I go to the flickering Wall of Dreams, and I see Goddess."
— Kudu Kaah

Hollywood, ah, Hollywood! Hope springs eternal in the heart of the film community. It seems that all the world—and apparently even people from other worlds—love the movies. Check out the legions of reserved, stoic Ayslish delegates who stare at the silver screen in awe and wonder. These people have seen real dragons fly. They have wielded real magic. And yet they are still overwhelmed by Bogie saying, "You played it for her, now play it for me."

Even bizarre creatures from the Living Land have fallen under the spell, and sit mesmerized by movies. After edeinosaurs expatriate Kudu Kaah defended Mann's Chinese Theatre from attack by his own people, he made his now-famous quote "I go to the flickering Wall of Dreams, and I see Goddess." He captured the heart of a nation of movie-goers, and reinvigorated the fading movie capitol. (Can a "Wall of Dreams" movie be far behind?)

THE FADING DREAM

No one does movies better than Hollywood. But the golden age of Hollywood was dwindling before the Possibility Wars. Studios were moving out, and so were the celebrities. After the invaders struck, the rest of the major studios fled, leaving only independents too poor to relocate. For a short, desperate time, it looked like Hollywood was dead, and all filmmaking gone to sunnier climes in Florida.

But this was not to last. Despite the larger studios relocating, the smaller ones that stayed began doing much better work, single-handedly revitalized Hollywood. The material that came out of Florida was mostly cranked-out fluff. The films from Hollywood seemed richer and more textured for the difficult times.

Part of this success is due to the arrival of some new studios. High-tech special effects from Japanese corporations are reshaping the face of film. Movie studios started by visitors from other realms are treating us to new visions.

Among the new studios are Forever Films, from the Nile Empire, and Horrorshow Studios from Majestic, formally Sumatra. The new studio Slave Labor has produced some very popular but controversial B-grade slasher movies that sacrifice all production values in favor of spectacular special effects.

EMANCIPATING SLAVE LABOR

by Skyjack

Wrong-o, you waste-case travel book-writing losers! Don't you know the REAL THING when you see it? Those ain't special effects, that's the Tharkoldu waging psychic war on the world through movies that induce mental pain.

Of all these film labs, Slave Labor is the biggest threat. It's Sterret at his worst. He's got a sizeable force of crazies and psychopaths and cyber morons cranking this stuff out. The film is encoded to really brain blast the audience, increase the overall terror of the city, and make 'em come back for more.

Slave Labor is making lots of bucks, and enjoys protection from local businessmen. This fight will not be easy, since Slave Labor is a legit business. Maybe if you could document the real atrocities they film ...

Their studio is on Sunset Blvd, and has some cyber-goons for security, in addition to some Core Earth guards. Right now they are filming "Graveyard Stalker Cannibals IV," so expect a few surprises, like a ghul or two. They are also holding some B-movie actors and actresses prisoner in the basement, crafting their pain. Talk about yer casting coffin. Ouch!

RESCUING REX ABLE, FREELANCE FIGHTER

Rex Able, Freelance Fighter, broadcast weekly on that device Miss Nelson assures me was not stolen from Dr. Frest, has been a source of pride and a rallying point for the dispirited Core Earthers. But now the show is seemingly under attack. There have been a few near-deadly mishaps on the set, and several attempts on the life of Chuck Harris, the star. We don't know the source of the attacks, but we know it would be very demoralizing for the country if their favorite fictional Storm Knight were to be assassinated.

We have made a deal with Lucky Star Productions to allow a few Storm Knights onto the set as secret security guards and stunt men. We need some volunteers, and soon. If a Storm Knight with good disguise skills volunteers, we may even be able to set up a real body double.

— Dr. Wilde

HORRORSHOW

by Tremayne

A year ago, we were most concerned about this wicked Orrorshan group of filmmakers. We feared for the safety of filmgoers when we learned that these crafty schemers were using skills at "media manipulation," as I believe it is called, to make frightening, demoralizing films for export to Orrorsh. There they turn them into "magic lantern shows" and use them to demoralize the populace. But now they seem rather tame compared to the Slave Labor people, and have become a lower priority for us.

Perhaps it is possible for us to play one end against the middle, as they say here. Perhaps the Horrorshow can be convinced that their competitors are a direct threat to their ability to get their job done.

Their studio is on Highland St., in an building that looks like an old, abandoned castle.

FOREVER FILMS

by Maki Shadowstorm

Early last year, a few of our Storm Knights had a run-in with Kabar, head of Forever Films. Kabar had bought out the entire Universal Studios complex in Burbank, and was using a hieroglyphic spell in a maat matrix to bring celluloid monsters to life in theatres. Our operatives shut down his operation and left Kabar alive.

But moviemaking was in his blood, and proved a greater lure than taking over the world. He relaunched Forever Films in Hollywood, on a much smaller scale, and stopped using his spell matrix.

But all was not paradise at Forever Films. As a result of Kabar's failure, Nile overgovernor The Red Hand took control of the studio project, and his operatives are using it as a base to house a Nile terrorist group.

Kabar is afraid that the violence done by the terrorists in his studios will lead to a second encounter with Storm Knights and the end of his film career (and possibly his life as well).

Paradoxically, he sees the Storm Knights as his only hope. He's met with us once in secret, and is willing to negotiate to get the terrorists out of his studio. He may even be willing to share his maat matrix technology or even give up the creation of living monsters entirely. At any rate, he is desperate, and will meet and cooperate with any Storm Knights who can help him. Any solution that leaves his studio standing and gets the terrorists out will appeal to him.



SANTA MONICA AND THE BEACHES

Known for its breathtaking view of central L.A. and the Hollywood Hills and its proximity to the coastal Venice Beach, Marina Del Rey, and the just-minutes-away Los Angeles International Airport (LAX), Santa Monica is prime Los Angeles real estate.

The sunny, outdoor culture of the L.A. beaches has been dampened in the last two years, with the arrival of

the furious rains of the Living Land. But the plucky beach crowds are out, rain or shine, to enjoy surfing, jetskiing, and frolicking in the warm rains.

Another hazard to fun in the sun comes from the clutter of ugly, smoky Kanawan oil derricks that dot the waters off the once-picturesque Venice Beach. A battery of environmental and zoning laws had to be gutted to build the nightmarish contraptions, and they look like they are here to stay. Avoid them and head further north or south for better beaches.



If anyone yet doubts the undue influence of the Kanawa Corporation on the Los Angeles media, I offer, without comment, this passage from the revised edition of the *Atlas Guide to Los Angeles*, which was just released last month. It replaces the final paragraph of the article on Venice, above.

— Brythande, Elven Scholar of Aysle

Adding to the beauty of Venice Beach are a collection of ultra-modern fuel collection towers built by Kanawa Petroleum. The striking buildings look more like modern art than functional machinery, and contribute to the jolly beach like a friendly lighthouse.



Nippon executives are desperate to keep LAX open to air traffic from the East. The Tharkoldu know they have to shut it down to beat their rivals. We are caught in the middle. However, the loss of LAX would be severe. I recommend we keep tabs on the airport situation.

Recently, a number of Nippon agents have been attacked by street thugs who turned out to have links to The Pure, and possibly the Tharkoldu as well. If the Tharkoldu have allied with The Pure, we're all in trouble. We need to see if these attacks are linked, or just random racially-motivated violence.

— Doctor Wilde

THREE

POWER GROUPS

It is with great pride that we present our guide to the powers that rock this battered city. We do hope that our new Storm Knights find this as useful as we. Again, we emphasize the confidential nature of this esoteric lore. It must not be divulged to outsiders under any circumstances. Lives hang in the balance; especially the lives of such vital underground movements as members of the Race. Even Sterret and his Tharkoldu legions do not know the extent of Race activity in Los Angeles, and we desire it to stay that way. BEWARE TO WHOM YOU SPEAK THIS INFORMATION!

In other words, this is a handy survival guide. It's more than a few words to the wise, so study it carefully. Feel free to file your own reports and add to it. We need all the information we can get.

— Dr. Wilde

PLAYER/ GAMEMASTER NOTES

This section details the organizations and important bases of those who wield power in Los Angeles, and the interaction between various groups.

Los Angeles has split into a number of factions since the start of the war: Tharkoldu vs. Nippon, gang vs. gangslave, Tharkoldu vs. Race, edeinos vs. Nippon, and Storm Knights against all, to name a few. Many of the following L.A. "power groups" control certain areas of the city where their enemies are not welcome, and even neutrals would be well-advised to watch their step. Restaurants, warehouses, factories and even film studios now serve as headquarters to groups vying for control of this embattled city.

This section provides the Storm Knights with information on potential safehouses, allies and resources they can attempt to tap while in L.A. Access to these allies is contingent upon the Knights learning to behave themselves and follow the seemingly capricious and often bizarre rules of their hosts. In L.A., obtaining information can require just as much skill as acting upon it.

Maps included in this section are those compiled by Tempest Fugitive and its allies, and so are incomplete in some respects, due to a lack of hard information.

STORM KNIGHT NOTES

Included with many of the entries in this section are scraps of Tempest Fugitive stationery, upon which the players can keep track of which groups their Knights

have encountered. Here records can be kept regarding alliances formed, enemies made, and where resources can be found. Often, the Knights will find that they can't please everyone, and must make the difficult decision between providing aid or making blood enemies for life.

Players should feel free to write their comments on various groups and individuals in the spaces provided.

THE CYBERPAPACY

PURPOSE

Cyberpapal forces are in Los Angeles for the same reason they are moving into every other American city not under the sway of the Living Land: to convert the local population. Their secondary objective is to keep an eye on their major rival, the operatives of Nippon Tech.

SIZE

The Cyberpapacy is represented in L.A. by a cathedral in the downtown area, a legation to the government, and several Jazuit and CyberKnight divisions. Their exact numbers are unknown, but are believed to be increasing steadily.

HISTORY & RESOURCES

The leading representative of the Cyberpapacy in Los Angeles is Nuncio Eschlimann, assigned to the City of Angels almost two years ago. He was there during the celebrations that followed the "Miracle of Sacramento" as well as the catastrophic events connected to the Tharkoldu invasion. He hopes to keep tensions high between Nippon and the Tharkoldu and watch the two destroy each other.

Eschlimann is responsible for coordinating the religious armies and acts as liaison to the municipal government.

The cathedral and Nunciature have GodNet uplinks. The Cyberpapal forces have access to a full range of cybergear.

Though you may find the price for acquiring it too dear to pay. So if ya want it, steal it.

— Skyjack



Motto: "The Righteous Shall Triumph Over This City of Fallen Angels."

ALLIES/ENEMIES

The Cyberpapacy has maintained an alliance with the Dark forces of Aysle, although it is unknown how well that is faring in the wake of Uthorion's apparent death. Efforts to recruit edeinos into a war on Nippon have so far proven largely unsuccessful.

Both Nippon and Tharkold stand arrayed against the Cyberpapacy, at least in those moments they can spare from battling each other. Dr. Mobius is also less than enthused about the Cyberpope's activities, but thus far has focused his attention on Europe rather than North America.

CONTACTS

Deacon Summersville has informed us we may work through him. He has more freedom than the Nuncio, and is disposable if his links to Storm Knight activity become an embarrassment to the Church (since it contradicts Eschlimann's stated policy. Still, he's ambitious and may have his eye on displacing the Nuncio.

Summersville speaks the language of money, favors and boons. So far, he has proven trustworthy.

CYBERPAPACY ARRIVES IN L.A.

By Arthur Freed

LOS ANGELES—Cyberpapal Nuncio Eschlimann brought his brand of religion to the City of Angels yesterday, drawing both the curious and the critical to downtown streets for a look at the newcomer.

This was the first authorized visit by a senior official of the invading realm known as the Cyberpapacy since the war's inception. It was anticipated by irate citizens, who lined the streets in a raucous protest, jeering and booing the tall, gaunt, intimidating Nuncio as he traveled to City Hall.

A much smaller group was on hand to welcome Eschlimann, singing Cyberpapal hymns and chanting, "We are saved through the metal made flesh."

Questioned later, most of the "faithful" admitted that they knew nothing of Eschlimann, and had been paid to turn out and sing at his arrival.

AN ANALYSIS OF CYBERPAPAL FORCES IN LOS ANGELES

by Skyjack

The local Cyberpapal legate is a bunch of [REDACTED]. They mostly like to [REDACTED] and I think they'd even [REDACTED] their own [REDACTED], if they had any.

Really, Master Skyjack! I do not believe material such as that is appropriate to this Most Noble Volume, even if it is correct — an assumption I greatly challenge.

Yours in the Interests of Truth and Accuracy,

— Brythande

Yeah, yeah, yeah. Most Noble and Appropriate Volume. Okay, fine. So here's the scoop on the Cyberpapal legate. The leader is a bloated wire-stuffer named Eschlimann. He's a real ambitious backstabber who won this assignment after betraying a small cell of free thinking religious scholars on Magna Verita. Don't ask me how I know, I just know, okay?

Here's how to deal with him. He likes to dig up dirt on his political enemies. He has a strange mania that knowing a great secret gives him power over his foes. I guess that's what comes from running the Inquisition for so long.

So plant some phony info about yourself. Let him think you have a fear of dying by suffocation. Or you get night terrors about seeing your children die in flames. Plant this info in the GodNet or let one of his agents find it. He'll immediately become highly overconfident and will make a tactical error, like talking about kids dying in flames to try and demoralize you. I've seen this greasewad make this same mistake again and again. He never learns, because he is absolutely dead certain that everyone has a deep dark secret that will shatter them if it is mentioned.

— Skyjack



Excuse the interruption, dear, but what might be Eschlimann's "deep dark secret that will shatter him if it is mentioned?"

— Lady Constance

*Damn good question,
Lady Constance. Let's get a
team working on it.
Dr. Wilde*



Cyberpapal Nunciature
Los Angeles, CA

FileStart #MVCE .LOSANGELES#3124577.6B Open Letter
FROM: Nuncio Eschlimann
TO: The City of Los Angeles
PRIMARY TARGET: Mayor Terri Bender, Temporal Leader
SECONDARY TARGET: Unshriven Core Earth natives of this unholy city

To the Mayor and her Mortal Charges:

Know all parties by these precepts that by the Will of God I am permanently accredited to the civil government of Los Angeles. I and my Nunciature shall arrive Friday and begin the Lord's work in your blighted, heathen city. All who embrace the True Church during the next week shall be forgiven their Great Heresies without harsh penance or penalty. Those that refuse shall have to do so later, when the price shall be far higher.

To show our great Love to the people of Los Angeles, our Cathedral shall make available a free evening of HolyVids. This is an experience you shall not soon forget. Bring the progeny.

But enough of joy and frivolity! Matters of Consequence consume us! We must prepare for Holy War against the threat of the abominations of Baruk Kaah that do enclose upon the noble lands of Los Angeles like a pit of scaly vipers crushing innocent Christians within their fetid jaws. The Cyberpope and his minions stand firm with the noble people of Los Angeles in this.

We do extend Our Most Holy Hand in friendship and greetings to all our right-minded American Christian friends who loathe these ungodly threats as much as we. Together we can triumph over the unrighteous and the wicked in all their inhuman, wicked blasphemous forms. Accept nothing that is not human! Accept none who are not Christian! Accept only the word of the true Pope, Jean Malraux !!

From Eschlimann to Holy Orders:

I am confident that the cringing mortal blasphemers shall be swayed and convinced by the strength and clarity of my arguments. I anticipate a 37.25% conversion within the first week alone! Do I see a bishopric in the offing? Praise Malraux!

FileAddendum

#MVCE.LOSANGELES#3124577.6C.PRIVATE INTERNAL ATTACHMENT: Bishop clearance and up HOLY EYES ONLY

From Bishop Krinder to Council of Bishops:

Eschlimann is a fool to think thusly. He only had an 8.71% conversion rate, and much of that was due to the Inquisition. Worse, he is greatly ambitious, and in this last letter attempts to aggrandize himself with the priests. Our faith in him is not justified. Should the hated Storm Knights remove him, I would cancel the usual reprisals against the assassins, as a warning to others who would so immodestly grasp after power.

Bishop Council to Bishop Krinder:
As it is spoken, so it is agreed.



Cyberpapal Nunciate
City of Los Angeles

FROM: The Office of the Nuncio, Los Angeles Legate
TO: Tempest Fugitive Storm Knight Base, Santa Monica, CA

It has come to Our Most Holy attention that your base may be a possible ally in the war against the Devil's minions from the cosm of Tharkold. We shall find it within our Most Forgiving Heart to absolve you of your many sins in cleaving to the bosom of the Father Church. We may be willing to forge an alliance with you against our common enemies, under the following conditions:

Renounce all connection to and support of:

Renegade Blasphemers from the Cyberpapacy who have stolen valuable cyberware from the body of God;

Scaly devil beasts that walk like men from the lands of the monster, Baruk Kaah;

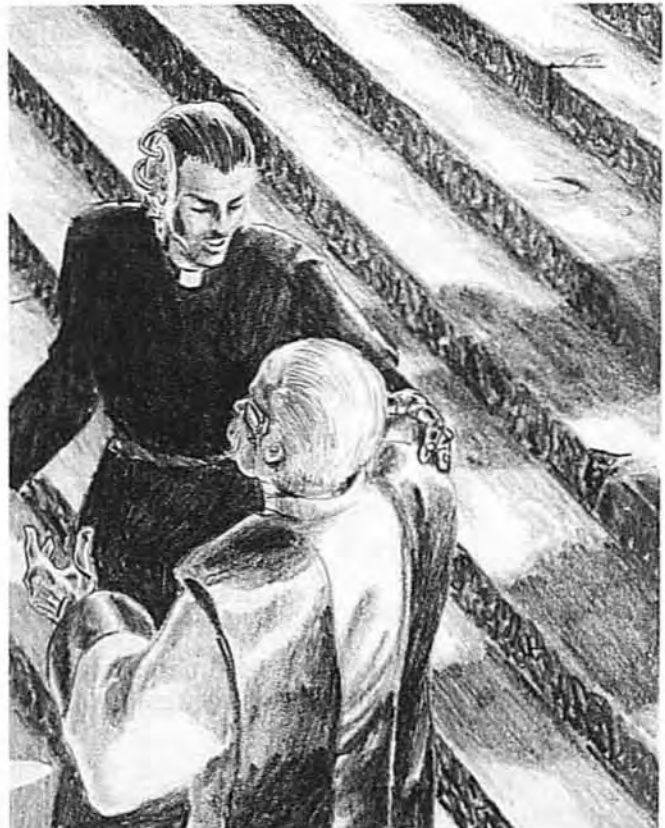
Those Kanawans that claim to have renounced their wicked ways. They are all liars and bearers of false witness whose minds have been artificially replaced by neurological circuitry.

Should you properly comply, and purge your ranks of these blasphemous beasts, the Arm of God shall be willing to forgive your numerous other sins and enter into lucrative arrangements with you.

Yours in Our Most Holy Lord,

Eschlimann

Nuncio Eschlimann





Dear Nuncio Eschlimann,

Thank you for your kindly note, dear. It was so polite of you to introduce yourself to us. How refreshing to see that mannerly conduct has not altogether died out in our fast-paced, overly technical world. We do so look forward to meeting the new neighbors. I'm certain that we can come to see one another's points of view in no time at all!

We are glad that you are willing to stand against invading realms. This is admirable behavior. However, there are two points of which you must be aware before any sort of alliance may be struck between us.

First, we do not allow any clients, allies or even the good people we serve the privilege of disqualifying any of our members. We at Tempest Fugitive pride ourselves on our tastes in membership criteria. We are an equal opportunity group, and accept members from all realms of origin.

Secondly, as I'm sure you're aware, the Tempest Fugitive Storm Knight Base stands firm against the immoral encroachment of ALL invading realms, not just the ones the Cyberpope finds distasteful. We stand against your own home realm, the Cyberpapacy, just as we stand against mine, Orrorsh. While we are willing to join forces against threats to the good citizens of Los Angeles and the world, we cannot countenance politically motivated, indiscriminate warfare.

Should you find our terms acceptable, please contact us again to arrange a meeting. We would love to have you for lunch.

Faithfully yours,

Lady Constance

Lady Constance Grimorum,
Mistress of Eternal Correspondence,
Tempest Fugitive

In other words, go jack yourself, Eccchyman!
— Your dear ol' pal from Theology 103 — Skyjack

I do concur with the sentiments expressed by my eloquent, erudite, erstwhile colleague, Skyjack. Oh, and I would very much like to cleave to the bosom of Father Church with my living hrockt spear.

— Kudu Kaah



Cyberpapal Nunciate
City of Los Angeles

FROM: The Office of the Nuncio, Los Angeles Legate
TO: Tempest Fugitive Storm Knight Base, Santa Monica, CA

Blaspheming Heretics:

Your defense of diabolic legions puts you in the company of the Devil! In embracing them to your naked breast, you have sealed your own doom! We have no choice but to brand you as consorters with demons, and exclude you from all further discourse. We shall destroy you to the last man. Hell is too good for the likes of you.

Burn in Hell,

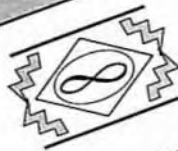
ESCHLIMANN

Nuncio Eschlimann

Was it something we said?
— Skyjack

Does anyone notice that this fellow talks muchly about breasts? Being myself not mammalian, I do not claim to have comprehensions of these great strangenesses, but could it be that he is revealing a lack of emotional nourishment? The poor guy.

— Kudu Kaah

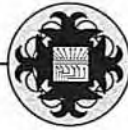


I agree, Kaah; it appears that our... new neighbor has a certain hypocrisy concerning the female sex. Why, he even states "We shall destroy you to the last **man**." I would remind our dear Nunciate that there are women here also, and he had best remember it in more than his sordid dreams.

— Lakisha

Now, now, Lakisha; let us not get too worked up.

— Lady Constance



Office of the Prelate
Los Angeles Legate

TO: Tempest Fugitive Storm Knight Base, Santa Monica, CA

Dear Sirs,

Allow me to introduce myself. I am Deacon Summersville, Prelate of the Holy See of Los Angeles.

Now that the official channels of communication have been formally established between our two organizations, it is incumbent upon me to forge a more informal, working relationship.

For official and political reasons, the Nuncio must maintain a somewhat aloof disposition toward your organization. Fortunately, I am prepared to offer you dispensation in the form of a Holy Indulgence for your crimes of heresy.

Meeting on Prelate Summersville's letter – Page 7

Skyjack: Well, I say we publish his damn letter and watch the sparks fly as Eschlimann cleans out Summersville's ears with a power tool.

Maki: I believe that would not be politic. I vote we accept their offer, and use it as an opportunity to infiltrate them. They can be a useful tool against Kanawa and Tharkold.

Wilde: I agree. Though Eschlimann slammed Mobius in the letter, I doubt he can really make any headway against him. But Maki is right about Tharkold and Nippon.

Kaah: I must to please admit to some fearification about working side by side with people who think me a scaly green devil.

Tremayne: Yes, friend Kudu, I too would rather strike at the allies of the Dark than work with them.

Grimorum: Good people, I know it is hard to lay aside ancient enmities, especially in such troubling times as these. But I really think that the more we can pit our enemies against one another, the stronger we become. I do not relish fighting all our enemies at once – far better to let them strike at each other for me.

Kaah: The gracious lady has made a most riveting point. I agree.

Skyjack: Ah, okay. It'll be good for a few gits and shiggles. I'm in, too. But I'm watchin' my back the whole time! And Kudu's! And Maki's!

Grimorum: Then we are all agreed? I shall draft our letter straightaway. Oh, and Skyjack?

Skyjack: Yeah?

Grimorum: I would be greatly obliged if you would kindly refrain from your habit of scrawling graffiti comments in the margins of the letter after I have sealed the envelope.

Skyjack: Aw, geez!

Maki: After the envelope has been sealed? How does he do that?

Skyjack: Heh, heh.



Dear Deacon Summersville,
Thank you for your kindly epistle of last week.
How pleasant to correspond with so thoughtful a young man.

After some discussion, we have decided to accept your kind offer. Please join us for tea Friday next. We can discuss terms and coordination of our efforts.

We are most anxious to meet you.

Sincerely yours,

Lady Constance
Lady Constance Grimorum

Let's party! — Skyjack



Internal Tempest Fugitive Correspondence
Member Eyes Only
Re: Cyberpapal Prelate Summersville

Our first meeting with Summersville was a great success. He's eager to strengthen ties with us, and has already met our highest retainer fees as a sign of good faith. He has also given us valuable information on the size and composition of the Los Angeles legat. Skyjack has volunteered to verify the accuracy of the disclosures.

LOOKS GOOD SO FAR — SJ

They have offered us the following tasks:

- 1.) Clean out a nest of Tharkoldu infesting Anaheim Stadium (this coincides with plans of our own);
- 2.) Infiltrate the Kanawa World Perfect building and steals the fruits of some new micro-transmitter technology experiments;
- 3.) Raid the Living Land gang called Glory. This group has taken some locals prisoner, including a number of Cyberpapists. (Summersville can get us Glory's secret location);
- 4.) Raid the Topanga tribe and assassinate their head optant.

We might be able to negotiate for some high-quality back-up and support equipment if we take any of these jobs. We will not take the Topanga assignment, since the Jakatts there are not aligned with Baruk Kaah, and pose no threat to Core Earth's sovereignty.

We are now watching the Topanga tribe for signs of an impending attack by Cyberpapal forces, and will aid the Jakatts with intelligence and material if the Nuncio starts trouble. Though we will not commit Tempest Fugitive forces, we will also not stop any T.F. members interested in helping the Jakatts defend their home.

Our only remaining point of doubt is the degree of Summersville's covert action. We are not sure if he is truly acting with Eschlimann's sanction, as he claims. It is more likely that the Nuncio simply wishes his hands to be clean with regard to any dealings with us. If he truly does not know what is going on, then the Legate is divided, and Summersville may be planning a power play in the near future. Information on this point would be greatly appreciated. This is a chance for some new members to distinguish themselves.

ICHI EFFECTS LAB OPENS

CEREMONY MARRED BY NUNCIO

By Ed Donath

BURBANK — The grand opening of the Ichi Entertainment Special Effects Lab was disrupted by the arrival of Cyberpapal Nuncio Eschlimann, who had to be escorted from the grounds for his own protection.

The ceremony was attended by many of Los Angeles' elite, there to welcome the state-of-the-art special effects lab. The facility, one of many Kanawa Corporation holdings in the area, will make its services available to outside film companies as well as Ichi's studio.

Eschlimann arrived midway through the ceremony, accompanied by an entourage of cyber-priests. His "blessing" of the facility was met by jeers from the crowd, following which Akiro Ito, general manager of the lab, informed the Nuncio he was not welcome on the grounds. Armed security guards then escorted Eschlimann and his party back to their automobiles.

Dear, oh, dear. It appears that the Kanawa-controlled press is doing a poor job of disguising their loyalties.

— Lady Constance

Not only that, but our sources reveal that the Nuncio had scheduled an appointment with Ito. The Kanawa boys set him up to be humiliated.

— Dr. Wilde

NUNCIO BLASTS PRESS

By Ed Donath

BURBANK — Cyberpapal Nuncio Eschlimann blasted the media yesterday, claiming local newspapers and television stations are controlled by Japan's Kanawa Corporation.

"You cannot trust news that has been filtered through the twisted, parasitical souls of foreign devils," Eschlimann told a gathering of his supporters on Sunday. "On matters of CyberChurch policy, the only source that true Christians may trust is the CyberChurch itself."

Eschlimann went on to say that accepting the word of the news media on such matters constituted heresy, and called for a new Crusade to drive Kanawa and its affiliates from America.

Eschlimann's comments are believed to be a reaction to a recent *L.A. Times* article, in which Jazuits came under criticism for their attack on a Kanawa weapons depot in Pasadena.

Hey, maybe his comments followed an endless datastream of Kanawa media distortion and static. Whoa! Ain't that a kick in the head, me having sympathy for the devil! Oh well, politics and bedfellows and all ...

— Skyjack

MEMO

Internal Tempest Fugitive Correspondence

Member Eyes Only

RE: Cyberpapal Nuncio Eschlimann

This is indeed a dilemma. While we know that the media is influenced by Nippon agents, Eschlimann's rash reaction to their efforts will not encourage enlightened discourse between Los Angeles' Cyberpapal factions and local Asian communities. I would not be surprised to see open warfare erupt between the groups.

Though there is no love lost between ourselves and the Kanawa Corporation, I would advise against taking the side of the Cyberpapacy in this dispute. Not only would we appear to be taking a position against the press, but the Cyberpapal forces are certain to kill a number of innocents who have no connection to Kanawa. "Kill them all and let God sort them out," is, I believe, the phrase they use.

Eschlimann's epistle is the very sort of irresponsible barrage that makes serious attacks on Kanawan credibility seem foolish. Should we now point out areas where Nippon influence has been brought into play, we will look as strident as Eschlimann.

If any Storm Knights can see a way past this dilemma, I, for one, would be greatly appreciative.

— Brythande

THE AYSLISH EMBASSY

PURPOSE

Though Los Angeles is not a major strategic site for either the Dark or the Light, the government of Aysle has seen fit to send a delegation. At first they worked to stymie the Cyberpapacy, but now their main objective is quietly resisting Tharkold.

All Ayslish activities in L.A. are coordinated from this embassy.

SIZE

The Ayslish delegation includes dwarven ambassador Ellerby Quaff, three knights, three priests, five engineers and a mage, along with various support staff.

HISTORY AND RESOURCES

The Ayslish have undertaken very few overt missions, but they have done a good job of winning over the public and gained surprisingly positive media coverage. They can be counted on as allies against the Tharkoldu, although they will not risk the wrath of the techno-demons by making any bold strikes against them.

The embassy is collecting lore on Tharkold and has amassed quite a bit of valuable information. Their Ayslish magic also gives them a great advantage in locating the well-hidden techno-demons.

ALLIES/ENEMIES

The forces of the Light have a strong relationship with the Akashans at present, as well as contact with some Nile resistance groups.

Their primary opposition comes from Cyberpapal representatives and the Tharkoldu.

CONTACT

Ellerby Quaff has made it clear that we can call on him for aid and assistance. They will not put themselves at risk for us, but will aid us in any way that does not compromise their safety. They are a limited ally at best.

Quaff can be reached through the embassy.

AYSLE ARRIVES IN L.A.

By Reginald Maudlin

ANAHEIM—New Ayslish Ambassador Ellbery Quaff and his delegation were greeted by cheering well-wishers during a goodwill tour of Anaheim yesterday.

The arrival of the distinguished visitors was a combination press conference, carnival, and beer blast. A menagerie of weird and exotic animals from Aysle attracted a crowd of roughly 200,000 Los Angelenos to the festival, while several thousand kegs of imported ale helped wash down the message that the Ayslish delegation is here to stay.

"This is a great day in the history of both Earth and Aysle," a jovial Ambassador Quaff told the assembled throng. "We are happy to get to know our new neighbors, and are eager to sample a wee bit of the local cuisine. We have a lot to offer our good friends, and hope to prove our loyalty and friendship. Thank ye!"

Quaff proceeded to dance on the tables until the end of the celebration, when he passed out. Ayslish physicians later reassured this reporter that this was common behavior for the ambassador and nothing to be unduly concerned about.



Kidz Charity Gala

(Continued from Page 15)

Ayslish Ambassador Ellerby Quaff was on hand as well, wearing a bright green and gold Elizabethan tunic and breeches, along with his trademark derby. This time the derby was a matching green with a gold band.

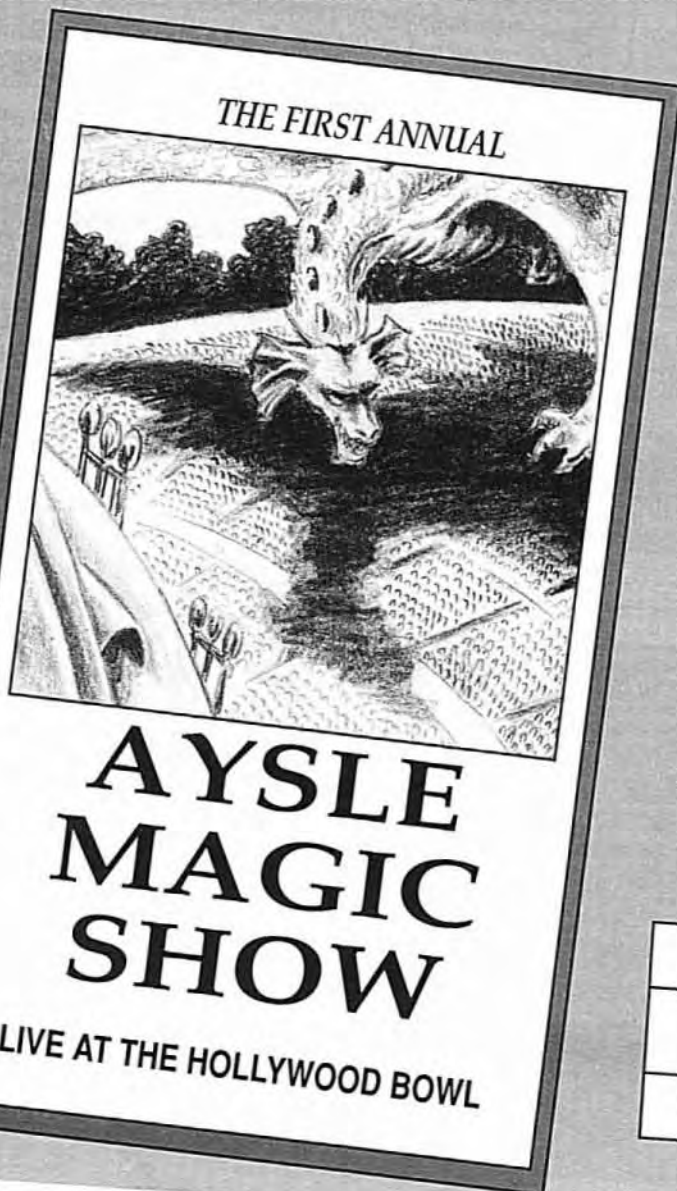
When asked about his outfit, Quaff commented "What, this old thing? Just a Carvazio original I've had in the back o' me closet. I do love the tweeds you laddies stitch up."

Quaff's love of Core Earth clothing was not shared by Nuncio Eschlimann, also on hand for the "Kidz Got Left Behind" premiere. Eschlimann was bedecked in a spectacular florid burgundy robe with gilt edging. His response to our inquiries was a curt, "I would never

place inferior Core Earth garments on my personage! My robes are from Magna Verita, where they are blessed by the Cyberpope himself! How dare you be consumed with such petty matters as clothes! Begone from my sight."

The gala boasted a moment of considerable tension when Quaff approached Eschlimann and asked, "So? Tortured any of your close friends lately?"

Eschlimann reddended and flew into a rage and might even have struck Quaff had his lieutenants not led him from the room. Asked about his comment, Quaff just winked and said "Some people just have a wee spot o' trouble with the truth."





AYSLE EMBASSY

Office of the Ambassador

Hello, Lads and Lasses,

A quick note. Looks like the plug-in demons have made it through to Core Earth after all. Grim tidings all round. We're shifting our focus now. The Cyberpapacy is a lesser threat, so we're divertin' our resources from Eschlimann to these wired demonlings.

We're here if you need us. Contact me lads at any time if ye ever need to coordinate efforts with us. Fun and games is over. Things just got real ugly.

But we'll see this one through, me fine lads!

Solidarity!

Ellerby Quaff
Ambassador to Los Angeles

Internal Tempest Fugitive Correspondence

Member Eyes Only

MEMO

Highlights from Ellerby Quaff's Address to the Members of Tempest Fugitive

I thank ye for the opportunity to speak to you lovely lads and lasses. First, me hat's off to you for all your hard work keepin' our town safe.

My first job here is to represent Aysle in this brave new Core Earth. It's me job to let your people know we are reluctant invaders, and we fight the Possibility Raiders, too.

Me second job is to keep an eye on those bloody wire-stuffers from the Cyberpapacy, and keep 'em from gaining strength here in town.

Here's me plan, lads. It's tough to get a little favorable press in this town, sad to say. The Nippon Tech lads are rough on delegations from other cosms, as ye can tell from the treatment poor little Eschlimann received. I won't have that sort of treatment, so I shall do some little diversions of me own. In Aysle, all a man needs is a bard with a golden throat to sing his praises. But here, well, I hired meself a crack public relations firm. They are orchestratin' all me public appearances for maximum effect. I'll slam around poor ol' Eschlimann in the press and avoid clashes with Kanawa. For now.

■ JAKATT TEKS

PURPOSE

After the cosmological dust settled following the invasion of Earth, hordes of edeinos, stalengers, benthe, and human Jakatts fled the repressive regime of Baruk Kaah. Seeking communion with their goddess unhampered by the grasping power plays of their temporal leader, they left their mad leader for the greener pastures of suburban Los Angeles. They are called the Jakatt Teks.

SIZE

The Jakatt Teks number in the hundreds, possibly the thousands, and have settled in the Topanga State Park, San Gabriel Mountains and the Angeles National Forest, and set up communities there. They live, play, raise their young, breed their animals and worship as they please, all under the jurisdiction of the Los Angeles city government.

HISTORY & RESOURCES

The Jakatt Teks have enjoyed surprisingly good relations with the Los Angeles municipal authorities. Following her first visit to the Topanga Tribe, Mayor Bender said, "It sounds like these Jakatts are seeking nothing less than the American Dream. It's too late to cry over whether we want them or not. They're here now. We can destroy our precious resources fighting them, or we can work with them. Having them as neighbors sure beats fighting against them. The defection of these legions puts a strong hole in Baruk Kaah's forces, so I see it as a good thing."

Mayor Bender welcomed the Jakatt Teks openly, but cautiously. We suspect she is seeking to build a coalition against the insidious and nearly invisible threat of Nippon Tech.

This group has wise optant leaders, but no organization whatsoever. They have powerful miracles and a veritable army of dinosaurs, but are not much of a fighting force without an ambitious leader like Baruk Kaah. So far no such leader has emerged among them.

For the most part the Jakatt Teks are content to cavort in the parklands designated for their use. They rarely venture into the city, thus decreasing the chances for violent clashes with the locals. Though some do wander into L.A. looking for new experiences, and though some Core Earthers have been known to ride out to the camps to harass them, the settlement process has been generally trouble-free.

Ironically, many Californians decided they had a lot they could learn from the environmentally-wise Jakatts, and began joining the Lanala celebrations. A strong cultural crossover has begun.

Motto: "Come celebrate the Goddess with us!"

ALLIES/ENEMIES

The Jakatt Teks enjoy the support of the Akashans, the Light Ayslish, and the Children of Lanala.


Their primary enemies at this point are the Tharkoldu, unreasoning Core Earthers, the Los Angeles Police Department and the Pure.

CONTACTS

Each tribe has optants that welcome newcomers and visitors into their group. They are very open about welcoming outsiders into their circle.

The Jakatt Teks are quite tolerant of other ways, but respond best to people who live life with a vigor and passion. They call listless, dull-hearted people "the walking dead," and do not take them seriously. To secure their assistance, a Storm Knight would be wise to display his zest for life and should probably not bring unnecessary objects with him, as the presence of "dead things" might be seen as an insult.

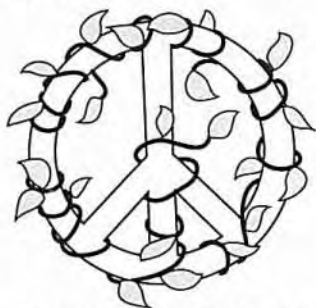




HAIL, OUR GOOD RIDERS ON THE STORM,
I AM ONTO ONTAL, OPTANT OF THE TOPANGA TRIBE. I SEND
GREETINGS TO YOU, ON BEHALF OF ALL OUR GOOD WARRIORS.
MY PEOPLE ARE VERY WISE. MANY PEOPLE OF LOS ANGELES
THINK, OH, DUMB LIZARDS. BUT WE HAVE MUCH TO OFFER OUR
FRIENDS. NOT ALL OF US WANTED TO INVADE EARTH. AND SO WE
CONTEND AGAINST THE SAAR. I IMPORE GOOD FRIENDS OF
CORE EARTH TO ACCEPT OUR EXTENDED ARM IN GREETING.
WARRIORS OF THE STORM FROM TEMPEST FUGITIVE MAY
CALL UPON US FOR AID. BRING THIS SKIN AS A LIVING TOKEN,
AND WE WILL ASSIST.



WE'VE GOT TO GET OURSELVES BACK TO THE GARDEN



THE PASSIONRISE CELEBRATION

Join us for this simple, powerful celebration of pure, raw, undiluted life! You can resurrect those city-dulled passions and reclaim your full measure of precious life energy in a genuine Lanala ritual, presided over by a real optant.

Highlights of this week long festival:

- Get in touch with the body of the Earth and your own body, and gain an experience of the two as one!
- Tangibly feel the ebb and flow of energy around you and in you!

- Connect to the primal rhythms of life!
- Talk to a tree!

Some commonly asked questions about PassionRise:

What makes this religion so extraordinary?

The nativistic religion of the Jakatts has not lost its connection to primal life, and therefore it touches a responsive chord in us. Their celebrations meet passionate needs that have long gone unmet in our lives.

Is it dangerous?

Though some Jakatts go into frenzied trances, all humans have actually come out of these rituals healthier than they went in.

Isn't adopting a Living Land religion a sign of the complete surrender and colonization of Earth?

No one has to give up his religion to participate in a ritual. The Jakatts are not out to convert, but to enhance our lives with their gifts.

So come on out and meet the neighbors. You may be surprised at what you find!

THE PASSIONRISE CELEBRATION IN THE TOPANGA STATE PARK

JAKATT SPIES

PURPOSE

To aid in the seizure of Los Angeles by Baruk Kaah.

SIZE

The spies are comprised of Jakatts of all descriptions: edeinos, primitive humans and stalengers. They mix freely with the free Jakatts living in the forests and parks of Los Angeles. Their number is unknown.

HISTORY & RESOURCES

The more Jakatts fled the carnage wrought by their own expeditionary army and found sanctuary near the human civilization, the more Baruk Kaah despaired of holding together his wild, undisciplined troops.

To keep an eye on his wayward charges, the Saar sent spies into the camps of the expatriates. These agents report the rate of defection from the Living Land, troop buildup, and camp relations with the L.A. government. Sometimes they attempt to destabilize the camps by assassinating leaders, arranging for anti-Living Land forces (like the Pure) to invade, and agitating for a return to Baruk Kaah.

The spies have a limited set of miracles, and a gotak leader. They also have a bit more drive than the average Jakatt, as they are influenced by their paradoxically ambitious leader.

Motto: "Divide and Conquer."

ALLIES AND ENEMIES

The Jakatt spies are opposed to both Living Land expatriates and Core Earth authorities. Beyond those dictated by the nature of their mission, they try to avoid confrontations with agents of other realms.

Their primary ally is, of course, the Saar himself, as well as some Tharkoldu. In general, they do not make contact with techno-demons unless absolutely necessary, for fear they will be betrayed.

CONTACT

We know that one warrior leader, Tala Aar, is one of the most loathsome of the spies. We suspect he assassinated Jafekay, the noble optant leader who was most instrumental in bringing peace between the U.S. government and his people.

Most of the Jakatt Tekes are not subtle or devious enough to catch the spies, who operate with complete impunity in the camps. Fortunately, Core Earth counter-intelligence agents have the necessary skills to ferret out these traitors. We recommend that Storm Knights keep a watchful eye on our neighbors to the north, and intervene wherever possible.

The spies have created an elaborate network in the city. They are apparently able to move about Los Angeles with ease and yet witnesses report no sightings of Jakatts in areas in which we know they are operating. Anyone got any ideas on how they are doing this?



HERE WE HAVE AN IDEA - KK.

HIGH PRIEST OF THE HIGHWAYS

Traffic was horrible before the Big Gray One. Roads were choked with snarling traffic that crept along or halted on a regular basis. During the invasion, the roads were hell. Traffic stopped completely. Cars left the highways and got stuck in the hills.

After the invasion, and the exodus from the cities, the roads became drivable for a few months. Unfortunately, since the reestablishment of the city, and the influx of new residents, the roads have grown clogged again.

Adding to this situation is the horrible condition of L.A.'s roads. Huge chunks of pavement were gouged out during the fighting. Rubble lies scattered across major highways and abandoned cars litter the streets. This has taxed the city's beleaguered infrastructure.

Rescue has come from the most unlikely of sources: an "optant," or medicine man from the Living Land! Yes, the same Living Land that caused all the devastation in the first place! His name is Ungor Eeka, and he's a renegade from the evil regime of the monster Baruk Kaah.

To atone for the hell his people caused, Ungor has dedicated his life to helping us cope with the disaster. He's armed with the power to move the Earth, and he uses them the best way an L.A. native can think of — to facilitate driving! Ungor helped in the rebuilding of the roads, sewers and highway systems of Los Angeles.

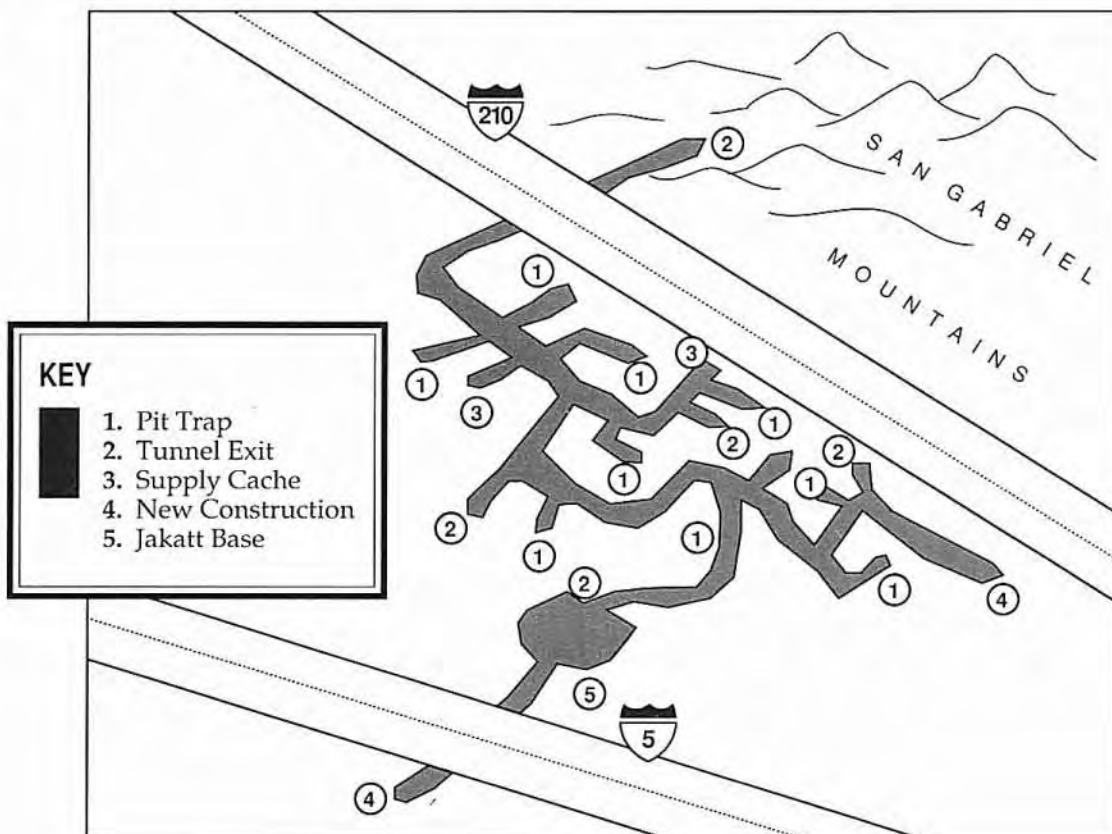
Ooops! Fooled again! This edeinos is no renegade optant. He's a high advisor to Baruk Kaah, and a big, bad gotak. He's a devious one. He's made tunnels on other worlds for the troops to move through. We have much to fear if he is creating access tunnels beneath the city. And what is this "medicine man" thing? Does Mister Newspaperman think an Optant is some kind of mere physician?

— Kudu Kaah

Kudu is absolutely right. I've just been into a set of tunnels in Burbank, and made this rough map. There are about thirty Jakatts down there. We need a team to make an assault. I recommend stealth.

— Maki Shadowstorm

JAKATT SPY TUNNELS — BURBANK



THE KANAWA CORPORATION

PURPOSE

To expand their marketshare of the Earth's possibility energy. They also need access to the rich natural resources of the Americas to fuel their industrial juggernaut.

The schemers from Marketplace are probably the biggest threat to Los Angeles, and the most difficult to deal with. Their sheer size and wealth are formidable, but their greatest weapon is their subtlety. Los Angeles' citizenry and much of the world at large have no idea that Japan is ruled by a High Lord.

SIZE

The full extent of Kanawa's holdings in Los Angeles is unknown. Both Ichi Entertainment and Kanawa Enterprises have offices here, although the main headquarters of Ichi is now the domain of the Tharkoldu.

HISTORY & RESOURCES

The Kanawa Corporation uses wealth and high technology to achieve its ends. It is subtle and insidious, choosing to function in the background, funneling arms to those who resist its foes, and acting in concert with the governments of the areas it conquers.

Most Los Angelenos, even xenophobes and racists,

love the money the Kanawans pump into the local income. The invaders are welcomed as heroes who may not be challenged or questioned. The Kanawans are seen as a godsend to many of the beleaguered people of Los Angeles, and so the locals embrace their own doom.

We suspect that additional Nippon Tech invaders arrived in L.A. as part of a secret deal between Asuga Hovercraft and the mysterious 3327. We suspect that 3327 needed fast cash to cover his rapid expansion, and sold "stock" to Asuga's subsidiaries, World Perfect and Minase Security. The stock was in fact a marketshare of Los Angeles. As far as we can tell, no other Nippon mega-corporations have moved in, indicating that as part of the Kanawan *kiretsu* (directed business consortium), Asuga won a monopoly on the very lucrative American market.

There has been friction reported between Asuga and the Kanawa Corporation in recent months, something Storm Knights may wish to exploit.

The Kanawans have access to a dizzying array of high-tech equipment that they introduced into the American market through their beachhead in California. Their only limit is a self-imposed desire not to make use of equipment that is so far beyond the level of Earth's technology as to arouse suspicion.

Motto: "A man seduced is of far greater use than a man dead. The language of guns is loud and final; the language of money is best spoken in whispers, and opens a thousand doors."

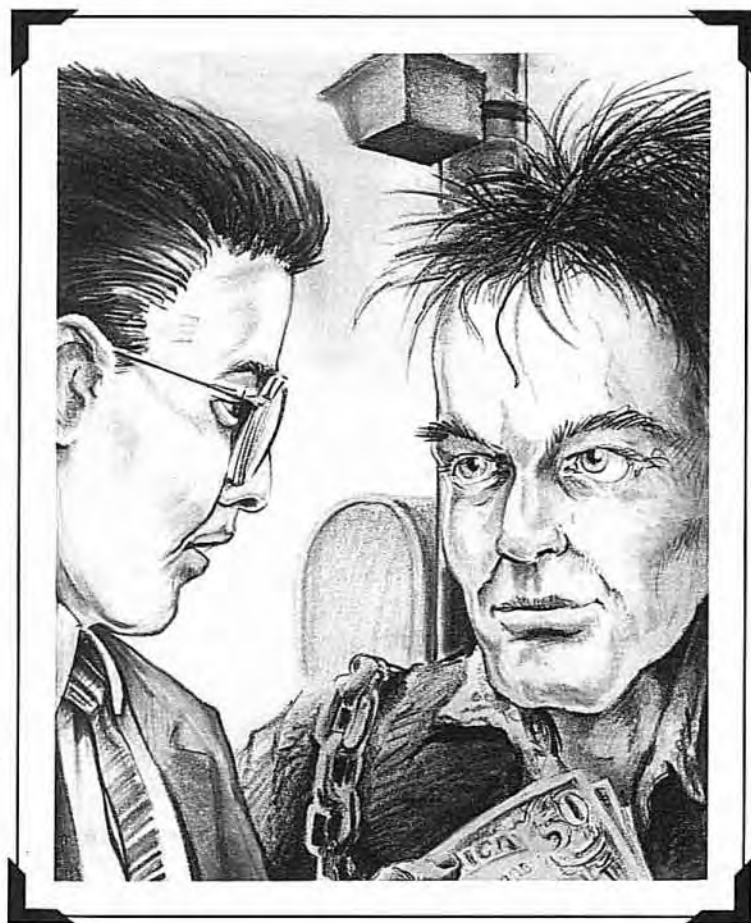
ALLIES/ENEMIES

Nippon Tech has the fewest allies of any realm, having betrayed the Tharkoldu and provoked warfare with the Living Land, the Cyberpapacy, and Orrorsh. Currently, the edeinos are considered of less import as enemies than the Tharkoldu, whose combination of high tech and magic has proven a formidable challenge for Nippon's operatives.

The Delphi Council has been known to run interference, possibly unwittingly, for some Nippon operations. Beware of this.

CONTACTS

Okidu Miriwate is the public relations contact for World Perfect, but we feel you will have better results talking to Yoshiko Nakata, formerly of Ichi Entertainment. She has already shown some willingness to work with Storm Knights, when it serves her interests to do so — witness the Dyer-Sombol incident.



Things Magazine's own Biff Burnside shares a smile and a moment of caring with Trevor Fargo, an environmentally damaged person.

ENVIRONMENTALLY DAMAGED PEOPLE

Ready for the latest hot paranoia on the L.A. scene? Look out for the E.D. — the Environmentally Damaged people! Adding to the mass hysteria about of pollution, giant lizards, demons, gangs, and assorted lunatics, we can now worry about the air and water causing mutations.

Some people in L.A., it seems, are allergic to the Possibility Wars! They suffer bouts of violent shakes, dizziness, fatigue, rashes, and vicious nausea when they come in contact with anything or anyone from another cosm! Only in L.A., folks.

Though the medical community rejects this syndrome as a mere psychosomatic reaction to the stress of the wars, some doctors are saying that these environmentally damaged people are just the first wave. No one knows what the results of losing so-called "Possibility Energy" will do to us, but these doctors say it's conceivable that it results in a massive assault on our immune systems.

People with E.D. claim that the Kanawa Corporation uses manufacturing techniques which are so new and different that their potential effects on the human body are completely unknown. E.D. sufferers say the massive buildup of new Kanawa plants in L.A. has caused pollution of a highly corrosive nature. They point to refugees fleeing environmental pollution in Japan

as proof.

Most scientists in L.A. and Japan discount this, saying their equipment could easily detect any such harmful emissions and that it's ridiculous to think that the Japanese corporations have access to secret manufacturing techniques unknown to American firms.

A Kanawa spokesman, while denying that E.D. exists, suggested that perhaps the sufferers are suffering a delayed stress reaction related to the to the mysterious demonic creatures that are said to have appeared recently in the Los Angeles area. Though these claims sound absurd on the surface, they may

have some validity. The horrors that can still be seen on the ravaged Ichi Entertainment building are stark evidence that something is rotten in the state of California. How ironic to blame the innocent Kanawan corporations, when they may be the victims of the same scourge.

But even if these so called technodemons are raising the level of fear and dread in the city, could their machinations really be toxic to humans? The people sensitive to the environmental damages say yes, and are building whole Toxin Free communities. They call themselves the Canaries, because when they stop singing, it's over for us all.

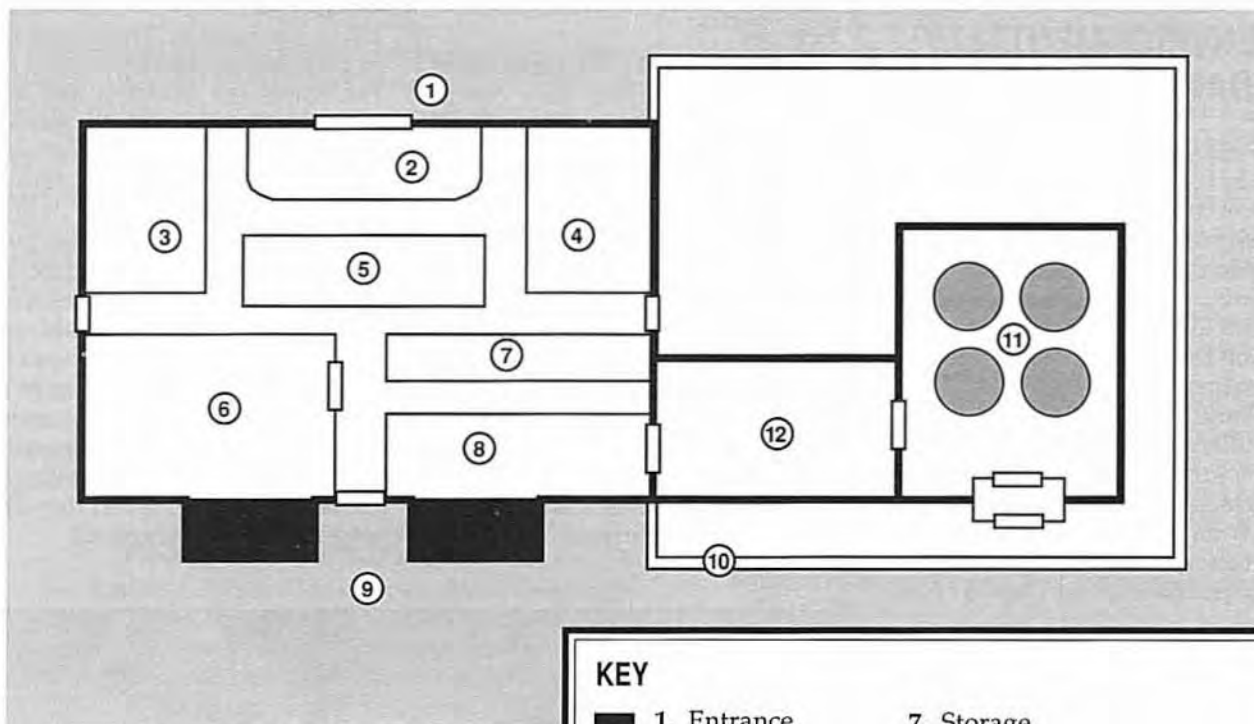


To deal with the Kanawans, you must be cunning as vipers. You must always know what you want and you must refuse to settle for less. If you begin to compromise beyond what you need, they will hand you your head. Be firm, but act gentle and mild at the same time.

We fear the effects of industrial pollution caused by the Kanawans. The pollution is so different in chemical composition from what Core Earth is accustomed to that it produces indecipherable readings on extant pollution control equipment. But people in Japan already shows signs of immune system stress and damage from these toxins. So far the press is treating it as a fringe story.

— Maki Shadowstorm

ICHI SPECIAL EFFECTS LAB



KEY



- | | |
|-----------------|-----------------------------|
| 1. Entrance | 7. Storage |
| 2. Waiting Room | 8. Studio 2 |
| 3. Offices | 9. Backlot |
| 4. Security | 10. Electric Fence |
| 5. Unknown | 11. Gospog Feeding Vats |
| 6. Studio 1 | 12. Gospog Maintenance Site |

Letters to the Editor

Los Angeles Times

Dear Editor,

It is with increasing dismay that I see the trivialization of the problems of the Environmentally Damaged in the local media. These unfortunates are being treated as if they are somehow responsible for their illnesses and mutations. To my knowledge, no one has ever requested that a pollution-spewing factory be constructed in his neighborhood, or for toxins to be introduced into his drinking water.

The problem of EDPs is very different from any other environmental threat of the past few decades. When you have seen the skin of your next-door neighbor become no more than a massive running sore; your sister's joints become ravaged with arthritis overnight; and animals dying after drinking out of puddles in the park, it's obvious that something out of the ordinary is happening.

It's time for Mayor Bender and the City Council to bring pressure upon Kanawa Enterprises and its subsidiaries to end this plague in Los Angeles. Prosperity and jobs are not worth the lives of our citizens. I have been working 18 hour days for the past six weeks treating people whose lives are a misery because of this strange new pollution. I've seen the fear in their eyes, and it's a sight that will stay with me for a long time.

If the city is not willing to take action on this matter, I will assemble a team of those adventurers known as "Storm Knights" and take steps to to rectify this situation. Any Knights interested may reach me through the personals column of this newspaper.

Sincerely,

Dr. Oreste Merenda
Glendale

THE RAURU BLOCK

PURPOSE

To resist the machinations of the Kanawa Corporation and subvert its efforts to complete an economic conquest of California.

SIZE

The Tharkoldu invasion has, ironically, strengthened the Rauru Block. Nippon corporations are now consumed with battling the techno-demons, allowing Shodan Metals, Kokoru Automotive and their subsidiaries to continue to expand in Los Angeles.

HISTORY & RESOURCES

The Rauru Block came to Los Angeles ahead of the Kanawa Corporation. As soon as their sources discovered that 3327 had his eye on California, the Block sent a delegation to L.A. to prepare the locals for the arrival of the other-dimensional evil. Unfortunately, many American companies do not trust the helping hand of foreign business interests, and reject the Rauru Block. Kanawa laughs at their fear as he consumes such companies.

The Rauru Block has been investigating Kanawan influence in Japan, and has actively blocked them several times. They are powerful enough to play cat and mouse with the well-armed invaders, but they must rely on cleverness and timing to keep pace with their high-tech rival.

Rauru Block executives work with local businesses as advisors, helping them shore up their stumbling companies and eradicating the kinds of weaknesses that 3327 and his California-based aide, 7710, love to exploit. Block agents encourage American CEOs to form alliances with non-Kanawa Japanese firms against economic threats.

The Rauru Block has, to a certain extent, given up trying to reveal 3327's identity as a High Lord. They have found it far easier to win the cooperation of unimaginative executives by not straining their credulity.

The Block has access to a wide range of Nippon Tech equipment, an advanced spy network, and corporate samurai.

Motto: "Keep free enterprise free!"

ALLIES/ENEMIES

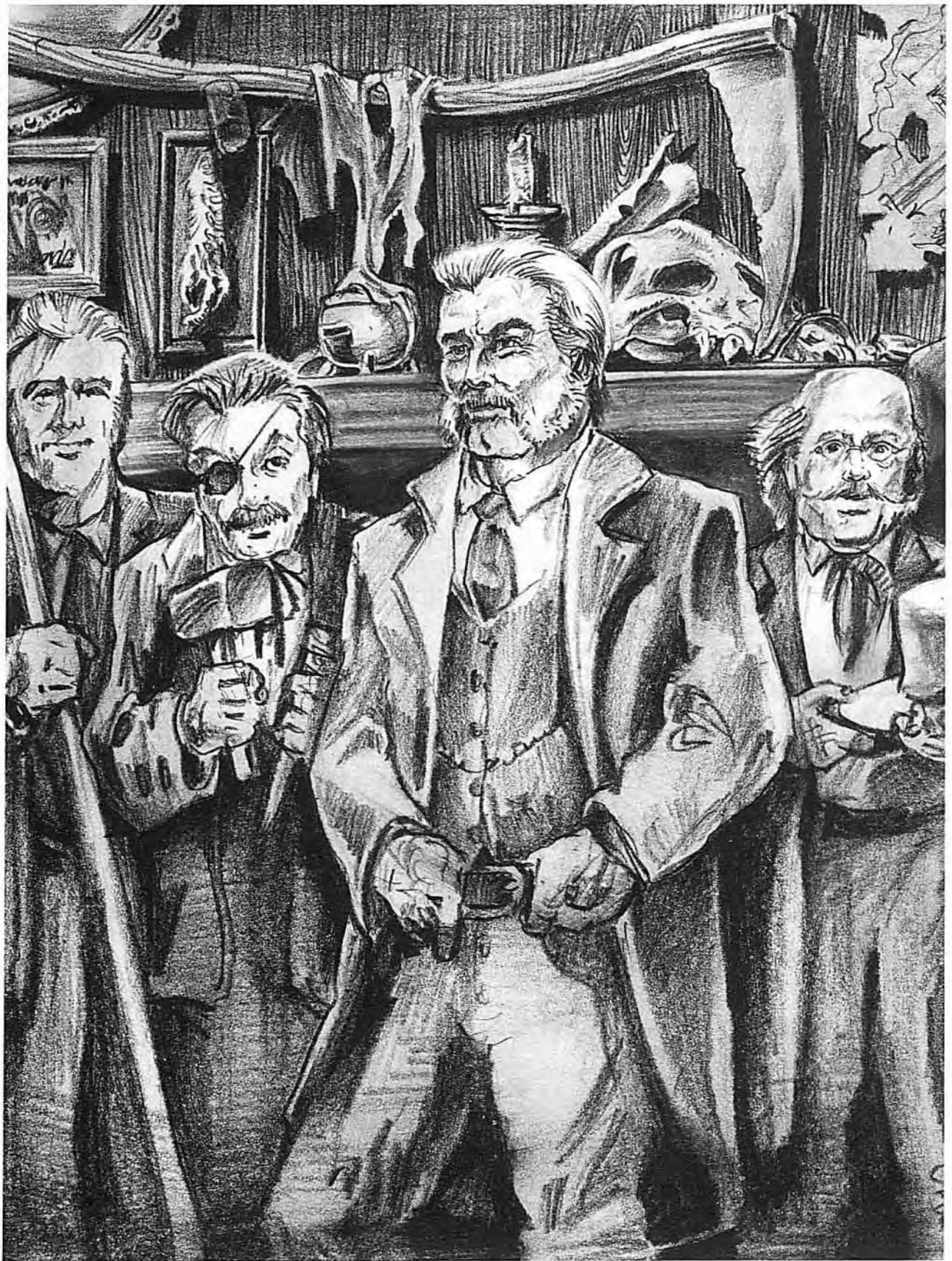
The Rauru Block companies have proven to be firm allies of Storm Knights, as well as the Light forces in Aysle.

They have made an effort not to get involved in disputes with other realms, although they have acted against the Tharkoldu. Their primary enemies remain the Kanawa Corporation and the mercurial Hantu Limited, whose loyalties remain unknown.

CONTACT

Reiko Hama, director of Independent Agent Relations. The Block is eager to help us.





THE HUNTSMEN CLUB

PURPOSE

These monster hunters from the realm of Orrorsh constitute the only known delegation of Victorians in Los Angeles. While they are not empowered to speak for the Victorian government, they can and will relay messages. They believe the Tharkoldu hold precious clues to a means of eradicating the legions of Orrorsh from their world, and are conducting well-financed investigations into the demons and occulttech.

SIZE

The Huntsmen had a small contingent in Los Angeles before Tharkold arrived, but since the technodemon invasion, their numbers have expanded considerably. For unknown reasons, they have refused up to now to admit women into their group.



HISTORY & RESOURCES

The Huntsmen Club functions like a mix of a nineteenth-century aristocrats' club, a spiritualist library, a consulting detective agency, and a hunt club — except

their quarry are neither foxes nor stag. Rather, they seek out eldritch horrors and destroy them.

The Huntsmen Club started in Victoria and migrated to Orrorsh in the early months of the invasion. They now have cells throughout Orrorsh, a few in Nippon, and select Core Earth cities (L.A., New Orleans, Port-au-Prince, New Delhi).

The Huntsmen Club has an arsenal of Orrorsh weapons, a brace of miracles and volumes of occult lore. They are out of their element when dealing with occulttech, and will pay handsomely to gain more information about it.

Motto: "For Honor, Queen and Country, We Strike."

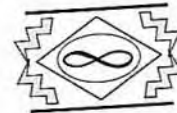
ALLIES/ENEMIES

The Huntsmen have declared themselves friends of the Storm Knights, and any others who oppose the predations of the Gaunt Man's minions. They have received some covert aid from the Delphi Council.

The Huntsmen Club focuses its efforts on Orrorshan horrors in both L.A. and the state of California as a whole, and their efforts have brought them into conflict with the Tharkoldu on more than one occasion.

CONTACT

The current leader of the West Hollywood Huntsmen Club is Sir Reginald Mucklinston. He and his group are willing to listen to anyone who has important information to reveal. If you want their help, we recommend an excruciatingly polite demeanor. They disdain any lack of breeding and any display of bad manners.



These lads are a bit stuffy, but sincere and genuinely interested in fighting wickedness. Unfortunately, they tend to go a bit loopy from some of the things they've seen. Tread lightly around the corners of their psyches, dears.

— Lady Constance Grimorum

THE THARKOLDU

PURPOSE

The Tharkoldu are an ancient race of techno-demons who thrive on pain and suffering, and leave horror and death in their wake. They are currently engaged in an invasion of Los Angeles and a bitter war with the forces of Nippon Tech.

SIZE

Demon numbers were initially low in Los Angeles, but recent events in Compton would seem to indicate that there may be over 4000 Tharkoldu currently within the realm.

HISTORY & RESOURCES

The Tharkoldu are attempting to keep their presence in Los Angeles a secret from the public, the municipal government and, to a lesser extent, the other Possibility Raiders (in this last, they have failed badly).

Race spies have reported that the Tharkoldu fear Core Earth's possible reaction were their presence to be widely known. There is some concern that the Delphi Council might well decide to sacrifice Los Angeles to eliminate the Tharkoldu as a threat.

So they act covertly. Secretly. In the dark. They reveal enough of themselves to the city to boost the fear level, then retreat. They ride the waves of fear produced

by the city like sailors on the sea.

The Tharkoldu rely a great deal on cybernetically-enhanced slaves to do their dirty work. They use slaves from their home cosm, humanoids called The Race, or they recruit desperate gang members and provide them with hideous enhancements.

We have heard rumors that the Tharkoldu High Lord behind the abortive invasion of the then Soviet Union has been deposed, and a member of the Race is now their leader. Can we get this rumor confirmed or denied? Perhaps this new leader has invaded Earth to keep the techno-demons too busy to overthrow her. We can think of no other reason a human would betray her species to ally with demons.

The Tharkoldu possess massive amounts of cyberware; an interlocking set of computer systems known as the Grid; automatic, one-man manufacturing processes, and a host of occulttech gadgetry. They are a formidable enemy.

Motto: "The taste of fear is the sweetest of nectars."

ALLIES/ENEMIES

We have confirmed rumors that the Tharkoldu have struck up an alliance with some edeinos factions and the two are working together against Core Earth and Nippon interests. It is also possible that Thratchen may attempt to link the forces of Orrorsh with those of his home cosm, assuming the Tharkoldu do not execute him as a traitor.

Besides Core Earth, the Tharkoldu have waged a brutal war on 3327's operatives and facilities in L.A. Nippon aid was instrumental in the defeat of the Tharkoldu in Russia and the techno-demons now seem to be taking revenge. Unfortunately, neither side cares very much about how many innocents may be hurt or killed because of their vendetta — entire sections of Compton have already been laid to waste in their private war.

CONTACT

The Tharkoldu's leader on Earth is Sterret of the Blades, who currently resides in Bellflower. We do not recommend contacting him.

In general, avoid the Tharkoldu until you feel you are ready to engage them. Then strike to kill. We do not even know if they can be reasoned with. We do know they have a primitive social structure, built along the lines of a lion pride, and that beyond that, they are very undisciplined. They can be goaded into rash actions due to their intense hatred of all non-Tharkoldu.



DEMON WAR IN COMPTON?

RIOT BLAMED ON MONSTERS

By Jay Ogozal

COMPTON — Rioters carved a path of destruction through an eight by eight block area of Compton last night, with damage estimates already in the hundreds of millions.

Witnesses to the violence claim that flying men in armor were doing battle with winged demons who seemed to be swarming out of an abandoned building in the center of the area. The tenement is believed to be the headquarters of a local street gang.

Although police deny reports of a demonic infestation in the area, air traffic controllers at LAX were ordered to reroute all flights around the Compton area. In addition, firefighters were not called in until after the riot ceased, allowing entire blocks to be gutted. Mayor Bender's office is said to be calling for an investigation of the entire matter.

Twenty-one residents of the area were reported killed in the violence, and another thirty-five injured. Strangely, no bodies of either demons or armored warriors were found at the scene by police, contradicting the reports of a score of witnesses.

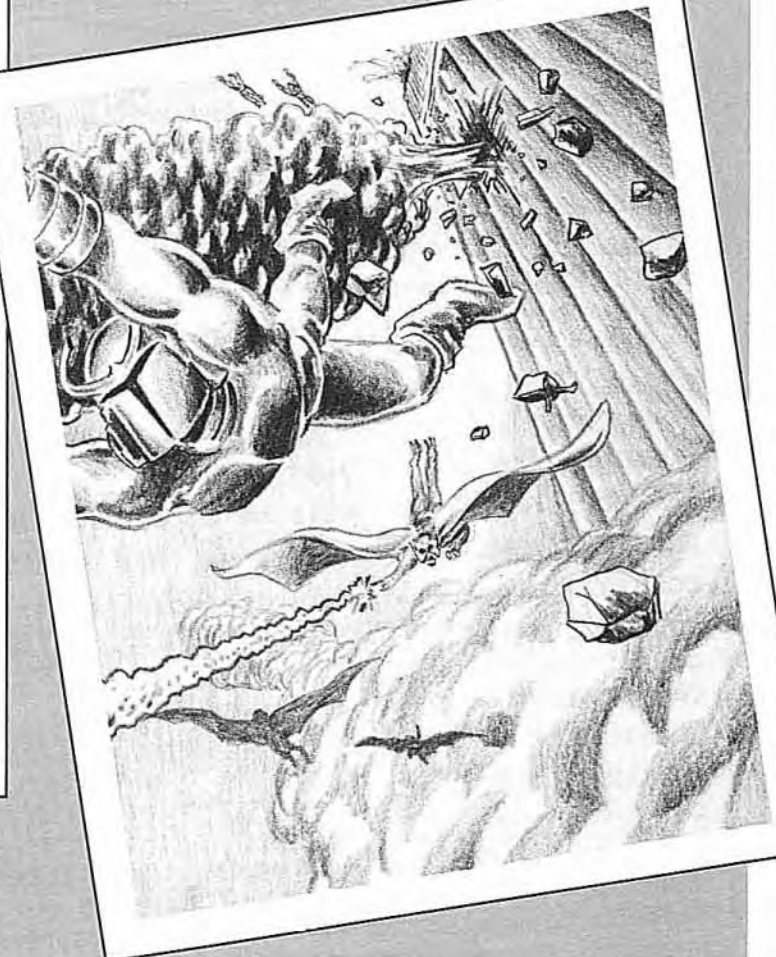
What prompted the riot remains unknown at this time. While not discounting the demon sightings, a spokesperson for Kanawa Enterprises stated that the idea of armored men flying through the city is "absurd."

"If anyone had that sort of technology in L.A., we would know about it," Torichi Bento said.

Meanwhile, reports of demon sightings continue to pour into police stations and major media

outlets. The deaths of three Pure gang members, found hideously mutilated in the Huntington Park area, have added fuel to the fire.

"This city is close to hysteria," psychologist Dr. Nora Blackburn said today. "I'd be wishing for definitive proof that the demons exist, to ease people's minds, if I didn't think the cure would end up being worse than the disease."



RICARDO: We're back! We're talking to people who claim to have sold their soul to the devil. Not kooks, not cranks, but important people from all over Los Angeles who claim they have been approached by a mysterious figure who offers them their heart's desire in exchange for their soul! All these people have accepted the offer, and now say they are very sorry. What they have to say may chill you.

Let's start with Alfred Honniger. Alfred, where did this all start for you? Tell us, to the extent that you're comfortable, where your unendurable nightmare of misery and horror began?

HONNIGER: Well, I was chief engineer at a large bottling plant. I was working on some new bottling machinery for a large client. I was way behind on our schedule, and was afraid I'd never catch up, so I went to a bottling industry symposium to find a quick and dirty way to accomplish my goals.

There I met a man who called himself "Jack Scratch." He told me that he knew all about my problem, and that he would help me. He showed me a whole range of solutions to my problem - they looked custom-made for my factory. He said he would give them to me for the price of my soul.

I thought he was nuts, but I needed the equipment. He ran my specs through some strange computer he had that perfected the design instantly. It worked, we completed the contract ahead of schedule, and everything was great.

RICARDO: Then he took your soul?

HONNIGER: Well, no. He said he'd be back for that. But then we started getting complaints. Our bottles were cutting people's lips and pieces of glass were showing up in the soda. Somehow his machine had failed. We and our client are now facing hundreds of millions of dollars in lawsuits. It's ruined us.

RICARDO: And he still hasn't come for your soul?

HONNIGER: No, but it would be a relief! I can't sleep at night, I'm facing all these suits, my career is in ruins, my wife left me ... Hell could not be worse. Anyway, what have I got to live for, knowing that he's waiting for me?

RICARDO: Mr. Honniger, some people maintain that you made all this up so people would forgive your criminal negligence.

HONNIGER: No, it's true! I swear it's true! You have to believe me!

RICARDO: We have a question from the audience.

AUDIENCE MEMBER: Mr. Honniger, how do I contact Mr. Scratch?

HONNIGER: Don't! And pray he doesn't contact you!

AUDIENCE MEMBER: Look, just because you wasted your soul on a stupid thing doesn't mean I will. I'll just ask for a hundred million dollars. Then he can have my soul all he wants!

HONNIGER: No, you don't understand! He'll ruin you!

AUDIENCE MEMBER: (Looks at camera) Mr. Scratch, if you're listening, my name is Louis Riley, and I my address is 1468 South -

RICARDO: Jerry, kill his mike! I don't think we're going to do that, Lou. Next up, a woman who sold her soul to get the ultimate revenge on her ex-husband for welshing on the alimony payments. Her plot backfired. Now he's

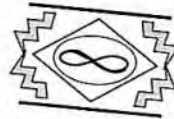
in a coma, the three kids are mute from a mysterious trauma, and she could spend the rest of her life in jail. She says she summoned the demon using an arcane ritual. Is she hopping on the "sell your soul" bandwagon for sympathy from the jury, or was she really the victim of the devil?

ASHLEY: It's really true! I'm not making it up! And there's real devils flying around Los Angeles! I've seen them! I -

RICARDO: All this and more, when we come back.

COMMERCIAL BREAK.

((End transcript))



STORM KNIGHT DIRECTIVE #212

Anaheim Stadium has been closed for some time—closed, but not deserted. There have been reports of strange shapes seen scuttling about inside it. Workers who went in to clean up never came out.

We need a team of Storm Knights to investigate the stadium and, if necessary, eradicate whatever is infesting it. We have recently stumbled upon a cache of cyber-gear and will be willing to provide said Knights with any of that equipment they might feel they need for the task.

TO: All Storm Knights
FROM: Tempest Fugitive
RE: Project Daniel Webster

This matter of a "devil buying souls," which is so popular in the media now, is horrifyingly true. The devils are the Tharkoldu, and this plan is one of their most subtle and insidious. It's so clever that I have trouble ascribing it to these brutish louts, and suspect a human hand behind it.

The Tharkoldu are generating a special brand of fear in Los Angeles by offering to grant the hastily-made wishes of desperate people, then executing the wish with a maximum of pain and suffering. They find their victims through information provided by gangslaves or through occult societies which attempt to summon demons.

After the Tharkoldu have secured an agreement, they use sophisticated methods, occasionally arcane in nature, to carry out the wishes. Moving a large sum of money into a bank account is child's play for them using the Grid (and may explain the mysterious depletions of Ichi corporate accounts, which led to a wave of executive executions last month). Other requests can be granted using UltraCAD technology.

The techno-demons take pleasure in inflicting pain on the desperate, not to mention leaving them in mortal fear for their souls for the remainder of their lives. More than a few have actually been driven to suicide by this anxiety.

The first part of the Tempest Fugitive Project: Daniel Webster is to locate people who are being tempted to sign a pact with the Tharkoldu, and persuade them not to. Ideally, this will lead to the exposure of "Jack Scratch," who is most likely a Tharkoldu disguised as a human. It may be necessary for a Storm Knight to actually offer to sell his soul as a means of drawing "Scratch" out, then track him back to his lair and slay him.

THE RACE

PURPOSE

To resist, reject and destroy the demonlings of Tharkold in the realm, and parlay that victory into a second triumph in the cosm.

SIZE

Race representatives have not disclosed exactly how many of their people are currently on Earth, or even that there are any non-slaves beyond one or two in the realm. They fear Tharkoldu reprisals against their relatives and friends should they be connected to an anti-demon strike.

HISTORY & RESOURCES

The members of the Race are an insular, callous and paranoid group. (On their homeworld, those are considered survival skills.) They have so far refused every offer to work with them. We understand their reticence, but are saddened by it. The Race could tell us a great deal about this demon scourge.

As best we can tell, the members of the Race came to Earth along with the Tharkoldu slaves, and are currently operating undercover in Los Angeles. They live on the streets and have formed networks to keep themselves alive and functioning. Their ability to operate in secrecy is astonishing — it's been all we could do, with all our resources, just to locate one or two of them.

The Race members are on Earth to gather information on the state of the invasion, determine Tharkoldu weaknesses, and evaluate us as potential allies.

The members of the Race who cross over to Earth and back do so only when sent by the Tharkoldu. They must maintain one identity within the slave camps,

while possessing another in an Earth community. Their slave persona can be trusted with access between worlds, and their Earth persona must be able to blend in on Earth. It's a difficult and dangerous double life, and the fact that some have carried this off is a tribute to the tenacity of the Race and their will to be free.

Their resources remain largely unknown. They seem to be a small, highly disciplined force and possess advanced weaponry. But the Race cannot afford the luxury of trust, and those who have attempted to gather information upon them have met with bloody fates.

Motto: "Upon the lathe of eternal tribulation, we hone our minds and bodies into spirit daggers; weapons that strike silently and need strike but once."

ALLIES/ENEMIES

Race members have shown a willingness to provide information to Storm Knight groups, but cooperate actively in operations only rarely.

The Tharkoldu are their blood enemies. Most seem to care little about what happens to Earth, so long as the techno-demons are destroyed. Anyone who stumbles upon the true identity of a Race member takes his life in his hands — be prepared to graphically prove your hatred for the Tharkoldu if you want to earn even a modicum of the Race's cooperation.

CONTACT

We have been able to penetrate the covers of precious few members of the Race on Earth. We know that they are building an organization of street runners and that they have recently purchased weapons through a dropsite on Venice Beach. Storm Knights may attempt to contact by following either of those leads.

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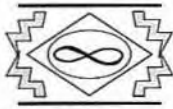
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Fellow Tempest Fugitive Members,
I strongly protest revealing any information on the Race, even to our own members. The more this information is made generally available, the greater the chances of it falling into the hands of the Tharkoldu. We could compromise all Race operations on Earth. As a renegade from the massed forces of an entire cosm, I think I speak with the clearest eye to the problems at hand. I implore you, let the Race remain hidden. If they wish to reveal themselves to us, they shall.

Faithfully Yours,
Shadowstorm



I'm afraid I can't agree, Maki, dear. The Race need us. They have precious few allies in this world, and we can provide able assistance.

We must contact them, and let them know they can trust us. Otherwise, we risk fighting the Tharkoldu without the benefit of their knowledge, and their fighting without the benefit of our strength and numbers.

*Yours With All Our Good In Mind,
Lady Constance Grimorum*

Look, guys! Enough! We need a policy and now! Look, if we don't contact these guys, they will conclude that their only ally against Tharkold is the Cyberpapacy. And they have a point. The wire-stuffers are on record as resisting Tharkold all the way. I don't care who's right and who's wrong. We have to get to 'em now, and let 'em know we are on their side. Or else we can count on the Cyberpope building his strength by chewin' up and spittin' out the Race.

— Skyjack

Ideally speaking, it is clear that the Race are not looking to engage in small skirmishes with the enemy. Their only hope is to wait for the day they can overthrow the yoke of their oppressors in a single blow. Therefore, it is best we leave them alone, and resist the temptation to compromise their identities.

*Yours In Clarity of Thought,
Brythande, Elven Scholar of Aysle*

That is a bit harsh and unfair to the Race. It may be to our advantage to let the Cyberpapacy strengthen its war against the demons.

— Tremayne

Come down out of your gleaming white tower made of elephant tusk! Brythande, you are a wise one, but your wisdom clouds you to what is happening here, I do think. The metal demons create fear, yes? Live on fear, yes? These Racers are filled with fear all day! They have no one to trust at home, so they trust no one anywhere! They need to know trust is possible. We must guide them, like a child in a war zone, to show them trust is possible again.

*Yours Without Fancy Ending,
Kudu Kaah*

Kudu, I must disagree. We are not gods who can impose our view on others indiscriminately. We are not wise parents trying to raise the Race as children. We are partners in war against a common foe, and we must respect them as such. And we must respect their wishes.

— Doctor Wilde

While all y'all were arguing, I went out and found Herman. Herman's an eccentric homeless person who lives on Venice Beach. He wears heavy, grubby coats even on really hot days, and walks around lookin' dangerous and weird. You've probably seen him.

Most people think he's some crazy Vietnam vet. He's not. He's a Tharkold vet. He's been tryin' to get street people (but not gangs) involved in doing missions for him. He's organized some runaway kids into a really reliable information network. By gettin' the kids to trust me, I got an interview with Herman. (I can't pronounce his real name, but it sounds like Herman to Earth people.)

Herman gave me the scoop on their next operation. They want to get people into and out of a Tharkold cyberware complex, and raid the Demon Grid. We got a chance to join 'em. Now, I ain't goin', but if some big, bad Storm Knights want to go, they can contact Herman, and tell him I sent ya.

— Lakisha

THE MAYOR'S OFFICE

PURPOSE

To hold the city together, ensure public safety, and strengthen the new, diverse community.

SIZE

Mayor Terri Bender's office encompasses not only herself and her advisers, but many of the agencies under her aegis. Degrees of trust which can be invested in these agencies vary, however, so Knights are advised to deal through Mayor Bender herself, whenever possible.

HISTORY & RESOURCES

When the elected mayor and his staff fled Los Angeles, there was no one left to fill the void but a lower-echelon bureaucrat named Terri Bender. She has turned out to be a masterful politician, building a strong coalition government out of the ruins of a once proud city.

Mayor Bender has shown herself to be a shrewd judge of allies and enemies. She is aware of the seductive lure of the Kanawa Corporation, and knows that she can gain great economic relief by selling out the city to them. Thus far she has refused to do so, and has fought the grasping ambitions of the Nippon military-industrial complex as politely as possible.

She has risked political suicide by guaranteeing the rights of all sentient beings, including the edeinos. Her plan has worked, and despite a loss in popularity, she has managed to create a strong, multi-cosm coalition against both Kanawa and the Tharkoldu.

Among the agencies Mayor Bender can direct are the

Los Angeles Police Department, the local branch of the California Department of Justice, and (through Sacramento) the National Guard.

Motto: "Los Angeles forever."

ALLIES/ENEMIES

Mayor Bender seems to be a "love her or hate her" type of leader. Those who are loyal to her would gladly lay down their lives on her behalf; those who feel she has betrayed L.A. to the "scales" would like to see her dead.

Bender's unorthodox approach to her job has led many local politicians to shy away from her. Believing that the traditional Los Angeles party machines will eventually return, they prefer not to be seen siding with a maverick. This has made it difficult for Mayor Bender to achieve certain objectives, but has also endeared her to the populace, who do not see her as just another insider.

The Kanawa Corporation, some members of the Intelligence branch of the Delphi Council, and the Tharkoldu can all be counted among Mayor Bender's enemies. Up to now, none have been willing to antagonize the municipal and state governments by striking at her, but that may change as the stakes in L.A. continue to rise.

CONTACT

Jerry Gilbert serves as director of public relations for Mayor Bender's office and can be used to funnel messages to Her Honor.

The Mayor has shown herself to be appreciative of a strong Storm Knight presence in her city. She will grant an audience to virtually any Storm Knight and provide what aid she can.



THE DELPHI COUNCIL

PURPOSE

The Delphi Council is a governmental body authorized by the President to take over many administrative functions during the current state of emergency.

SIZE

This information is highly classified and we have been unable to obtain hard figures. It is known that the Council has agents in most of the major nations of the world.

HISTORY & RESOURCES

The Council is a consortium of business leaders, politicians, military leaders and members of the numerous U.S. intelligence organizations.

The Delphi Council has formidable resources. They have unlimited access to what remains of the armed forces, the intelligence community, the most organized aspects of the business world, and no pesky democratic laws or institutions to restrain them.

Motto: "America Follows the Council."

ALLIES/ENEMIES

The Delphi Council counts as enemies representatives of all invading cosms, with the apparent exception of Nippon (we do not know for certain that the Council is aware of the nature of Japan these days, but we have reason to suspect they are and are choosing to ignore the situation). The Council is also opposed to those Core Earth governments who have chosen not to follow its lead and those movements within America calling for a return to full democracy.

The Council's most important "allies" and those government officials too blind or power-hungry to see the true danger of its activities. In addition, the Kanawa Corporation has worked hand-in-glove with the Council on occasion, when it served its purposes to do so.

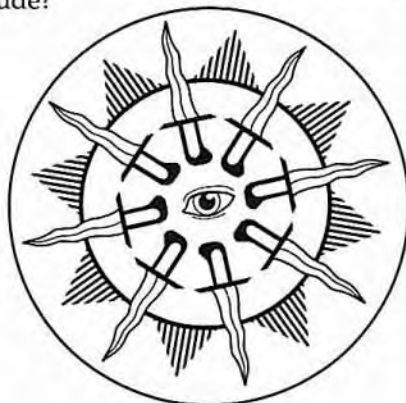
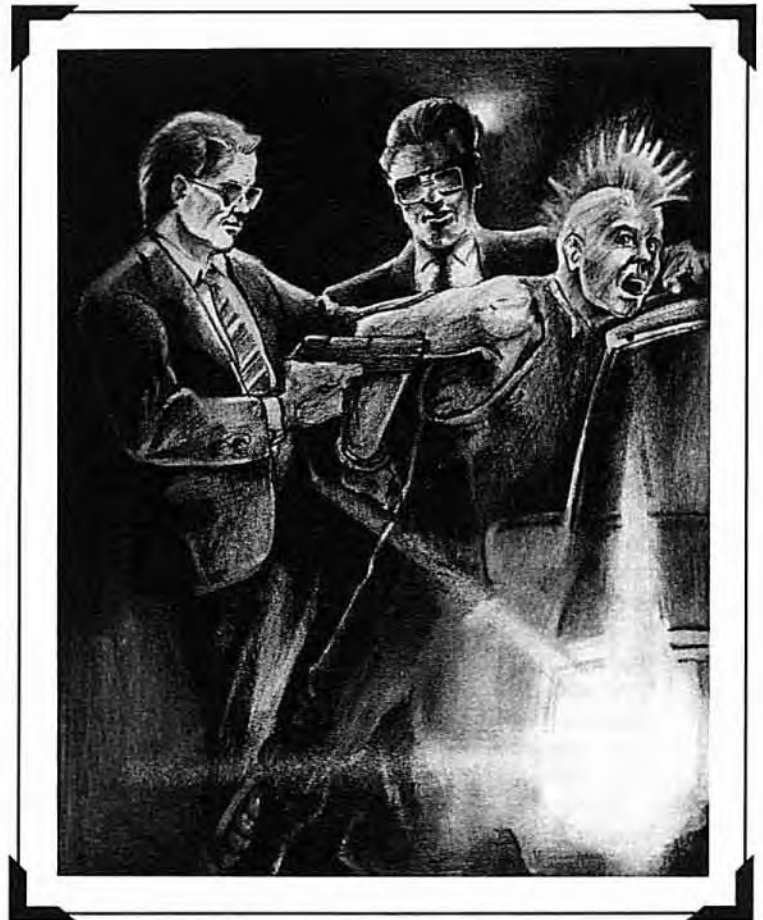
CONTACT

Our contact at the Delphi Council is a man code-named Tiresias. In Greek mythology, Tiresias was a blind prophet who was changed into a woman by Zeus. From this, what can we conclude?

- A) that our contact thinks of himself as a prophet;
- B) that our contact is really a woman posing as a man;
- C) our contact suffers from slight sexual ambiguity;
- D) Delphi Council members are much too paranoid about revealing their names.

If Tiresias is occupied and our business is official in nature, we can also contact Raymond Bates, our Delphi Council Response Coordinator. But Mr. Bates is really just a courier, and has no power.

Be very careful. The Council has shown itself to be above the law on a number of occasions, and it allows the CIA to act within the U.S., in blatant contravention of that organization's charter. The Council is a loose cannon, but it is at least nominally on our side. We just hope that after the invaders are driven away, the council is not the next threat to freedom we must face.



FOUR

GANG WARFARE

The Core Earth and Invader gangs listed here are distinct from the other forces operating in Los Angeles in that all reject any central authority and, with the exception of Tharkoldu gangslaves, do not knowingly serve the ends of a High Lord. They are all similar to one another in that they are relatively petty operators and seem to be motivated by a penchant for wildly amoral thrills and random violence.

They differ from larger power groups like the Kanawa Corporation and the Delphi Council in that they do not pursue power on a large scale, nor do they control vast resources. They seem content to carve up the city into small sections to serve as "turf," while larger power blocks carve up entire nations. Still, it often seems that the only major difference between a street gang and a huge, multi-national power is one of size rather than behavior.

CORE EARTH GANGS

By Lakisha Nelson

OK, so Mr. Brythande asked me to write some introduction to the Core Earth gang section. First of all, I want to say that it's pretty stupid to call Earth "Core Earth." I mean, Doc Wilde doesn't call Terra "Core Terra." It's not "Core Gaea," it's just plain "Gaea!" Right? I mean, is someone confused here? I don't see how, just because all these dimensions and stuff invade us, that we have to change our name, OK?

So anyway, this is about Earth gangs in L.A. Excuse me, "Core Earth" gangs in L.A. Local guys. The boyz.

Things were a mess before the Invasion. Everyone knows that. But after the invasion, all the folks with money got protected, or got out. The poor folks got screwed. Big surprise. So the gangs took over. Even after the "Miracle of Sacramento" (yeah, right) the gangs still ruled the streets.

Except some gangs started helping out. They formed the Posse, which was, like, a huge group made up of all different gangs. It was bloody at first, but soon they got together to work for our survival. No one was going to help us if we didn't help ourselves.

The gangs coordinated our defense against the edeinos, and even worked with the renegade edeinos who came down out of the hills to join us.

A lot of people grew up then.

So when the rich folk returned and wanted their city back, the gangs were a real threat. The Posse had protected everyone when the cops were gone. They ruled the streets, and were angry that now the cops

wanted the streets back. The gangs said, look, you guys left here. You lost your claim to the city. It's ours now. The cops responded by targeting all the Posse leaders. That made the gangs even angrier, and they fought back. The Posse had the upper hand until the Kanawa Corp. showed up, with their ultra-high-tech goon squad, and started kicking everyone's butt — that "War on Gangs" crap, which everyone knows is an excuse to bust the heads of black and Hispanic and poor white kids.

The cops wouldn't do anything about the Kanawa Corporation flagrantly violating the rights of the neighborhood kids, gang members or not. They didn't care about the lack of due process, the lack of warrants and the trashing of the Bill of Rights. It was all-out war, and the cops just thought it was great that the gangs were getting stomped. Some gangs got wiped out completely. Some kids quit the gangs, but were killed anyway. The Nippon Tech stormtroopers were draggin' kids from their homes and killin' 'em months after they had quit their gang.

So anyway, all the boyz see that the Posse can't keep them safe. And sure as hell the cops can't keep 'em safe. So the demons came, cyber weapons in their hands and said, "Want to feel something real good? You want the power?"

What the hell would you do?

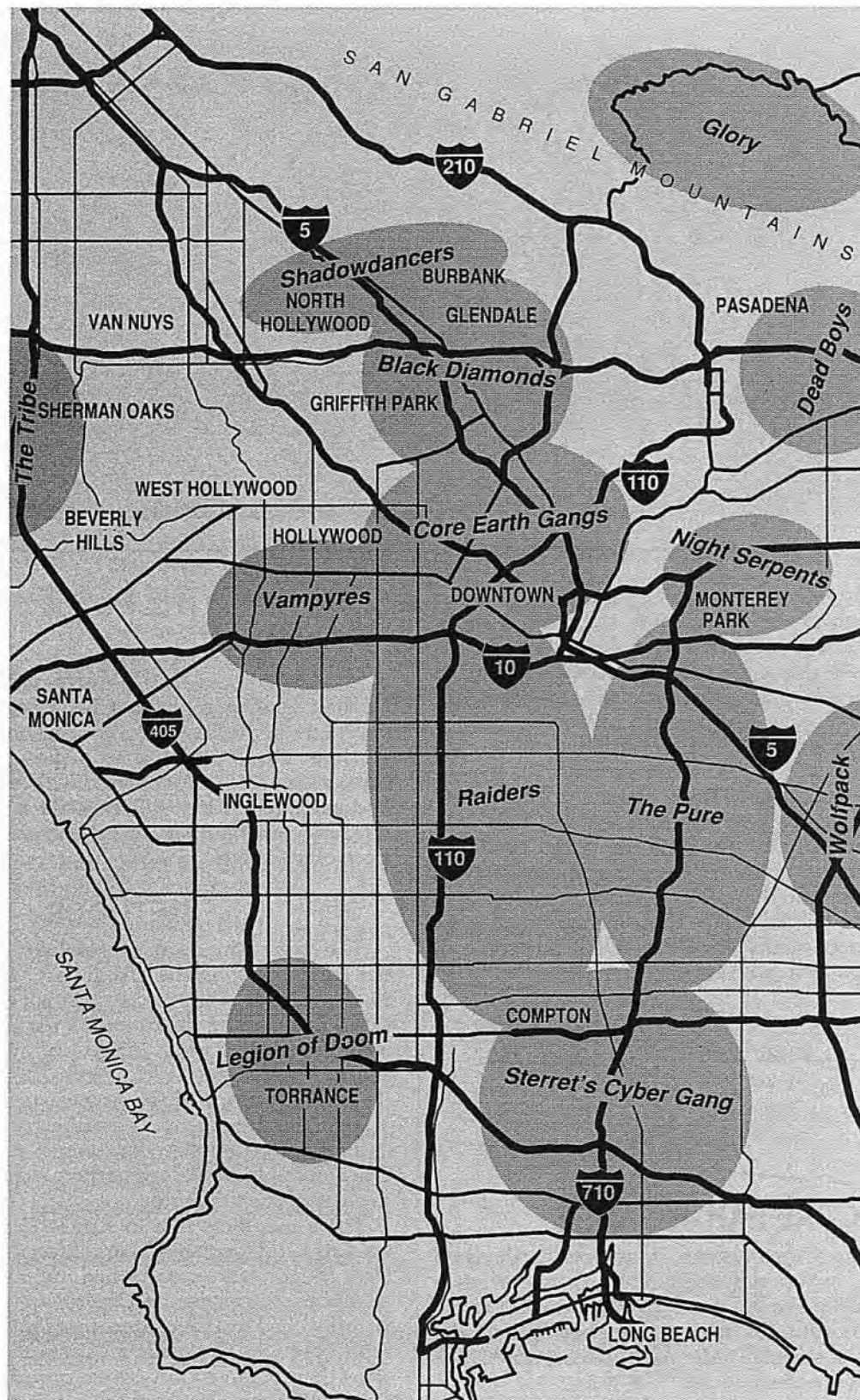
So a lot of gangs left the Posse, and joined up with Sterret. I believe that most of them would never have joined the Tharkoldu and let their bodies be used for horrible experiments if they were not already running for their lives and scared they were gonna die soon anyway.

I blame the Kanawa Corp. for all the kids mutilated and transformed by cyberware and occult tech. Of course, the Kanawa-controlled media made a great show out of the fact that gang members were all techno-demon monsters. Yeah, right. Most people don't even know the techno-demons exist. They just hate "those satanic, metal-head gangs."

So my next movie is gonna be about the Kanawa Corporation in all its glory. So far, I been turned down for backing by every major studio. But I'm gonna get it made. And distributed. People are gonna know the TRUTH! We'll see if the truth sets anybody free.

Oh, one last thing. In case you think I'm defending the gangs, I'm not. There's no excuse for murder and violence. But most of the stuff the gangs are accused of these days is complete crap. If they are going to be damned, let them be damned for what they really are:

AREAS OF GANG INFLUENCE





a bunch of frightened kids imitating the macho, war-like posturing of their presidents and other leaders. These kids have been told they are ugly and no good all their lives. No one expected they would amount to anything but selfish, suicidal, drugged-out killers. But they did. For a while, they became heroes.

And speaking of inflammatory stuff that will get me in trouble for saying it, did you ever notice the incredible variety to the gangs? There's so many differences! I mean, with most other realms there's, like, two sides only. The invaders and the resisters. With Core Earth gangs, there are so many groups with so many different points of view. And they really get a lot of power out of blood and bone. Sure, I know those techno-demons are supposed to be really deadly and all, but some of THESE gangs are really scary!

Bah! Sound like more Core Earth propaganda to me. Everyone know Jakatt gangs toughest! Heh, heh.

— Kudu Kaah

CORE EARTH GANGS

In the wake of the invasion, some Core Earth youth gangs have begun patrolling their neighborhoods against incursions by the enemy and working to protect the locals. Coordinated by the Posse, they fight for the defense of their streets. The largest and most effective of these groups are the Raiders.

THE POSSE

PURPOSE

These gang members watched their turf taken away overnight by the Invader gangs, and now feel they have a connection to L.A. and a function in society. Their former alienation was replaced with a sense of purpose and belonging. They still are wild and uncontrolled, but now they help their neighbors resist the warriors from other cosms.

METHODS

The Posse is made up of members of various different gangs, making the group as a whole rough and uncontrollable. They maintain small cells for the purposes of planning their operations, but often end up abandoning their plans in favor of wild, spontaneous action. Their organizational structure breaks down at the higher levels, so they've never successfully formed a large standing army. Nevertheless, they are larger and more focused than they were before the invasion. The Possibility Raiders gave them a direction in which to channel their energies.

Posse members like to harass Kanawa corporate holdings and ferret out Tharkoldu pits. Many of them have friends who were turned into monstrous cyber-enhanced gangslaves, and their hatred for the demons is unmatched by that of any other group. They bravely hunt down the superhuman Tharkold slaves and destroy them. Conventional government forces have difficulty discerning between the slave gangs and the Core Earth partisan gangs, and treat them all with contempt.

YOUTH GANGS IN THE FALLEN CITY

By Brythande

Lo, the time of tribulation brought great suffering to Los Angeles, and none felt the sting of the invader's lash more acutely than the urban poor who could not flee the city as so many others had. Though the hordes of the Living Land did not encroach into the city, the impoverished suffered mightily within its bounds, as all local resources were marshalled to protect the affluent.

The disaffected children of the poor, faced with even fewer prospects than they enjoyed before the invasion, became more alienated, more brutal and even less afraid of dying. When one's life is a frightening hell, how much can one lose by dying? An Earth poet expressed it as "Death, where is thy sting?" Violence reached a peak during these dark times.

And yet, once again the great paradox of the cosmverse reverberated through this land of despair. For no known reason, some of the alienated youth of Los Angeles suddenly felt a responsibility for and sense of kinship with the people who shared their neighborhoods. In some cases, these feelings extended even unto the affluent community that had rejected and isolated them.

With no recourse but to lie down and die or stand and fight, many of the already despairing youth banded together to protect their streets and defend their city. They fought looters, spies from Baruk Kaah, and the gangs that terrorized the city. They somehow discovered the duplicity of the Nippon invaders, and began raids on the invaders' strongholds which seriously disrupted Kanawa activities. Alas, much of their time they also had to fight the Los Angeles police, who felt that all gang activity was detrimental to the survival of the city.

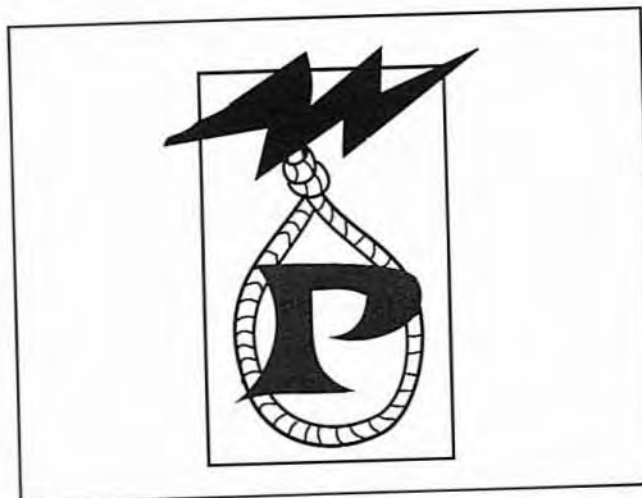
To fight back, the Kanawa Corporation helped finance a municipal "War on Gangs," a cynical move designed to purge all organized resistance by pitting Earthly law-enforcement agencies against the only humans who would contend against them.

The Earth partisan gangs are often their own worst enemy in this fight. They have not mastered the subtleties of self-promotion and are incapable of defending themselves against the charges laid at their feet by the forces of Nippon. To the locals, who view Nippon investment as a key to the revitalization of Los Angeles, the gangs are seen as the lowest villains rather than noble heroes.

HISTORY & RESOURCES

Prior to the invasion, the gangs were wild, anti-social, counter-culture kids fighting each other for kicks and careening toward early graves. But now, many of these gangs are wild, anti-social, counter-culture kids fighting otherworldly creatures for kicks, yet still heading for early graves.

Another thing has changed as well: instead of feeling cut-off and useless to the rest of the world, these kids feel the glimmerings of a sense of connection to their community. They feel like they are engaged in a common struggle against a common foe. It's sad that this reconnection had to come at the expense of so many lives, but it is good that it is happening at all. Perhaps after the wars are all over these kids can be welcomed back as heroes by the world that once rejected them.



The Posse gangers' primary resources are youthful rage and whatever weapons they can steal from Nippon agents and the Tharkoldu. They are also adept at gathering information and slipping in and out of areas without being seen.

Motto: "No one trashes L.A. but us!"

ALLIES/ENEMIES

Posse members have no real allies but each other, although they will work with a Storm Knight party if it earns their trust. They are opposed by agents of the Kanawa Corporation, the Tharkoldu, the Los Angeles Police Department and the Lawmen.

CONTACT

The Posse has suffered serious losses recently in battles with Minase Security forces and Mercuries gangslaves, but it remains the central clearinghouse for gang members. The Posse's coordinators can still get messages to nearly every gang, including the ones aligned to Sterret.

Be cautious, and act tough and respectful when approaching Posse members. The gangs have a language and set of cultural mores all their own, violation of which could leave you very dead.

THE RAIDERS

The largest of the Core Earth partisan gangs is an amalgam of several smaller groups now joined under one name.

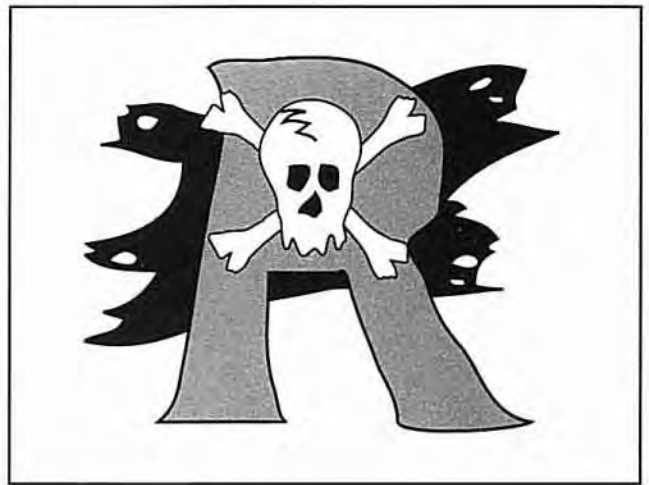
They rejected their earlier gang colors for a basic black and silver motif. Their caps and jackets are emblazoned with a Corsair emblem confiscated from some Ayslish embassy personnel and the title "Raiders." They are true to their name, and make regular raids on the outposts of the Kanawa Corp, and now even venture into the pits of Tharkold. Heady with the immortality of youth, they make nearly suicidal forays into the most dangerous sections of Los Angeles.

Due to the Raiders' astounding and impressive display of insight and wisdom in discovering the well-hidden Kanawan and Tharkoldu invaders, it is possible that their group is led by a Stormer. We would like some Storm Knights to investigate this possibility and report back to us. So far the Raiders have obstinately and inexplicably rebuffed our envoys' attempts to contact them.

— Brythande

Hey, didja maybe think they might be allergic to pompous windbags? Why don't you try sending some regular folks to talk to 'em, instead of a bunch of "envoys?"

— Skyjack, not an Elven Scholar.



THE RAIDERS

CONTACT/RESOURCES/SUGGESTED APPROACH

By Lakisha Nelson

OK, I was worried about these guys when they first came along. So I checked them out.

They were here with us in the worst days, when everyone else who could get out did get out. When the city was like a ghost town except for the freeways.

For a while there was nothing but fighting. Everybody was scared and everybody was fighting everybody else. People were breaking into every store and stealing stuff. The cops wasn't around anymore, and nobody was safe. We hadn't even seen a lizardman, but it didn't matter. We were more afraid of each other. We thought it was the end of the world.

I was filming the looting when I saw something amazing. Fernando's Uptown Appliances was on fire, and one gang was stealing TVs out the busted window while another guy was clubbing the owner. After the gang ran away, one guy stayed behind. He went back into the fire and pulled the owner out. He patched the guy up while the crowd just watched. Nobody who wasn't looting did anything. It was the guy who was just robbing the store that did it.

Anyway, I never learned that guy's name. But after that I started seeing more guys helping out. They were taking food to old people who were stuck in apartments with no electricity. They rounded up medical supplies and began giving them out free to anyone who needed them. They organized the resettlement of abandoned apartments. The same guys who were terrorizing the neighborhood before the war were now helping out. Without the cops, we thought they would kill us all. But they didn't. Without the cops to push 'em around, they became heroes. I don't claim I understand it. I just filmed it.

But they really are sincere about helping. They are not kidding around. I saw it with my own eyes. After everybody came back to L.A., the cops tried to push the guys around again. The cops said, "You guys did all this looting and killing and s***. You guys are a bunch of animals, and need to be locked up." The guys blew up at that. Here they were, heroes, and they were being



treated like dirt. That's why there were bad wars between the gangs and the cops then. Because the cops didn't like the neighborhood looking up to the guys, and wanted the gangs wiped out. Everything in the movie is true.

So the gangs, especially the Raiders, really did help. They want to keep helping, if someone will give them a chance. But everybody treats them like serial killers or something and won't give them the time of day. If you Storm Knights really want their help, you can't just waltz in and start giving them orders. You have to prove to them that you are not just another kind of cop with an attitude about gangs. You have to appreciate them. Appreciate their contribution to L.A.'s surviving the war. As far as I'm concerned, these guys deserve the medals, not the guys who ran to the hills as soon as we were in trouble. Not the guys who are coming in now, saying they can patch up our economy. These guys. The gangs.

I know a lot of people don't believe my film is true. I know a lot of people think I made it up to make these guys look good. But it's all true, just as I saw it. So now no one appreciates these guys, and they're wanted by the law, many of them. So you wonder why they don't wanna talk to you and give you safe passage through their neighborhoods and tell you what they know and show you their hideouts and reveal how they fight against the Demons? Get real.

I once heard that the ethics of gangs is that people of little intelligence lord what little intelligence they have over people of less intelligence. I think that's true. But it's also true of the CIA, the FBI, the cops, and especially the Delphi Council. I think some people better WAKE UP around here.

Though Miss Nelson seems to have strayed somewhat from our "Contact/Resources/Approach" format, the points she makes are well taken. The gangs cannot be approached like a well-organized group with a clear chain of command and a coherent policy on inter-group communication. Their xenophobia must be placated. It is incumbent upon the Storm Knight who contacts them to make a credible show of believing their claims of heroism during the Exodus.

— Brythande, Elven Scholar of Aysle

Claims? Lissen, elf dude, these guys can see through some stupid ass "credible show of believing." If you send somebody, they damn well better do better than pretend, especially if you want their credible ass to come back!

— Lakisha

INVADER GANGS

Excerpt from a report by Tremayne:

With tragic speed, Invader youth gangs have propagated like wererats across the wounded lands of Los Angeles. With scarce city resources already stretched thin, the mayor's office has sadly given up on several zones of the city.

These areas are completely wild, and renegade stormers from other cosms lead brutal gangs in violent clashes against one another and against the rest of Los Angeles society. Their violence and amorality make the old gangs of Core Earth look like Earth's Cub Scouts.

Yeah, sure, right. I'm sure. More anti-Core Earth propaganda! I'd pit the Raiders against any of these losers in tricked-out Halloween costumes any day.

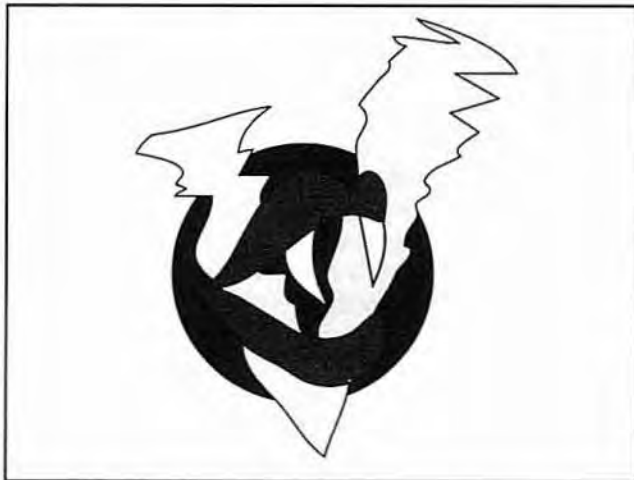
— Lakisha

THE VAMPIRES

This gang is made up of a group of approximately 15 young vampires from a coven in Borneo, within the realm of Orrorsh. They travel in packs of three to five, and are not as powerful as some more mature horrors.

PURPOSE

The Vampyres are looking to find a good hunting ground, terrorize the locals, fight with other gangs, corrupt innocents and generally raise hell.



METHODS

As far as we can see now, they prey on the life essence of the locals for kicks. They hang out in gothic post-punk bars in Beverly Hills and Inglewood, and hunt other night crawlers. Clearing them out is a low priority for Tempest Fugitive right now, although we would appreciate any help in the matter we can get from other Storm Knights.

HISTORY & RESOURCES

The Vampyre gang fled to Los Angeles when the rest of their Orrorshan coven was destroyed by the Sword of Sacellum. They are reportedly looking for a way to reform their dark brotherhood, and must be prevented from spreading their vampyric curse in L.A.

The Vampyres are powerful creatures with the ability to drain living energy and spread their infection to others.

Motto: "Cross us at your peril, mortal."

ALLIES/ENEMIES

The Vampyres were once known to join forces with the Wolfpack for an attack on the Raiders, but that alliance has since fallen by the wayside.

The Vampyres' primary opposition in L.A. has come from the Huntsmen Club.

CONTACT

Thus far, we have had no contact with the Vampyres. A Knight wishing to gain access to them must disguise himself in the "post-punk" manner now affected by Beverly Hills youth. The Vampyres wear all black, whiten their faces and darken their hair. They wear silver jewelry, act despondent and languid, yet enrage easily.

So far they have not proven to be a major threat, but if they were to ally with the Tharkoldu, problems could develop. We must keep an eye on them, because they could become very dangerous with even a modicum of occulttech enhancement.

THE SHADOWDANCERS

This gang of cyberdeckers enjoys an unprecedented amount of freedom in Hollywood. Their technology so far surpasses that of most other gangs and the L.A. police, they can carry out their plans virtually unmolested. With close to a monopoly on high tech in the lower city, they continually stay a jump ahead of their rivals. They confound the cops and take great pleasure in harassing their enemies.

PURPOSE

Create computer chaos and maintain their technological edge over the rest of the gangs. Only the proximity of the Black Diamonds has kept the Shadowdancers in check.

METHODS

The Shadowdancers use the relatively primitive Los Angeles computer networks to trash all police attempts to find them. They mastermind computerized procedural errors to get their members released from prison and plant mocked-up arrest warrants for members of other gangs. They only seek out a fight when they have calculated that they are likely to win.

The Shadowdancers enjoy an extravagant lifestyle, raiding bank networks whenever funds get low. They delight in crashing Hollywood parties, and their tales of computer anarchy have made them heroes among some misguided "back to nature" groups.

HISTORY & RESOURCES

This gang came through with the invaders from the Cyberpapacy. They were originally with the resistance in France, but after seeing bootleg vids of the Southern California lifestyle, they dropped their struggle against Avignon and relocated to the Valley. They quickly

adopted the local dress and a peculiar dialect known on Core Earth as Valley-speak. They frequent Burbank.

Their resources are formidable, as they strip cybergear from any victim that possesses it and use their ability to manipulate computers to augment their finances.

Motto: "Hack 'n Trash!"



ALLIES/ENEMIES

The Shadowdancers have no allies as such, feeling they don't need any. They are opposed by the FBI, L.A.P.D., Kanawa-controlled corporations in the city, and the Cyberpapal Nuncio. Recently, they manipulated the story files in the *L.A. Times'* computers and produced a headline that read "Nuncio Loves Nippon; Eschlimann Embraces Enemies." They have managed to avoid crossing the Tharkoldu as yet.

CONTACT

Skyjack: If you want a name and number, I can't give you one, but I can say that these wirewads don't have the courage of their anarchist convictions. Never have and never will. They quit fighting the Cyberpope cuz the old man was kicking their butts! Who do they take on? The low-tech local cops! What a bunch of pukes! These guys never lay it on the line, never give it their all, never do anything risky. They're half dead already.

In case you haven't noticed, I hate these guys. If you want to trash 'em, let me know, and I'll be glad to punch 'em up on the net and severely boggle 'em.

Here's another hot tip. These guys are utter cowards. If you spread rumors that you are tremendously powerful, they'll backpedal like crazy, always looking to retreat and get away. Trying to run into the shadows. Just keep 'em from getting away, and you can keep 'em on the defensive till you trash 'em. Easy kill. 'Hack and trash.' Yeah, right.

GLORY

This wild gang of primitives has frightened the authorities with their savage raids and strange rituals. It is composed primarily of human Jakatts, with a few kill-crazy edeinos and stalengers to vary the mix. They even have a few Core Earthers who have not transformed to the Living Land, mainly poorly educated rural males who enjoy attacking those who have more than they do.

PURPOSE

This gang has connections to the Living Land tribes that roam the parks and mountains around Los Ange-



les. They have tried to join in at the larger ceremonies, but the optants reject Glory's random violence.

METHODS

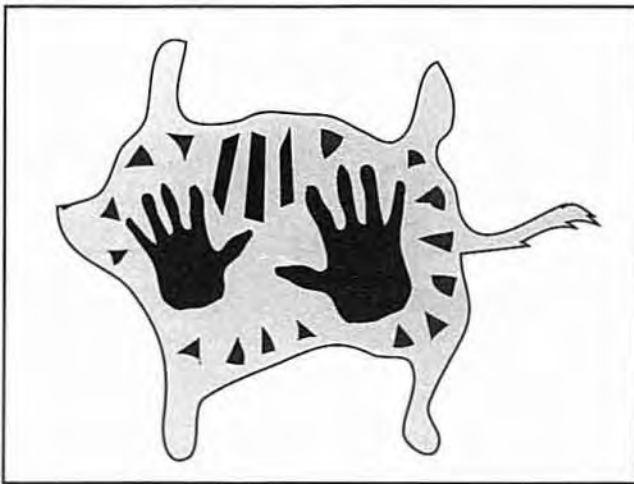
The Glory gang is based in the foothills of the San Gabriel Mountains. They are nomadic and have no fixed base.

Their main interest seems to be marauding through city streets howling, whooping, and scattering the locals. They make wild, savage attacks, and destroy any high-tech devices they encounter, like bank teller machines, phones, and cars. They have a lot of lesser street gangs running scared, but have been unable to beat the Raiders. The Raiders have successfully resisted them for so long that Glory members now avoid moving south of Dodger Stadium.

HISTORY & RESOURCES

Glory appeared on the scene shortly after the invasion. Many of them are outcasts from local tribes, who reject both Baruk Kaah's authority and that of the optants and gotaks. They prefer harassing the humans in the city to harassing their fellow Jakatts in the parks and forest camps.

Their resources are negligible: the skins on their back and hroctt spears in their hands, essentially.



ALLIES/ENEMIES

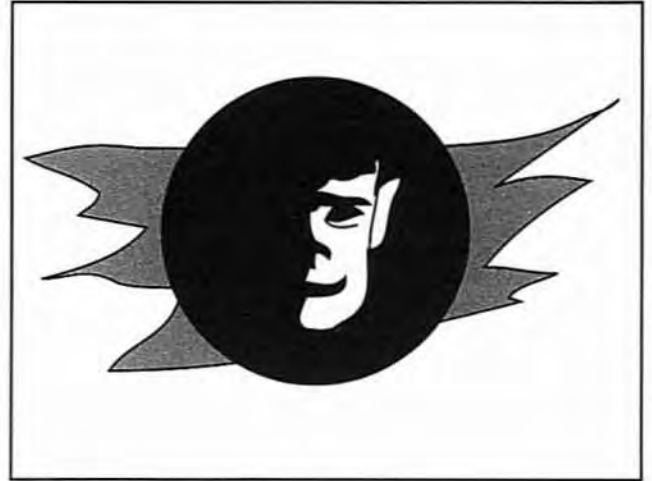
Glory has received some covert aid from the Tharkoldu, although no firm pact has been established between the two groups. The gang's activities have brought them into contact with the L.A.P.D. as well as the Raiders. They are focusing most of their energies on Pasadena at present.

CONTACT

Kudu Kaah: These guys give good followers of Lanala a bad name. They revere not life. They kill without thinking. The goddess grieves. I recommend they be stopped. I will help any who need my help to get them.

THE DEAD BOYS

The Dead Boys are a Core Earth gang led by a Ravagon. There are 13 of them counting their leader, Dirikidi.



PURPOSE

The Dead Boys are deathly pale human youths who wear black mourning suits and black combat boots. They are quiet and softspoken, and savage fighters. They run an occult protection racket in the ghost town of Pasadena.

METHODS

In addition to a protection racket run for money, Dirikidi uses his natural abilities to seek out fresh possibility energy in Pasadena. His Dead Boys then eliminate the person targeted to prevent his becoming a threat to the gang's operations. We don't know the location of their secret base, although some members of Glory might. They have worked to keep that group, the Night Serpents and the Pure out of Pasadena, and will continue to do so as long as the residents keep paying.

HISTORY & RESOURCES

The residents of Pasadena were greatly demoralized in the wake of the Rose Bowl fiasco and deserted the area following the Tharkoldu invasion. The limited population makes Pasadena ripe for domination by one clever, independent Ravagon.

The Dead Boys have acquired some Kanawa weapons, but mostly rely on conventional arms and the power of the Ravagon.

Motto: "Have you made your offering this week?"

ALLIES/ENEMIES

The Dead Boys have no allies — anyone who moves through their territory has to pay. By the same token, virtually everyone is counted as an enemy. Given the small size of this gang, it's anyone's guess how long they can survive, even with the Ravagon at their head.

Dear Neighbor,

WeLcome to PasAdena. We're **happy** to have you in the neighborhood, and sure You'll enjoy your stay.

Y' know, even the **nicest** of areaS isn't **safe** these days. It PAYS to have **protection** against gangs, looters, and other threats. **Sure**, it can get **expensive**, but isn't **Security** worth any price?

That's **why** our organization, **the Dead Boys**, exists. For a small fee, we will **proTect** you, your family and yOur **property** for as long as you are in **Pasadena**. We will see to it that you are **not harassed** by sTreet gangs; that your **home** is not mysteriously set ablaze; that your tireS are **not** slashed; that your **wiFe** doesn't disappear ONE dark night, and **End up** being **found** ALL over Monterey PArk.

With **the Dead Boys**, you get **24-hour** **protection**. AnywhEre you go, **any time** of the Day or *night*, you can be sure we're **watching**. There's **nowhere** you can go that we cannot follow, No place you could be hidden by a ganger that we couldn't find. We are subtle and unobtrusive — you'll **never** even know we're there until we feel we're **needed**.

So don't Waste time — retAin our services Before it's **too late**. Only **the Dead Boys** can **guarantee** your safety.

Did you make your **offering** this **week**?

ThE Dead BOYs

CONTACT

We have no contact in this gang, but they can be reached simply by going to Pasadena. A Storm Knight moving through the area will almost certainly have to deal with them. A simple fee of \$200 will buy safe passage. Knights with abundant possibility energy should beware, as Dirikidi may order their elimination.

Ambitious new residents of L.A. often see the ghost town of Pasadena as a great place to get an inexpensive or free house. Any time a new neighbor moves in, or a new business opens, the new arrival gets a visit from the Dead Boys. A clever Storm Knight who wants to find their secret base can do so just by pretending to move into the area, then trailing the Dead Boys back to their base after they pay a visit.

THE BLACK DIAMONDS

PURPOSE

This gang of 17 warriors and low-grade mages patrols Hollywood and the Hollywood hills. We suspect they are trying to found a sorcerous empire in Los Angeles.

METHODS

The elves trade on their exotic looks and frightening spells to entrance the locals. Many of the Hollywood residents like to see the Black Diamonds come around. Their antics are often very entertaining to an audience grown jaded by two years of war. They have been

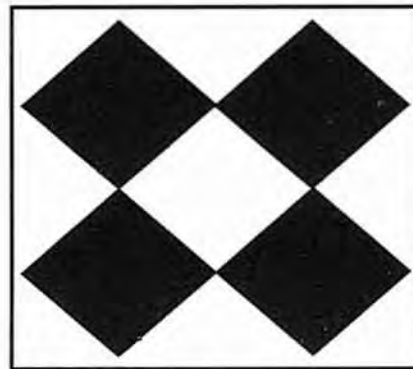
bullying the film community, trying to get movies made of their violent attacks on civilians and other gangs.

HISTORY & RESOURCES

Ellerby Quaff informs us that the Black Diamonds once worked for Uthorion. Upon coming to Earth, they became captivated by movies, and went AWOL to live in Hollywood.

The Diamonds have probably not been able to use some of the more potent spells in their repertoire because of the effects of Tharkoldu reality. They rely on minor spells, Ayslish weapons and the awe their appearance inspires to achieve their ends.

Motto: "Human blood bows to elf blood, or human blood spills."



The Black Diamonds
CVO General Delivery
North Hollywood, CA

To whom it may concern,

In all its five-year history, Nebula Productions has never given in to blackmail, and we have no intention of starting now. Our answer to your demands is know — we will not make a film glorifying terrorists, whether they be elves, mermen or Libyans.

We have reported your threats to the Los Angeles Police Department as well as to studio security. Should any of your members trespass on Nebula property, be assured we will prosecute to the fullest extent of the law.

For the final time, Nebula Productions has set its schedule for the next two years. We have no need of elven actors or actresses for any of these projects. We would suggest you direct your attention to Horrorshow, which is reportedly more interested in extracosmic films.

I hope you will take this letter to heart. Any further correspondence, phone calls, or sulfurous balls of flame and you will be facing charges of harassment.

Sincerely,

H.G.

Howard Glassman
VP for Project Development
Nebula Productions

ALLIES/ENEMIES

The Black Diamonds still maintain contact with members of Aysle's Army of the Dark and are undoubtedly aware of attempts to install an elven High Lord. The L.A.P.D., agents of the Light, and the Shadowdancers have all arrayed themselves against this gang.

CONTACT

We know that their leader is named Kilestra, but we have not established contact with the Diamonds.

Tremayne: One must match their arrogance sneer for sneer. Any less and they will assume you are a lesser being and disdain any offer or question. Only by showing an equal air of superiority can one hope to earn any measure of respect from them.

WOLFPACK

This gang of Orrorshan werewolves has turned the area of east L.A., near the junction of the Santa Ana Freeway and the San Gabriel River Freeway, into a living hell. The Wolfpack is one of the few gangs actively seeking allies so it can expand its territory and its pool of victims.

PURPOSE

To savagely tear into all weak creatures and all worthy opponents; to rend and kill and create a maximum of terror; to claim more and more territory. They are a completely wild and unredeemable bunch.

METHODS

These humanoid wolves launch frenzied midnight raids in the sparsely-populated Whittier area. The madness and cruelty of their brutal attacks have the entire population in a state of constant turmoil.



HISTORY & RESOURCES

We suspect that the Wolfpack is a manufactured gang. Many of the wolves have been bagged without diminishing their population. We think that an



Well, dears, this may be a shot in the dark, but six months ago a dangerous 70-year old madman named Conrad Blainington escaped Victorian custody in Burma, and was last spotted on a ship headed for the Pacific coast of the Americas. Blainington was working on an occult spell to create temporary lycanthropism.

He is said to have succeeded, but needed to distill several hundred orchids for each dose of his potion. Though he may have refined his tonic since then, Storm Knights hunting him may wish to seek out anyone who has recently purchased or stolen a large quantity of that flower.

The Tharkoldu would undoubtedly like to ally with this gang. The panic and fear the Wolfpack engender is in direct alignment with the goals of the Tharkoldu.

— Lady Constance

Orrorshan occultist has a means to create these monstrosities and is breeding them at a prodigious rate.

These werewolves seem to be weaker than the werewolves known in Orrorsh. It appears that the breeding method imparts a diminished version of the Orrorshan werewolf curse.

Motto: Unknown

ALLIES/ENEMIES

The Wolfpack has allied itself at different times with the Vampyres and the Dead Boys. The L.A.P.D., the Hunstmen Club, and the Night Serpents have seen fit to challenge their dominance of Whittier.

CONTACT

We have no known means of contacting the Wolfpack.

THE PURE

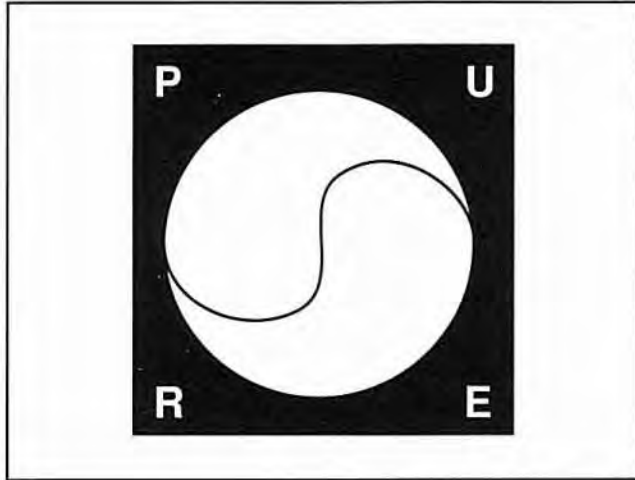
As Los Angeles grows more and more ethnically and cosmologically diverse, a backlash grows against the encroaching neighbors. The Pure, a group of Core Earth Ords, taps into that race hatred for use as a unifying force.

PURPOSE

Their stated goal is the extermination of all extra-cosmic beings, or "Corruptors," as they call them. They believe that the presence of intelligent creatures from other worlds contaminates those born on this planet. Only by eliminating all the "Corruptors" they encounter, the members feel, can they remain pure.

METHODS

This group focuses on violent and often murderous attacks on non-combatant civilians from other cosms who make their homes in Los Angeles. They concentrate their attacks on females and community leaders, and they avoid clashes with warriors, well-organized groups and gangs from other cosms.



HISTORY & RESOURCES

The Pure were born from the ashes of a dying sect of racist Nazi punks based in Downey. After the invasion, a former U.S. Army general named Nolan O'Neal took over the group and gave it its present focus. By focusing the member's hatred on to non-combatants from invader cosms, he has caused the group to grow far larger and more powerful than it ever was before.

We suspect that the Pure are building a large arsenal. It is quite possible that agents of the Delphi Council have been running arms to them, despite the Council's stated position that the Pure do not speak for the people of Core Earth or America. We would be happy if a Storm Knight could get conclusive evidence one way or another.

Motto: "Crush the corruptors!"

ALLIES/ENEMIES

There are rumors that the Pure may have received covert funding from the Delphi Council, although it is difficult for some of us to believe that. The Pure count as enemies everyone and everything from other cosms.

CONTACT

The Pure's leader is General Noland O'Neal, retired.

This group is easily infiltrated by anyone who can make a credible claim to being an Earth native. The group's policy of race hatred makes it easy for a Core Earth Storm Knight to invade and subvert this group.

It's possible that this group is actually another Kanawa plot to tear apart the people of Earth, and strike at the other invaders. Since the general public does not know that the Kanawans are from another cosm, they would suffer no reprisals from this group.

If this turns out to be true, we may consider revealing

Besides suffering from prodigious cowardice, this group lacks the fundamental courage of its convictions. They are very slow to admit African American, Hispanic, Asian and female members, indicating that their embrace of "Core Earth First" values are not really based on an acceptance of all Core Earth residents, but is really the same old, tedious, ruinous ethnic racism that has caused most of Earth's wars, re-packaged for acceptability in a new era.

— Brythande

this fact to the leaders of the Pure. That way the agents of Nippon can be hounded by the very group they founded.

THE LEGION OF DOOM

This group, recently arrived from the Nile Empire, is one of the strangest gangs we have encountered. They are a bizarre sight, since all but one or two of the 12 person gang are physically feeble and uncoordinated. They are abysmal hand-to-hand combatants.

PURPOSE

They consistently terrorize the Tornance area. They've built a large headquarters full of "weird science" gadgets from the Nile. It's hard to actually assess what they want, since they don't fit the profile of other gangs. They have no organized structure, and they don't run a protection racket. They rarely swagger down the city streets terrorizing people. All they have in common with gangs is occasional looting sprees. They seem to enjoy creating anarchy, and boggling local authorities. Sometimes they seem more like a tech school fraternity than a street gang.



METHODS

The Legion of Doom uses Nile gizmos to gain the upper hand in their clashes with police and other

WE ARE THE LEGION OF DOOM!

We demand the immediate surrender of the city of Los Angeles! All citizens are to deposit their money and valuables on the field at Anaheim Stadium by Friday midnight, when they will be collected by our members. Any attempt to follow our representatives will be met with a rain of fiery destruction upon the city.

YOU CANNOT FIND US! YOU CANNOT STOP US!

We are destined to rule, first Los Angeles, and then the entire state of California! The Wolfpack, the Vampyres, the Night Serpents of the Shadow Kingdom, they are children beside us! With the devastating power of weird science at our command, we are as far beyond the power of other gangs as man is beyond the ant!

So confident are we that we will inform you of our plans — with the money plundered from the people of Los Angeles, we will finance the construction of a reality bomb. This explosive will be planted in the city of Houston. When it is detonated, all of that area will fall under the sway of the Nile Empire. The Legion of Doom can and will rule the United States!

BEWARE OUR POWER! BEWARE OUR WRATH!

CHALLENGE US AT YOUR PERIL!!!

gangs. They like to loot shops and research labs. They seem to enjoy creating confusion and discord.

HISTORY & RESOURCES

As best as we can determine, few of the Legion of Doom members have any real gadgeteering skills. We suspect that they are young Nile bureaucrats who fled a life of sterile oppression in Egypt for the thrills of Los Angeles. The large number of gizmos they boast have probably been supplied by a backer hoping to sow additional discord in the city.

Motto: "Strength Through Weird Science."

ALLIES/ENEMIES

The Legion of Doom received, at one time, material assistance from Forever Films, but it is unknown whether this is still going on.

The Legion has clashed with the L.A.P.D., the Raiders, and some of Sterret's gangslaves. It is believed that the Legion members have their eye on Inglewood for a possible expansion.

Don't underestimate these kids. They may not seem like much of a threat, but we could be very wrong about their lack of a skilled gadgeteer. Just because we haven't heard of any new gadgets in their possession doesn't mean they don't have them. It could be a costly mistake to assume they are an easy mark.

— Dr. Wilde

CONTACT

This group has proven resistant to contacts, though we believe they will speak to people who can offer them any weird science gizmo. Treating them with disrespect because of their physical shortcomings is to invite destruction.

NIGHT SERPENTS OF THE SHADOW KINGDOM

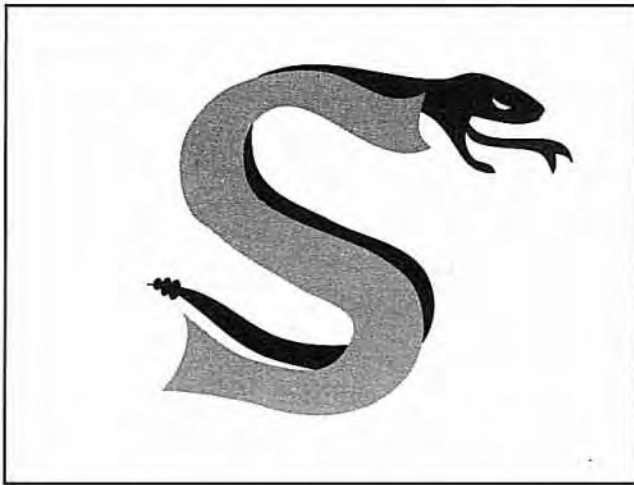
PURPOSE

This crew of 30 pit fighters and assassins grew from a small-time Asian gang to a powerful force with the help of renegades from Nippon Tech. The group is trying to establish a petty fiefdom east of downtown L.A.

METHODS

The Night Serpents hold the Asian community of Monterey Park and parts of El Monte and New Chinatown in a grip of fear. They use threats, violence, and open assassinations of rival gang members and uncooperative city officials to get their way. They operate openly, brazenly flaunting the authority of the local government and demanding fealty from local businesses. They are quickly outgrowing their gang roots and becoming a full-service organized crime syndicate.

Their crowning achievement is a gladiatorial pit in the basement of Jade's Restaurant in Monterey Park. They break in their new recruits here, and eliminate the

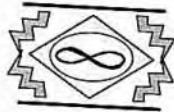


weak from their ranks. The Pit of Jade is a big draw in the neighborhood, pulling in Los Angelenos starved for violent thrills after the defection of all real football teams from L.A.

The Night Serpents firmly believe L.A. will fall to 3327, and want to be large and powerful enough by then that the Nippon High Lord must let them live.

HISTORY & RESOURCES

The qualifying trials for corporate ninja in Nippon Tech are severe. Apprentices come out as full-fledged ninja, or they come out dead in the arena. During the



The Nippon Tech Yakuza are too busy gaining a foothold in Los Angeles to start a war with this gang, though they have their eye on them. I think the Yakuza is underestimating the Night Serpents and still thinks of them as a mere gang, when they are becoming much more. The Yakuza do not realize that the Night Serpents' royal theatrics are winning the hearts and minds of the locals, which will make them very hard to root out. The longer the Yakuza leave the Shadow Kingdom in place, the harder it will be for them to destroy it.

In the interests of playing one side against the middle, we can fan the flames of rivalry between the Serpents and the Yakuza. I would recommend siding with the Serpents, since the Yakuza will be a major threat in only a few more months. If we need to eradicate the Serpents, we can simply inform the Nippon Tech ninja guild of the whereabouts of their escaped students. Nippon will expend massive resources destroying the Serpents, and expose themselves to our spies in the process.

— Maki Shadowstorm

rapid expansion into Los Angeles, quality control in the assassin business slipped, and a few failed ninja escaped their fate. They recruited Core Earth gang members, and taught them what they knew of the art of murder.

The Night Serpents have built a ninja training school, where they teach their incomplete mastery of the killer's trade. They have a gladiatorial pit for testing their recruits. They are gathering an arsenal of high-tech weapons to help in their conquest of the city.

Motto: "The coils of the Night Serpent are deadly indeed."

ALLIES/ENEMIES

A thorn in the side of the Kanawa Corporation, the Night Serpents have unwittingly received aid from the Cyberpapal Nuncio. They have clashed repeatedly with the Raiders, the Dead Boys and the Wolfpack.

CONTACT

The Night Serpents' liaison with other groups is Wing Min Chin, proprietor of the Ocean Garden Restaurant on Atlantic Blvd.

The Night Serpents fancy themselves a petty kingdom, and demand to be addressed as royal lords. Doing so will allow the visitor greater and greater levels of access.

THE TRIBE

PURPOSE

This pack of roughly a dozen edeinos live to make lightning raids all over L.A. and have particularly plagued the Van Nuys, Sherman Oaks, and Santa Monica areas.



METHODS

The Tribe is a xenophobic horde that thinks of Los Angeles as a large cluster of small, poorly defended villages. They see themselves as free-spirited, nomadic warriors. They ride from village to village, swooping down for rapid raids, carrying off food, shiny trinkets and weapons. They have made stashes of stolen goods

all over Los Angeles. They usually operate out of Topanga State Park, but they have no fixed address.

HISTORY & RESOURCES

The members of this wild, erratic barbarian gang are former leaders of the invasion of Core Earth. They split with Baruk Kaah when the Living Land leader began a policy of consolidating his holdings, rather than aggressively attacking the rest of North America.

The Tribe has a few carnols and rufka to beef up their ranks. For the most part, they rely on fast hit and run tactics to carry the day.

Motto: "Kreee-gah!"

ALLIES/ENEMIES

The Tribe has some friends among Baruk Kaah's legions, those who disapprove of the Saar's tactics but lack the courage to rebel. They have also been the subject of friendly overtures by the Tharkoldu.

In general, the Tribe avoids challenging the other gangs, preferring to target L.A.'s human population.

The killing lust is in their spirits. They will never be able to purge themselves without complete and utter surrender to the will of Lanala. I fear they will die out of accord with the goddess. And I would willingly kill them.

— Kudu Kaah

The Raiders have made attacks on the Tribe's turf in the past with some success.

CONTACT

We know of no way to contact the Tribe, though perhaps a powerful edeinos warrior or Jakatt optant could get them to listen briefly.

FUNGUS

This is an unconventional gang, as it is composed of gospog from various realms and has no "turf" as such. We firmly believe that the gospog are being used by some other force, as yet unknown.

PURPOSE

We have no idea — their attacks seem to have no logic behind them, or perhaps a logic we simply can't see. We cannot escape the feeling that this grouping is the harbinger of some great evil.

METHODS

The gospog launch attacks at night, rising from sewers, trenches, and stagnant bogs, and creeping toward their prey. They have stolen articles ranging from extremely valuable items from other cosms to TV sets and jukeboxes. Prominent L.A. citizens have been kidnapped, the ransom notes signed "Fungus" — if the money demanded is not paid, the victim is returned to his family in pieces.

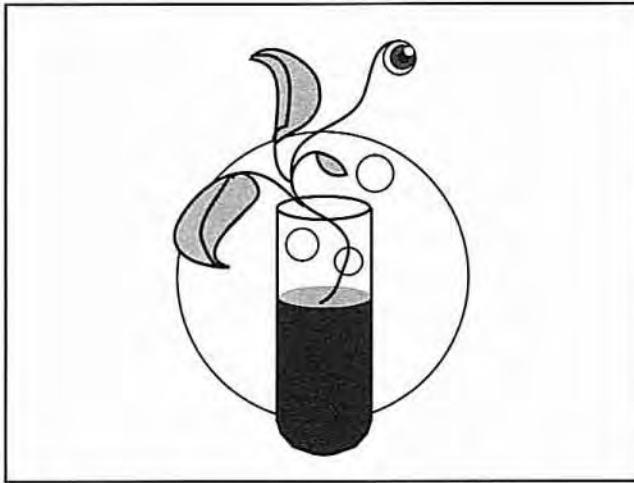


HISTORY & RESOURCES

This frightening group first appeared a year after the invasion. Since then they have been spotted all over Los Angeles. They have made a special point of appearing in the underground Bourazi apartments, trapping people in the airtight, underground rooms. Because of the attacks, some people now call the Bourazi apartments "The Tombs." We would very much like to know who is behind these attacks, and who is profiting by them. We doubt they are allied with the Tharkoldu, since they appeared in L.A. so long before the demons.

Their only resources are the powers native to various plantings of Nile Empire, Living Land and Cyberpapal gospog, combined with a subtle, guiding intelligence.

Motto: None known.



ALLIES/ENEMIES

Fungus has no allies that we know of, for few gangs would associate with gospog. They have been opposed by the L.A.P.D. and agents of the Kanawa Corporation. As yet, most groups foolishly do not regard Fungus as a serious threat.

CONTACT

We know of no way of contacting the members of Fungus, but they have struck most frequently in Huntington Park of late. A stakeout of that area might produce results.

LAWFUL GROUPS

The groups listed below operate nominally within the law, but the line between them and the "outlaw gangs" is often blurred. Storm Knights are advised not to relax their vigilance in the presence of members of these "lawful groups."

THE LAWMEN

A splinter group of the L.A.P.D., this mercenary group defends those who can pay their fee, and attacks anyone they feel poses a threat to their power and way of life. Some maintain they are a greater threat than the gangs they are often hired to combat.

PURPOSE

The Lawmen ostensibly exist to defend their clients. Acting as a strong security force, they venture into the worst areas of Los Angeles to get their man — or creature.

METHODS

This groups takes any job they can get, but they favor jobs that allow them to fight invaders, gang members, and, some maintain, the urban poor. The Lawmen have even fought Storm Knights, since most distrust anything related to another cosm. The Lawmen sometimes pose as real police officers, and are a nightmare for the legitimate L.A.P.D., which has to live down the illegal behavior of the Lawmen. They also have sympathizers within the Los Angeles police force, who help to keep the Lawmen one step ahead of those who see them clapped behind bars.

HISTORY & RESOURCES

The L.A.P.D. was divided over the appropriate response to take to the invasion. Some wanted to impose a form of martial law on L.A., and make it a capital crime to live outside the grid areas, or be anything but a Core Earth human. When their plan was rejected, a sizable group resigned from the force. An unknown organization began providing them with arms and money and they became the Lawmen, a gang of highly trained vigilantes for hire.

The Lawmen have access to a large supply of munitions, riot gear and SWAT equipment. Much of it is military issue, though some of it may have come from police arsenals. They have about thirty squad cars painted to resemble L.A.P.D. vehicles. They are well-funded, and can muster large sums of cash on short notice. They are well-connected, with plants in the police force, the Mayor's office, and possibly even the Delphi Council. We don't know who their mysterious benefactor is, but Tempest Fugitive would pay dearly to find out.

Motto: "To Serve and Destroy."



ALLIES/ENEMIES

As stated above, the Lawmen have agents in a number of L.A.'s official bodies. It is also possible that they have sympathizers among the city's more conservative elite, any one of whom might be their hidden backer.

The Lawmen oppose all L.A. gangs (and possibly just urban youth in general), the Tharkoldu, and most of those from other cosms.

CONTACT

The Lawmen maintain a headquarters in downtown Los Angeles. They have 70 to 80 members at any given time. Their public relations director is Gustav Jaeger.

I don't trust these guys. Call it a hunch. Call it a survival instinct. Call it an idea that got stuck in my head and won't let go.

Maybe it's the way they enjoy the thrill of combat. Maybe it's the way they demand cash in advance for their work. Maybe it's the way they took "protect" out of the policemen's motto and replaced it with "destroy." Or maybe it's just that they all remind me of Frank, the third-grade bully at Our Lady of Assissi Primary School.

No matter how you slice it, it all adds up to trouble. The Lawmen are as lawless as the gangs they fight. They fight for a tight little circle of those they think worthy of saving, and everyone else is one more insect to be ignored when hidden, or squashed when in the way.

— Dr. Wilde

What the good Doctor failed to mention is that during our brief encounters with them, we have found the Lawmen to be efficient, thorough, and loyal to a fault.

They were quite cooperative in our investigation of a cyberslasher that menaced downtown L.A., and remained so until we chose to rescue the young men and women who had not yet been implanted with hellish mechanical contraptions. When they tried to turn their weapons on the innocent victims, we were forced to deal with them most severely. Though it saddened me to have to turn on former comrades-in-arms, it grieved me more that they should wish so many innocents dead.

— Tremayne

They have a toll-free number for people seeking their services and their rates are high.

The suggested approach is; don't. Stay away from them. If you absolutely have to work with them, remember that many of them hate people from other cosms. They don't trust much of anyone, and often don't seem to feel the need to obey local laws. If you must work with them, always watch your back.

THE VIDEO VIGILANTES

These independent operators chronicle the dangers of life in this brave new world with portable video cameras.



Vulture Video

Who are these strange teams that roam the worst streets of L.A. looking for trouble? Gang warriors? Edeinos? Demons? Nope, they are freelance news crews! Armed with nothing more than a video camera and a voracious appetite for danger, they prowl the streets from the grid to Beverly Hills, in search of footage that can live up to the brutal standards of the overnight news beat.

They are a new breed of video mercenary: hyperkinetic men and women out to do what the news agencies can't: cover all the news, all the time. With every T.V. network and local station reeling from the debilitating effects of the Possibility Wars, news reporting is suffering. There's more news, and fewer people to cover it. The big newsrooms can't be everywhere at once. So they are starting to rely on the little guy.

Just who are these driven fanatics? To find out, *Hard News* took to the streets with Sandra Jennings, one of the more successful L.A. Video Mercenaries. We're riding in her beat-up, armored, dark-blue Cadillac. The steady jabber of a pirate radio station plays from the dashboard. We join her as she hangs up one of her two onboard cellular phones.

Sandra: "Yeah, I copy. Wilshire and Rodeo. Gotcha."

Hard News: "What was that?"

Sandra: "Gang attack on some posh jewelry store over in Beverly Hills. Cyber-enhanced stuff. My partner, at the home base, heard it on the police band. He listens to all that stuff; police, fire, emergency, pirate news, shortwave, everything. Plus he gets tips from a lot of locals. When he gets something good, he calls me. This sounds better than the fire I was driving toward a minute ago."

Hard News: "You seem very calm about driving toward a combat zone."

Sandra: "Yeah, well, I've seen these guys before. They're crazed, but they got no strategy. It's easy to avoid 'em, or distract 'em so they leave you alone. Whoever is smart enough to know how to chop up these kids and add this cyberjunk is also pretty dumb. The kids come out as gibbering idiots. Just stay low when they shoot, and don't

attract their attention."

Hard News: "Are we safe?"

Sandra: "Safe? Come on! I told you if you came along I couldn't guarantee your safety. You want out?"

Hard News: "No, no. I'm in. So, uh, how did you become a Video Vulture?"

Sandra: "I prefer Video Entrepreneur."

Hard News: "OK. Video Entrepreneur. So how did you get into the news business?"

Sandra: (*Laughs*) "I don't really think of myself as being in the news business. I think of myself more as an adrenaline junkie who likes to be in the right place at the right time. It started before the Big Gray One. Before the invasion. I had just moved to downtown, and was just fixing dinner when I heard someone getting beat up behind my house. I called the cops, but it turned out it was the cops doing the beating! Beatings occurred pretty regularly after that. I bought a little video camera and filmed one, so I could prove it happened. It was on all the news, and the stations even paid me.

Then I started filming other stuff. Like when the Glendale Council members tried to close off their meetings to the public by moving to a different building and closing the building's parking lot. Nothing got done about it till I filmed myself trying to get into the 'open' hearings. As soon as my tape aired, the meetings were open again. I'm proud of that one."

Hard News: "But that's just a little news item."

Sandra: "So what? I'm proud of it. It got some good air time. It did some good. But I've had a lot of stuff that never made the news. I gotta be more selective now. There's gonna be one story that will make the news. I gotta find it."

When all that ghul stuff was starting over in Forest Lawn Cemetery, that was all the stations wanted. You couldn't get anything else on the air. Now it's old news. Though a big star coming up will still get on the air, if I get some good shots. I got some footage of Jean Harlow. She looked really good, considering how much she had decomposed."

Hard News: "Ulp ..."

Sandra: "Yeah, that's another thing. This is not the business for someone with a weak stomach. Like those three guys horribly mutilated last week in Whittier. Did you see that on the news? I filmed

a couple of shaggy beasts running from the scene, trailing blood. Actually, a strong stomach is important, but I'll quit this job if I ever get completely callous, like that guy there."

Hard News: "What guy?"

Sandra: "There was this crazy old florist there — the whole thing happened in the evening right in front of this flower shop, the Blue Moon. The cops question this batty old florist, but he said he didn't see or hear anything. So I check my videotape. Sure enough, there he is, sitting inside his shop, tearing the petals off this huge pile of orchids, not paying a bit of attention. Totally callous. He didn't care that people were being ripped apart right on his doorstep. That could have been him!"

Hard News: "Yeah ..."

Sandra: "I also don't think we've heard the last of that guy. I just have an intuition about this. That's another thing a Video Entrepreneur needs: intuition. So I have my sources monitoring disturbances in his area. We'll see ... You know, one thing I can say for this Possibility Wars thing, they sure made life interesting for me. Never a dull

moment now. No disrespect for the dead intended, of course." (*Phone rings.*) "Yeah? Whattaya got? Whattaya got?"

Hard News: "What's he say?"

Sandra: (*She violently tugs at the steering wheel, sending us into a tight U-turn, and heads down a side street.*) "He says there's a disturbance on Dayton, a block away. I'm betting the gang is moving on. By coming down Rodeo instead of going up the street I think we can —"

Our *Hard News* interview ends here. But the story doesn't. Sandra pulls over on to the sidewalk and leans out the car window, filming a gang of marauding youths with strange body implants. They charge over the car, pounding on the hood and roof with metal pipes. They continue their trail of destruction down Rodeo Drive, with police in pursuit. Sandra's footage makes the evening news on all networks.

PURPOSE

In reaction to the lawless rampages of the invaders, gangs and the Lawmen, private citizens created an informal outfit called the Video Vigilantes.

Armed only with miniature video-cameras, two-way radios, and a toll-free hotline, they provide documented evidence of gang hideouts, spy activity, technodemon movements, Kanawa conspiracies, and abuses by the government and renegade police. When they can't trust the news services, they air their tapes on pirate TV. Their relentless pursuit of the truth has earned them the enmity of both the Kanawa Corporation and the corrupt members of L.A.'s city government, who privately refer to them as "Video Vultures." It has also earned them devotion from a loyal audience that grows larger with each broadcast.

The biggest problem the Video Vigilantes have is the media war the Kanawa Corp. has launched against them to paint them as kooks who are out on the fringe of the news-gathering business.

METHODS

There are two kinds of Video Vigilante. The first works for free, imagining themselves to be society's last line of defense against internal and external threats. They all have other jobs, and film dangerous situations as a hobby.

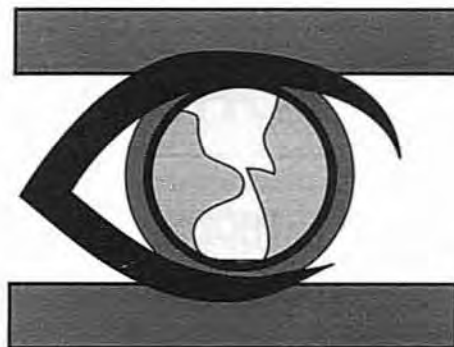
These amateur videographers collect most of the damning evidence of bureaucratic corruption.

The other faction is more accurately called "Video Entrepreneurs." They are professional information-

gatherers, and cruise the streets day and night looking for trouble. These people gather the bulk of the footage of riots, gang wars, and other-cosm weirdness.

HISTORY & RESOURCES

The Video Vigilantes are the natural outgrowth of a phenomenon that emerged prior to the Possibility Wars, springing from the twin factors of easy access to video equipment, and a breakdown of the adversarial relationship between conventional government and the conventional press. "The price of freedom is eternal vigilance." When the press fails to adequately report on government and hold it accountable for its actions, the



task falls to private individuals. After the invasion, the insidious machinations of the Kanawa Corporation and the successful bribery of members of Mayor Bender's cabinet led to a virtual shutdown of honest news-gathering operations. The Video Vigilantes rose to the occasion.

Motto: "The whole world is watching us, and we're watching you."

ALLIES/ENEMIES

Many private citizens and Storm Knights (and certainly the members of Tempest Fugitive) have had reason to be grateful to the members of the Video Vigilantes for their services.

But it was inevitable that, in the course of their work, the group would make enemies. Among these are the L.A.-based subsidiaries of the Kanawa Corporation, the Tharkoldu, some members of the Mayor's cabinet, and the Delphi Council.

CONTACT

Storm Knights needing the services of the Video Vigilantes can contact them by calling Sandra Jennings at 213/555-8332. She will pay top dollar for tips on breaking stories.

VIDEO PIRATES

PURPOSE

To keep information circulating in the frightening and slightly repressive climate, bands of brave techs have hacked into satellite systems and created powerful and untraceable TV signals.



METHODS

The Video Pirates stay ahead of the government with a little assistance from a few clever cyberdeckers. Their programming is a mix of pre-invasion TV shows, Video Vigilante tapes, anti-Kanawa propaganda, anti-Delphi Council information, and anti-government policy editorials. They also broadcast wild, avant-garde weirdness. In short, they present the viewpoints that

can't get past the establishment censors; censors in the government, military and Kanawan industry.

HISTORY & RESOURCES

Video pirates had a rich, but brief, history in pre-invasion America. They were always doomed to failure until backed by renegade cyberdeckers. Now they can broadcast free of fear of immediate arrest. They grew in strength during the invasion. They stayed behind and kept Los Angeles informed when the regular news bureaus shut down operations and fled.

The Video Pirates rely on super high-tech broadcasting, scrambling and video equipment to carry out their operations.

Motto: "You shall see the pix, and the pix shall set you free!"

ALLIES/ENEMIES

The Video Pirates are a friend to any Storm Knight group needing information, the Rauru Block and the Video Vigilantes. The L.A.P.D., the Federal Communications Commission and Ichi Entertainment are all working to shut them down.

CONTACT

The Video Pirates can be reached on any network, or through avant-garde video circles. Most Video Pirates are also interested in making outrageous non-news videos.

The Pirates will accept raw news from anyone, even if it is not anti-establishment material. As long as the conventional news media is avoiding a story, they are interested.

CHILDREN OF LANALA

PURPOSE

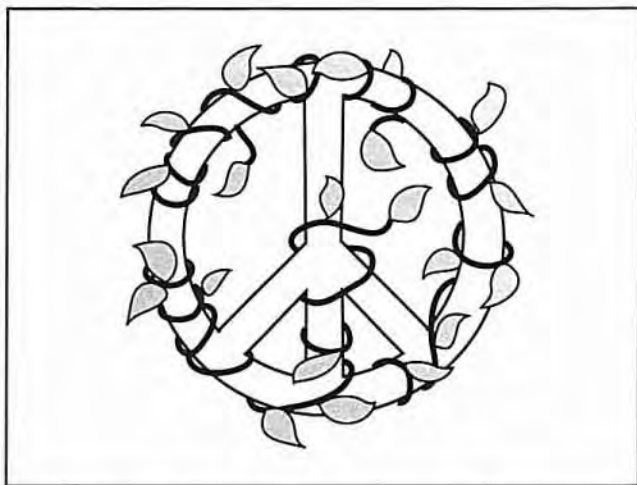
This varied group worships the goddess Lanala. While they are Jakatts because of this, most have not transformed to the Living Land's reality.

METHODS

Inspired by renegade Jakatts, the Children of Lanala worship the goddess, but hate Baruk Kaah. They want to extend the Living Land across America and the world, and live in harmony with nature. They are arming and learning miracles in preparation for the coming war. They intend to overthrow Baruk Kaah, and make Earth a paradise.

HISTORY & RESOURCES

The arrival of the Living Land was an inspiration to many ecologically-minded people. They saw the invading cosm as an amazing new lease on life for Earth's beleaguered ecosystem; a second chance to rebuild the ozone layer and restore vanishing wildlife preserves. The Children are a large, diverse band of Los Angeles who want to expand their religious pastures and have learned a few basic miracles.



Motto: "We've got to get ourselves back to the Garden!"

ALLIES/ENEMIES

The Children of Lanala have been welcomed and encouraged by those edeinos in rebellion against Baruk Kaah. Naturally, those loyal to the Saar despise them, as do the Pure and the Delphi Council.

CONTACT

There are chapters of the Children of Lanala opening all over L.A.

Anyone can join them, and anyone who shows a strong reverence for life and living forces can flourish in their ranks.

Many Living Land spies have infiltrated the ranks of the Children of Lanala. The Children even know who some of them are, but prefer to watch them rather than kill them. An enterprising Storm Knight who wants to infiltrate the Living Land might be able to do so through this group. The known spies can be used to shuttle disinformation right to the heart of the Living Land.

ANTI-LIFE MOVEMENT

This reactionary, pleasure-hating, woman-hating organization sprang up in violent reaction to the invasion from Takta Ker. The Anti-Life forces believe that the Living Land may come and swallow them up if they allow any form of nature, pleasure, or indulgence of the senses into their lives. This puts them directly on a collision course with the sensualists of the Living Land.

The Anti-Life mob will make deals with anyone, even other invaders, in their ongoing fight against the Living Land.

PURPOSE

Members of the Anti-Life Movement fear and despise all living things (with the exception of themselves) with a puritanical fervor, and are armed against all of life and life's pleasures. They crusade for an end to all sensual pleasures, including eating, art, music, and even smelling flowers — particularly smelling flowers.

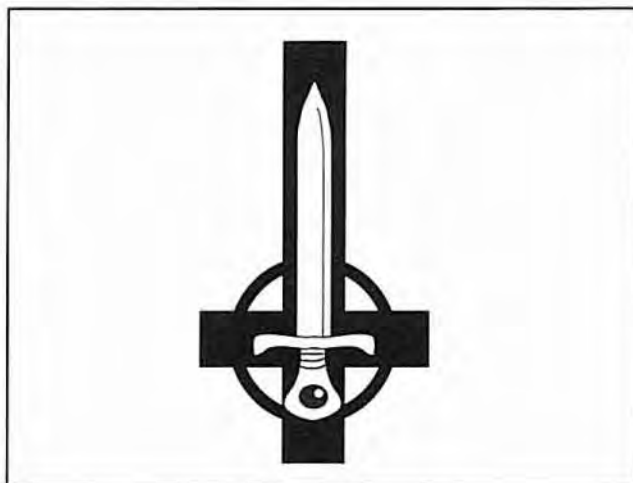
Anti-Life purists refuse to eat once-living matter, and only consume heavily processed food. They have a pathological fear of fresh fruits and vegetables. They believe all vegetation is under the control of the evil Living Land demoness Lanala, and if they eat any natural materials, the vegetables can take root in their stomachs and rupture them from within. They hold fast to this belief despite the lack of scientific evidence of any kind.

They live antiseptic lives in sterile, climate-controlled houses designed to filter out all microbes. (The Kanawa Corporation makes a fortune off Anti-Life sympathizers, as the extremist organization has been buying up the tiny, cramped, underground houses built by the Bourazi Corporation.) The more extreme members wear gas masks and enclose their bodies in gray, sealed suits at all times.

METHODS

Anti-Life members destroy all plants in their communities with powerful pesticides, and shoot any animals they see. They make defoliant attacks on greenhouses, parks and flower shops. They call these attacks "deliverances."

Their side activities include attempts to shutdown art galleries and concerts. They are building their ranks with people who fear the Living Land, and are arming themselves for the day they take over all free cities in the USA and Canada.



HISTORY & RESOURCES

The Anti-Life organization grew out of a dying reactionary group that was formed to fight against social programs and women's rights, in the name of "traditional family values." Without changing their core beliefs, and with only a minor modification to their name, they gained new momentum as the Anti-Life movement. Their leader, Terry Vandall, has personally led many defoliant attacks on greenhouses, parks, and flower shops.

Motto: "Someone's got to save the world from the creeping, slithering, pernicious forces of pleasure and the natural world!"



ALLIES/ENEMIES

The Anti-Life forces chose as enemies the Children of Lanala, the art world, the music industry, the film industry, and all denizens of the Living Land. Of these, only the Children of Lanala chose the Anti-Lifers as enemies. The other groups mostly ignore this bunch (sometimes at their peril).

CONTACT

Skyjack: I had a work with this INCREDIBLY LAME org for a while, and I found out a lot about them, like where they get so much money for their poisons, considering they don't do anything to earn it.

Well, I found out that they flamed up from the ashes of several Core Earth extremist politicians. The good ol' Possibility Wars made many Core Earth political distinctions pretty damn inconsequential. It's hard to get people excited over your squabble over a dry bone when A NEW PACK A' DOGS IS TEARING UP YOUR HOUSE!

Anyway, because of their history, this gang has some MAJOR mailing lists of uneducated people. These people will give tons of money if you send them gruesome photos and stir up their righteous anger. You may not believe this, but these soft touches, who don't even have enough money to keep themselves safe, will send what little they have so the Anti-Lifers can buy rubber suits and spray poison on flowers in the park. Go figger some people.

So anyway, the political gangs that became the Anti-Life mob found their old political message was now largely irrelevant, so they changed part of their old name, and adopted a new strategy. They waged war against one intruder, the Living Land. They built on their supporters' primitive fear of things primitive. Grok? And the cash money came rolling in again. This was the work of their main boss; a dude name of Terry Vandall. He's a holdover from an old Core Earth militant operation and familiar with explosives. Consider

I told ol' Brythande he should call this category "What these cheese-heads are good for and how to get it from them," but he just gave me one of these elfen fish-eye stares; you know, the single eyebrow thing that only an elf can do, where they look at you like you just crawled out from under a rock and asked to date their daughter. Grok? Anyway, so this category is still called "Resources." Just thought you'd like to know.

OK, here's what they got. They got great defoliants and plant toxins. I dunno where they get the stuff, but it is POTENT! One little dash of it and the ground won't support plant life for a decade or more. Spray it on plants, and they shrivel right up. Trees turn grey and topple. You can almost hear 'em scream. These guys also got a liquid plastic that seals up an edeinos' scales. Kills em' by degrees. It takes about twelve hours for one to die, and they die in agony. It's not really a combat weapon, since the sludge can be washed off. It's mostly a torture and suffering weapon. These Antis love to use it every time they capture a lizard alive. Did I mention these guys really get off on torture? These guys really get off on torture.

— Skyjack

him armed, dangerous, and very unstable.

The Anti-Life mob is real tough to deal with at all. As far as getting stuff from them goes, they don't like to part with their defoliant unless they are sure you'll use it. They won't give out their edeinos sealant at all, but I'm pretty sure it's just a simple polyvinyl chloride resin.

Getting their assistance or working with them is like hitting your own head with a ballpeen hammer. It feels so good when you stop. If you don't share their hatred of anything alive or anything that promotes life, like sex, you're in trouble anyway. I made the mistake of shooting a smile at this one cute babe in the group and asked her if she ~~needed more of the sealant~~.

Brythande: At this point, Master Skyjack goes on at length about an anecdote that is of little value to any Storm Knight with even the minutest measure of prudence and self-control. Still, his point is well taken, and we would be wise to heed it.

Skyjack: So anyway, never, never, never discuss babes or sex with these guys. They seem to hate it more than they hate the Living Land. Also, their babes aren't allowed to have their own opinions. The guys do all

their thinking for them, so don't ask their women to make any decisions. And don't make jokes, 'cause they have no sense of humor. And don't say something like "It's great to be alive," because they will give you a nasty look. I'm not making this up. They're really pretty pathetic, but don't mention that either. Not if you want anything from them. Cause they will cut you off hard.

Brythande: What Skyjack is attempting to explicate is that the Anti-Life forces build heavily on the thought of sixteenth-century Core Earth Puritans. (Similar in nature to the Corba'alites of Aysle and the Nile Empire Set Worshippers.) In essence, they eschew all natural human drives and impulses, and instead find value in the mortification of the body and rejection of the beauty and passion of Life. The Storm Knight contacting them would be wise to refrain from any personal sensorial indulgence while in the midst of sensitive negotiations.

SURVIVALISTS

Baruk Kaah's invasion gave the dying survivalist movement a new lease on life.



PURPOSE

Their goal is to hunker down and resist the apocalypse presented by the encroaching Living Land.

METHODS

The Survivalists believe in utter self-sufficiency. They are guns and weapons freaks who have difficulty forging alliances. They do have a lot of money, and are bargaining with the Kanawa corporation to get nuclear weapons.

They want to detonate nukes around the borders of the Living Land. Their grandest plan calls for tricking Storm Knights into carrying nukes into the Living Land and unwittingly using the Knights' connection to their reality to detonate the devices. They may also have Delphi Council backing.

HISTORY & RESOURCES

There have been survivalists throughout the history of America. Not all were as xenophobic as this breed, though. They all possess outdoor survival skills and appropriate gear, and the organization as a whole boasts a lot of cash.

Motto: "One Man, One Land, No Snakes!" and "Throw the serpents out of Paradise!" and "The only good tree hugger is a dead tree hugger!"

ALLIES/ENEMIES

The identities of the Survivalists' backers remain unknown. They have set themselves against the forces of the Living Land, including the Tribe, Glory, and the Children of Lanala.

CONTACT

Zak Browne, Urban Combat Gear Weapons shop can put you in touch with the Survivalists. Be warned, though, that they despise anyone who doesn't appear rugged and self-sufficient. They respect gruff, blustery bravado.

GAME MIRRORS WARPED REALITY

Roleplaying game designer Jeff Mills is no stranger to controversy — in the months since his company, S&W Games, published *The Five Realms*, Mills has been targeted by the Delphi Council, allegedly kidnapped by ninja, and has most recently gone into hiding in Oregon.

But the game continues to be produced via the underground press, and continues to be a cult favorite. Recently, Mills made an incognito trip to L.A. to research an upcoming expansion set, and granted *Things* this exclusive interview.

Things: First question, Jeff — why would ninja want to kidnap a game designer?

Mills: No comment. You'll have to ask them.

Things: Fair enough. Some people — particularly in the government — have said you seem to have some sort of psychic ability where the wars are concerned. Your modules deal with events they say you shouldn't have known about, and sometimes even predict things that are about to happen! Is this true?

Mills: There was a time when I would have said no, it's all imagination. But it's obvious the Council doesn't believe that, so I'll say what everyone wants to hear: yes, I have my sources. Who they are and where they're based is my secret.

Things: So what do you see happening in the next few months?

Mills: Judging from what I'm hearing out of Orrorsh, you're either going to see a civil war among the horrors or the return of the Gaunt Man from his mysterious absence. Maybe both.

Things: Jeff, you've been the center of a firestorm due to some comments you made recently. You've been quoted as saying that you're glad the Possibility Raiders arrived, and you hope Earth will

lose the Possibility Wars. What do you have to say for yourself?

Mills: (Smiles. Says nothing.)

Things: Well? Did you say it's a good thing the Raiders arrived?

Mills: Not quite. I said we needed them. That's not the same thing. We needed them badly. And we really needed this war. We humans, especially we Americans, thrive under great pressure. In times of crisis, we come alive with a special fire that is gone in times of peace. This is not something I'm especially happy about, I just note it for the record.

It's a rare person who can thrive on peace and stability. Women do it far better than men, I suspect. But after the great changes in the Soviet Union, the Western world lacked new wars to fight. With the grounding of the space program, we lacked physical frontiers. There was only one frontier left to explore. The ultimate frontier. The voyage inside the human psyche. But we were still afraid of it. No, the Raiders came along just in time to —

Things: Just in time? How can you say this hell on Earth is better than our life before? This death and mutation and stuff? Are you sure you're not just pleased about S&W's profit margin, Jeff?

Mills: First off, *Five Realms* has been a great experience, but it's also reduced me to being a man on the run. I've been tempted a hundred times to give up on it, but I refuse to be censored. More than ever, people need entertainment, and if that entertainment can help them survive this war, so much the better.

Secondly, I'm not saying the war's better. I'm saying it has enlivened mankind. As a race, we have risen from our smug post-war slumber and found ourselves surrounded on all sides by supe-

rior foes fighting a war we barely comprehend with weapons beyond our understanding. As a result —

Things: Wait! Are you saying we'll lose?

Mills: My point is, look at what happened. As a species, *homo sapiens* dug deep inside himself, and unleashed a wild talent; an ability to weather changes in reality. This is part of a quantum leap in the evolution of consciousness. The Storm Knights are clear evidence of the incredible potential of our race.

Things: But do you think we'll lose the war?

Mills: (*Sighs*) It seems that lately it has become a major crime to mention any idea not sanctioned by the Delphi Council. Didn't you guys once enjoy controversy? No, I don't think we'll lose. We're a scrappy people. From what I've studied in the Aysle Lyceum about the pattern of raids in other cosms, we're doing remarkably well. We've made gains unheard of on other worlds. It will take a long time, and a lot of suffering, but we'll win. We'll win. But I'm afraid that without another consciousness shift, we'll lose the peace.

Things: Huh?

Mills: It is a tragic lesson of humanity that after one group gains a slight measure of power, that group uses their power to subjugate another group. No, I'm afraid that after we repel the Raiders, we will become what we now bitterly oppose: colonial invaders of the worst sort, plundering our way across a new, and seemingly limitless frontier. And we will be one of the worst.

Things: Come on. That's crazy. How could we do something like that? What possible evidence do you have to support that?

Mills: Read your history. It's been the way of the

world for millennia.

Things: So we're doomed to become another invading cosm?

Mills: Not doomed. We have a choice.

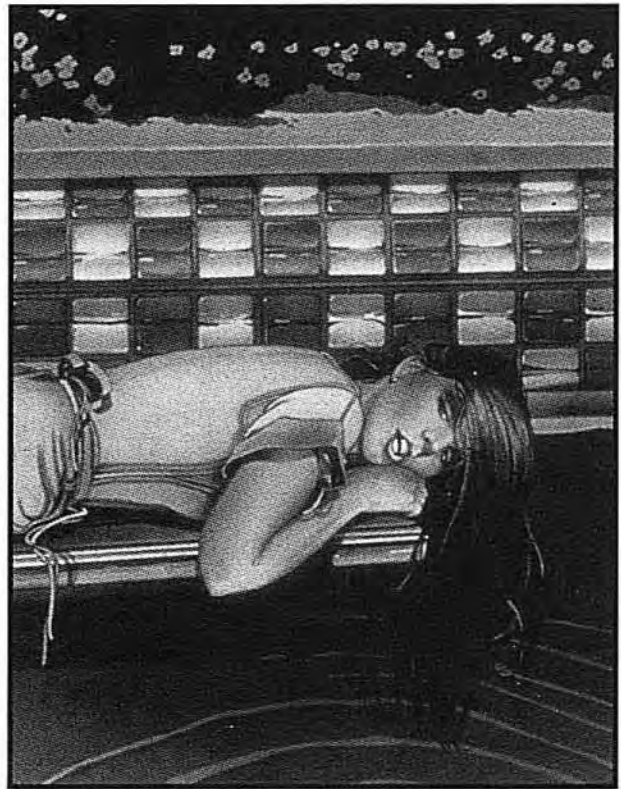
Things: Come on! How can you say it's even possible? We would never become one of these evil monster dimensions! There's no way! How could that happen?

Mills: Think about it. After we repel the invaders, our cosm will be low on possibility energy. If we actually defeat an invading realm, we can siphon some energy away from them. Do you think that we won't want to explore the cosmverse? That we'll be content to stay at home with so much within our reach?

Once we get a taste for possibility energy, we can start a quest for our own Darkness Device. Our Storm Knights are doubtless up to the task. Then, all we have to do is find a new cosm, preferably one with savage leaders we can love to hate, slam a maelstrom bridge down on to their world, and impose Core Earth axioms on them. Voila! Earth is enriched with new possibility energy, and just think, we can take a backward world, and introduce them to the wonders of high technology. We can bring them into the modern world. Just think of all we can do for them! Antibiotics. Cars! Democracy! It'll be the best thing that ever happened to them. We won't kill them, unless they attack our expeditionary forces. We could make a savage, primitive world a modern paradise! We could explore the ultimate frontier! Build a new cosmiversal order!

Things: Hmmm. Well, since you put it that way, that could be really cool.

Mills: (*Leaning forward*) NOW you know how it could happen.



G A M E M A S T E R

S E C T I O N

I

FIVE

GAMEMASTERING IN L.A.

Los Angeles is a game setting unique in the world of *Torg*: a location that lends itself both to action-oriented adventures and those heavily dependent upon good roleplaying. The choice is the gamemaster's, as he leads his players through a new and exciting genre.

Los Angeles has been referred to by various authors as "the Beirut of the Possibility Wars." It's a place where violence is random and brutal, where alliances shift with each hour, where nothing is ever what it seems.

L.A. is a place where the Storm Knights must learn that the ends justify the means. Often, they must be willing to ally themselves with unsavory groups — the Kanawa Corporation, street gangs, even renegade Tharkoldu — in an effort to achieve their objective. The black and white of places like the Nile Empire does not exist here — everything is shades of gray.

Listed below are some adventure hooks that take advantage of the dual aspects of Los Angeles:

THE HUNTERS AND THE HUNTED

The U.S. Marines' elite Anti-Invader Strike Team has been dispatched to escort a key military convoy,

slated to pass through the city on its way north.

The Storm Knights are tipped off by a Posse member that a series of ambushes are planned all along the route. Sterret, wishing to keep techno-demon participation to a minimum, has offered a bounty for the heads of the Marines. A number of invader gangs — including the Legion of Doom, the Night Serpents, the Wolfpack and the Black Diamonds — are said to be planning assaults on the convoy, as it moves through their own or adjacent turf.

The Raiders have volunteered to protect the Lake-wood area from any gangslaves who may attempt to claim the reward, but they haven't the manpower to patrol the other areas. The Storm Knights have two options: secure a position as special guards for the convoy (not an easy thing to do, as the Anti-Invader Team dislikes freelance adventurers) or find a way to disrupt the plans of the hunters.

This is tricky, but possible: most invader gangs have some degree of enmity for each other, and this sort of competition brings out the worst in them. In the days left before the convoy is scheduled to arrive, the Knights can take advantage of every contact and every bit of



disguise and persuasion skills they have to set the gangs against each other.

For example, the Black Diamonds have staked out a position just along the San Diego Freeway just south of Sherman Oaks for their attack. They intend to use magic to hide their presences from the Tribe, whose turf they will be on. Storm Knights can either plant someone within the Tribe and focus their attention on the intruders, a plan fraught with danger but one which could lead the Jakatt gang to unwittingly protect the convoy.

Also, the Legion of Doom plans to mount an attack in Torrance while the Night Serpents stake out Inglewood. If the Knights can get past Wing Min Chin and get to the Serpents, they can "warn" them that the Legion has bribed the Vampyre gang to deny them passage through their turf. If believed, this would ensure that the Serpents would strike out at both the Legion and, eventually, the Vampyres as well.

LASTAG

The latest fad to hit Hollywood is LasTag parlors, abandoned office buildings converted to be used for mock battles with harmless light guns. A number of celebrities and city officials have taken advantage of this outlet for stress and frustration.

What they do not realize is that the operation is funded by the Tharkoldu, who play LasTag with real lasers. Those slain in the game are left in Kanawa-controlled areas, where their deaths by energy weapon cause suspicious glances to fall upon Nippon agents. Those fortunate enough to survive are taken to chop shops where they are fitted with chipholders and SlaveChips and become the thralls of the demons.

The Storm Knights have heard rumors of a major chop shop operation, and given reason to suspect a connection with the LasTag parlors. Getting into the game room is no problem — now they must survive long enough to be taken to the shop and wreck the Tharkoldu slave-creation project.

TO SAVE THE CHILDREN

A small group of Children of Lanala, traveling through northern Los Angeles, unwittingly stumbled upon a plan by the Shadowdancers to crash the city's emergency services computer network. This would

effectively leave the L.A.P.D. and the fire department helpless to deal with any disasters.

Unfortunately, the precise means the Shadowdancers intend to use to bring this about are known only to the Children. Shortly after they learned of this, they were captured by an Anti-Life Movement based just west of Downtown L.A., in Vampyre territory. The Knights' only hope of locating the Children in time to save them and the city's computer network is an alliance with the Vampyres, who know the ins and outs of their turf. Whether they will be willing to cooperate — and what they might want in return — adds an extra layer of suspense to the adventure, as time ticks down for L.A.

THE HORROR OF IT ALL

A source within the Lawmen informs the Knights that young runaways arriving in L.A. have been disappearing without a trace, and are believed to be in the hands of one of the many invader groups in the city. The leadership of the organization is convinced that runaways are trouble waiting to happen, and has every intention of "taking care of them" once they are found. Their only hope of salvation is if the Knights can find them first.

The trail leads to HorrorShow, the Orrorshan film studio, where the innocents are being driven mad with terror during the making of the movies, all part of a hideous experiment to see just how much sheer fear the human mind can tolerate.

A frontal assault on the studio will avail the Knights naught — the horrors that be would have plenty of time to slay their unwilling cast members and make their escape. The Knights will need to find someone with knowledge of the area who can slip them in, possibly Huntsmen Club members, and then be prepared to dispatch any horrors they find there. They can also expect the Lawmen to be hot on their heels and fully prepared to blow away anyone that gets in their way.

If the Knights are not careful, however, both they and the Lawmen could become unwitting actors in the Horrorshow. If the studio "pesonnel" figures out what is going on, they will set up traps and situations that pit the Knights against the Lawmen, the runaways, and themselves.

CHARACTER STATISTICS

POWER GROUPS

For more information on the characters listed below, refer to the *Power Groups* section of this book.

THE CYBERPAPAL NUNCIMATE

Cyberpapal Nuncio Eschlimann

Reality: Cyberpapacy

DEXTERITY 9

Dodge 14, energy weapons 13, fire combat 12, melee weapons 12, stealth 14, unarmed combat 10

STRENGTH 9

TOUGHNESS 9 (16)

PERCEPTION 11

Cyberdeck operation 18, evidence analysis 16, find 14, first aid 13, land vehicles 12, language 15, scholar 14 (magic, called "demoniclore" to cyberpapal scholars), tracking 13, trick 14

MIND 12

Test 12, willpower 15

CHARISMA 13

Charm 14, persuasion 15, taunt 19

SPIRIT 17 (13 without blessing vow)

Faith (Cyberpapacy) 21, focus 20, intimidation 19, reality 21

Possibilities: 28

Equipment: Bishop's prayer II cyberdeck (*response* +4, *stealth* +3, processor 5, storage 10); GWI GodLight, damage value 24, ammo 50, range 3-10/25/40; Cyberware: Neuracal; EpihpaNeur; interdermal plate (head and body), value TOU+7/16; Trigon integral weapons unit, CSI SmartGun and CSI EyeKill MK. IV. The SmartGun and the EyeKill together give an *energy weapons* bonus modifier of +3; slicers, damage value STR+2/11. Cyber value 12.

Programs: Onslaught 4 (3), scramble 3 (3), lock 1 (2), armor 4 (3), scan 2 (2), scan 3 (3), evade 2 (2), evade 3 (3), manipulate 2 (2), search 2 (2), copy 2 (2), store 1 (1), rebuild 2 (3), rebuild 3 (4). When in the Grid Eschlimann, usually carries only the italicized programs, although the others are available to him.

Deacon Summersville

Reality: Cyberpapacy

DEXTERITY 8

Dodge 12, energy weapons 12, fire combat 13, maneuver 11, unarmed combat 11

STRENGTH 8

TOUGHNESS 8 (15)

PERCEPTION 11

Cyberdeck operation 15, evidence analysis 17, find 16, land vehicles 14, language 15, scholar ("demoniclore") 15, trick 15

MIND 12

Psychology 17, test 16, willpower 17

CHARISMA 12

Charm 16, persuasion 18, taunt 13

SPIRIT 16 (12 without blessing vow)

Faith (Cyberpapacy) 19, focus 20, intimidation 19, reality 20

Possibilities: 20

Equipment: Hellhound (Wrath I) (*response* +3, *stealth* +2, processor 4, storage 5); GWI GodMeeter, damage value 20, ammo 30, range 3-12/30/50; Cyberware: Neuracal; EpihpaNeur; interdermal plate (head and body), armor value TOU+7; slashers; ChipHolder 3; DatChips (3); FFO Rove Eye; True Spirit Toner; DATAS Synthivice. Cyber value: 18.

Programs: Onslaught 3 (2), armor 3 (2), scan 1 (1), evade 2 (2), trace 3 (3), rebuild 2 (2) heal 2 (2)

AYSLISH EMBASSY

Ellerby Quaff

Reality: Aysle

DEXTERITY 10

Beast riding 12, dodge 12 (13), fire combat 14, melee weapons 13 (15), missile weapons 13, stealth 16, unarmed combat 14.

STRENGTH 10

Climbing 13, lifting 14

TOUGHNESS 9

PERCEPTION 11

Alteration magic 16, divination magic 17, evidence analysis 12, find 12, first aid 14 (15), language 14, scholar (mineralogy) 14, trick 13

MIND 12

Apportation magic 18, conjuration magic 19, science (metallurgy) 16, survival 14, test 16, willpower 15

CHARISMA 9

Charm 15 (16), persuasion 17 (18)

SPIRIT 10

Honor 15, faith (Minthod, major god of balance) 13 (15), intimidation 15, reality 19

Possibilities: 25

Arcane Knowledges: darkness +3, earth +6, elemental +5, enchanted +3, entity +4, fire +4, folk +6, inanimate forces +6, life +4, light +3, living forces +2, magic +4, metal +6, true knowledge +4. Theory Knowledges: cast time +3, control +5, duration +3, range +2, speed +2, state +3

Spells: Ellerby has displayed knowledge of the following spells: *altered fireball (improved)*, *brittle walls*, *bullet, cast lasher*, *create fear*, *detect folk evil*, *dispel magic*, *dust to water*, *enchant armor*, *enchant bow*, *flickering fire shield*, *folk repel spell*, *fool's gold*, *hide from magic*, *imprisonment*, *keen blade*, *light writing*, *multiple images*, *mystic shield*, *open lock*, *pathfinder*, *persuasion*, *precious metal plate*, *ritual of perception preparation*, *sense undead*, *silence*, *snail wit*, *spell snatcher*, *stealth walk*, *telepathy*.

Equipment: Kalin's chain mail (enchanted), value TOU+7/16; small shield (enchanted), value +6 to defensive skill, defensive melee value 19, *Toughness* 19; axe metallica (enchanted), a magical battleaxe forged from the scales of a Draconis Metallica, damage value STR+8/17, +3 bonus modifier against any target armored in +5 bonus modifier metal; jester's staff (enchanted), +5 bonus to charm attempts

Honor Abilities: healing miracle, *Inspiration* to one other character once per act. +1 bonus modifier to *melee weapon* damage. All skill values in parentheses include Ellerby's *honor* bonus.

JAKATT TEKS

Onto Ontol

Reality: Living Land

DEXTERITY 10

Beast riding 14, dodge 13, maneuver 14, melee weapons 15, missile weapons 13, running 12, stealth 12, unarmed combat 13

STRENGTH 10

TOUGHNESS 10

PERCEPTION 11

Direction sense 15, find 13, tracking 15, trick 14

MIND 10

Test 15, willpower 13

CHARISMA 9

Persuasion 13, taunt 10

SPIRIT 13

Faith (Keta Kalles) 17, focus 16, intimidation 16, reality 17

Possibilities: 11

Natural Tools: claws, damage value STR+3/13; teeth, damage value STR+2/12

Equipment: hrockt spear, damage value STR+3/13

Description: Onto Ontol is an optant of the Topanga tribe, one of many edeinos Jakatts who have rebelled against Baruk Kaah's destructive ways and seek a return to a peaceful existence. Ontol has cooperated with Storm Knights in the past, and will again as long as his trust is not abused.

LIVING LAND SPIES

Tala Aar

Reality: Living Land

DEXTERITY 11

Beast riding 14, dodge 17, maneuver 15, melee weapons 15, missile weapons 16, stealth 15

STRENGTH 11

Climbing 13

TOUGHNESS 11

PERCEPTION 10

Direction sense 13, find 13, language 14, tracking 16, trick 17

MIND 9

Test 14, willpower 15

CHARISMA 11

Persuasion 14, taunt 14

SPIRIT 10

Faith (Keta Kalles) 12, intimidation 15, reality 14

Possibilities: 15

Natural Tools: claws, damage value STR+3/14; teeth, damage value STR+2/13

Equipment: hrockt spear, damage value STR+3/14

Description: Tala Aar is a renowned edeinos warrior whose apparent defection to the Jakatt Teks heartened many of the rebels. In truth, Aar is a spy who was responsible for the death of the optant most instrumental in the crafting of a mutual recognition pact between the rebels and Mayor Bender.

THE KANAWA CORPORATION

Okidu Miriwate

Reality: Nippon Tech

DEXTERITY 8

Dodge 9, fire combat 9, stealth 9, unarmed combat 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 12

Evidence analysis 16, find 15, land vehicles 13, language 15, scholar (communications) 16, trick 17

MIND 9

Business 12, test 13, willpower 11

CHARISMA 13

Charm 18, persuasion 18, taunt 14

SPIRIT 9

Intimidation 11

Possibilities: None

Equipment: retina-pattern recorder, Allied video phone, Allied camcorder, Allied PPC H111

Description: Miriwate's work with World Perfect has brought him into contact with some Storm Knight groups in the past. Generally, he attempts to trade relatively inconsequential information for data of import to him.

THE RAURU BLOCK

Reiko Hama

Reality: Nippon Tech

DEXTERITY 10

Acrobatics 11, dodge 13, fire combat 13, lock picking 12, maneuver 12, martial arts (Red Lotus — minor) 15, melee weapons 13, stealth 14

STRENGTH 9

TOUGHNESS 9



PERCEPTION 11

Camouflage 13, disguise 14, evidence analysis 14, find 13, land vehicles 13, language 14, tracking 14, trick 15, water vehicles 14

MIND 9

Business 13, test 12, willpower 13

CHARISMA 11

Persuasion 14, taunt 15

SPIRIT 9

Intimidation 14, reality 14

Possibilities: 5

Equipment: 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; ZIIP77Z, damage value 16, ammo 12, range 3-10/25/40; S-L stiletto, damage value STR+6/15; nunchaka, damage value STR+5/14; retina-pattern recorder; personal radar vest; Allied micro-transmitter; Omi tracers; Misaki XE laptop computer; Sony Talkman; Sony Talkman Scrambler; Sony Talkman Descrambler

Description: The "head of Independent Agent Relations" is in fact a member of the Operations Arm of the Block. The Rauru Block has been actively exacerbating the conflict between Kanawa Holdings and Asuga Hovercraft, a project in which Hama is taking the lead. He is seeking Storm Knight aid.

THE HUNTSMEN CLUB

Sir Reginald Mucklinston

Reality: Orrorsh

DEXTERITY 9

Beast riding 11, dodge 11, fire combat 13, melee weapons 12, unarmed combat 12

STRENGTH 10

TOUGHNESS 10

PERCEPTION 12

Disguise 14, evidence analysis 18, find 16, first aid 14, scholar (Orrorsh) 17, tracking 13, trick 15

MIND 12

Test 16, willpower 15

CHARISMA 11

Persuasion 13, taunt 12

SPIRIT 12

Faith (Sacellum) 16, intimidation 16, reality 15

Possibilities: 8

Equipment: Lee-Hollings light revolver, damage value 15, ammo 6, range 3-5/10/25; Weston bolt action, damage value 17, ammo 8, range 3-60/120/250; rope; Johnston lantern, carbide; fuel, one lb.

Description: Reginald Mucklinston is a well-respected peer of the realm, a former officer in Her Majesty's 15th Royal Fusiliers with a spotless war record. After his retirement, he set himself to debunking spiritualists, only to discover that the spectres they conjured were genuine. He organized the Huntsmen Club to hunt down the occultists and horrors that plague Gaea, and later relocated the group to Earth.

THE THARKOLDU

Sterret of the Blades

Reality: Tharkold

DEXTERITY 17

Dodge 22, energy weapons 21, fire combat 19, flight 22 (25), melee weapons 22 (25 defense), missile weapons 21, stealth 25, unarmed combat 22 (25)

STRENGTH 19

Lifting 22

TOUGHNESS 24(30)

PERCEPTION 21

Alteration magic 25, divination magic 26, find 26, first aid 23, land vehicles 23, tracking 26, trick 26

MIND 24

Apportation magic 29, conjuration magic 30, test 31, willpower 25

CHARISMA 17

Charm 18, persuasion 18, taunt 20

SPIRIT 22

Faith (Tharkoldu Evil) 27, intimidation 27, pain weapon 24, reality 30

Skill Notes: Sterret has the following arcane knowledges: *air* +3, *death* +3, *darkness* +5, *entity* +8, *fire* +3, *folk* +7, *inanimate forces* +5 and *living forces* +7.

Possibilities: 15 per Storm Knight, minimum 50

Natural Tools: teeth, damage value STR+2/21; alpha sense (*Perception* total); combat dominance 25; death chance 25; demon luck 25; evil ward *faith* defense; status armor +5; wing strike, *unarmed combat* to hit, damage value STR+7/26. Swift flight, speed value 11

Equipment: cyberware: Nanocord; Nervejack; balance-wires (+3 to skills using agility, noted in parentheses above); interdermal plate, value TOU+6/30; shock buffer (first 10 shock points); both talons, enhance normal talons to STR+5/24; cyberwings (+3 to push for *flight*, lifting while flying, cyber value 3); backlash buffer 2 (*Mind* or magic skill total +2 for purposes of backlash); life cyber; 5-slot chipholder. Chips: Language (English as base language) +3, Language (Japanese as base language) +3, Occulttech +3, two SpellChips. Cyber value 25.

Sterret rarely carries a pain weapon outside of his stronghold. In his stronghold he has a pain staff, *pain weapon* +5/29.

THE RACE

Altor (Nesh) L-9012/ Gnal-3094

Reality: Tharkold

DEXTERITY 10

Dodge 11, energy weapons 12, fire combat 13, maneuver 12, melee weapons 12, running 12, stealth 11, unarmed combat 12

STRENGTH 10

Climbing 11

TOUGHNESS 10

PERCEPTION 11

Find 13, tracking 12, trick 14

MIND 8

Medicine 15, survival 10, test 10

CHARISMA 9

Persuasion 10

SPIRIT 8

Intimidation 12, reality 11

Possibilities: 6

Equipment: slave collar; 11/Alph automatic, damage value 16, ammo 21, range 3-10/30/50

Description: Altor is one of an unknown number of Race slaves on Earth secretly spying on behalf of their brethren in the Tharkold cosm. He may be willing to provide aid to Storm Knights, but should be approached with caution.

THE MAYOR'S OFFICE

Mayor Terri Bender

Reality: Core Earth

DEXTERITY 8/9

Dodge 10, fire combat 11, energy weapons 11

STRENGTH 8

Climbing 10

TOUGHNESS 8

PERCEPTION 9/10

Evidence analysis 10, find 11, first aid 11, land vehicles 10, language 10, trick 12

MIND 8

Artist (Illustration) 9, science (political) 13, survival 9, test 12, willpower 14

CHARISMA 10/11

Charm 13, persuasion 18, taunt 15

SPIRIT 10/12

Faith 17, intimidation 14

Skill Notes: Ms. Bender's attributes will increase when she becomes a Storm Knight. The values after the slash are her values once she is a Storm Knight. Increase her skills based on those attributes by increase in the attributes. Her *reality* skill will start at 14.

Possibility Potential: some (7)

Equipment: holstered Hachiman "Big Thunder" pistol, damage value 19, ammo 6, range 3-10/30/50; complete Irimesh suits, armor value TOU+4/12, when touring dangerous neighborhoods she also wears a helmet for an armor value 13). Save when she wants privacy, the mayor is always accompanied by two LAPD officers.

THE DELPHI COUNCIL

Raymond Bates

Reality: Nippon Tech (transformed)

DEXTERITY 8

Dodge 11, fire combat 11, lock picking 10, maneuver 10, stealth 12, unarmed combat 11

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Camouflage 14, demolitions 13, disguise 13, evidence analysis 16, find 15, first aid 13, forgery 14, land vehicles 14, scholar (espionage tactics) 14, trick 15

MIND 12

Survival 14, test 16, willpower 14

CHARISMA 12

Charm 14, persuasion 15, taunt 13

SPIRIT 10

Intimidation 15, reality 14

Possibilities: 11

Equipment: 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; MAC 10, damage value 18, ammo 10, range 3-15/25/50; 35mm microcamera; Allied micro-transmitter; personal radar vest; Sony Talkman; Sony Talkman Scrambler; electronic lockpick

Description: Unbeknownst to anyone within the Delphi Council, Bates has transformed to Nippon reality and betrayed the organization to the Kanawa Corporation. Bates' assignment—from both his masters—is to keep an eye on Tempest Fugitive and inform on their activities. Through planted clues, Bates has been able to steer the group toward enemies of Nippon and thus eliminate them as threats.

THE POSSE

Standard Posse Ganger

Reality: Core Earth (most)

DEXTERITY 8

Dodge 10, fire combat 11, maneuver 9, melee weapons 10, stealth 11, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 8

Find 9, trick 10

MIND 8

Streetwise 10, willpower 11

CHARISMA 7

Taunt 9

SPIRIT 7

Intimidation 11

Additional Skills: two at +1 adds

Possibility Potential: some (40)

Equipment: Uzi, damage value 17, ammo 11, range 3-15/40/100; knife, damage value STR+3/12; Posse badge

Description: Posse gangers are united in their opposition to the activities of the invaders in Los Angeles. But they have been given no reason to trust the authorities, the Delphi Council, or most Storm Knight groups. Their respect must be earned.

Posse gangers may be willing to help reclaim the Compton/Bellflower on-ramps, with the proper inducements.

THE RAIDERS

Standard Raider

Reality: Core Earth (most)

DEXTERITY 9

Dodge 10, fire combat 12, lock picking 10, maneuver 10, melee weapons 10, running 10, stealth 11, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 7

Find 8, trick 9

MIND 7

Streetwise 9

CHARISMA 7

Taunt 9

SPIRIT 8

Intimidation 12

Additional Skills: two at +1 adds

Possibility Potential: some (55)

Equipment: MAC 10, damage value 18, ammo 10, range 3-15/25/50; chain, damage value STR+4/13; knife, damage value STR+3/12; Raiders garb

Description: The Raiders are more violent than most of the groups under the umbrella of the Posse. Their leaders were unwilling to join the united gangs, but do cooperate with the Posse whenever convenient. The Raiders are slightly less concerned with their public image and are willing to aid Storm Knights if there's enough money in it for them.

THE VAMPYRES

Standard Vampire Ganger (15)

Reality: Orrorsh (most)

DEXTERITY 12

Acrobatics 18, dodge 19, maneuver 16, running 18, stealth 18, unarmed combat 20

STRENGTH 14

TOUGHNESS 16

PERCEPTION 10

Find 12, land vehicles 11, language 14, scholar (Orrorsh) 12, trick 14

MIND 12

Streetwise 14, test 20, willpower 20

CHARISMA 12

Charm 23, persuasion 18

SPIRIT 9

Faith (Orrorsh) 16, intimidation 16

Additional Skills: one at +2 adds

Possibility Potential: some (7)

Natural Tools: fangs, damage value STR+2/16

Equipment: black clothing; silver jewelry; black Lamborghini Diablos, speed value 330/204/15, pass. 2, TOU 14, man. rating +4, weight value 15, length value 3, concealment/armor: driver DN+4/TOU+2/14, others DN+5/TOU+3/15

Power Rating: 8

Corruption Value: 20

Fear Rating: 5

Weaknesses/True Deaths: variable

Description: Tempest Fugitive is underestimating just how dangerous the Vampyres are, and may pay for it soon. One among them, still unidentified, is hoping to return to Orrorsh one day and be elevated to Nightmare status. To do this, he intends to turn the youth of L.A. into undead and send an army of them against the agents of Nippon.

THE SHADOWDANCERS

Standard Shadowdancer

Reality: Cyberpapacy

DEXTERITY 8

Dodge 10, energy weapons 9, fire combat 9, melee weapons 9, unarmed combat 9

STRENGTH 7

TOUGHNESS 8

PERCEPTION 8

Cyberdeck op. 11, find 9, land vehicles 9, trick 9

MIND 10

Streetwise 12, cybertech 12, science (computers) 13

CHARISMA 7

Persuasion 9

SPIRIT 8

Additional Skills: three at +1 adds

Possibility Potential: some (45)

Equipment: GWI God Meeter, damage value 20, ammo 30, range 3-12/30/50; power dagger, damage value STR+5/12; Plexiflex, armor value TOU+4/12; Cyberware: NeuraCal; EpiphaNeur; BelleView 20-20; slicers, damage value STR+2/9; chipholder 1; DatChip. Cyber value: 11.

Description: The Shadowdancers are masters at cyberdeck manipulation, and have done untold damage to the banking networks of both Kanawa-controlled and Core Earth financial institutions. They are believed by some to be physical cowards, although that impression may have been the product of a particular set of circumstances.

GLORY

Standard Glory Member

Reality: Living Land

DEXTERITY 11

Dodge 12, melee weapons 12, stealth 12, unarmed combat 10

STRENGTH 9

TOUGHNESS 10

PERCEPTION 9

Direction sense 10, language 10, tracking 10, trick 10

MIND 9

Survival 10, test 12, willpower 10

CHARISMA 8

Taunt 9

SPIRIT 10

Faith (Keta Kalles) 11, intimidation 11

Additional Skills: two at +1 adds

Possibility Potential: some (55)

Natural Tools: claws, damage value STR+3/12; teeth, damage value STR+2/11

Equipment: hrockt spear, damage value STR+3/12

Description: Note that the stats given above refer to edeinos. Other members of Glory include human Jakatts and stalengers.

THE DEAD BOYS

Dirikidi (Ravagon Veteran)

Reality: Tz'Ravok

DEXTERITY 9

Dodge 15, flight 17, maneuver 18, stealth 15, unarmed combat 17

STRENGTH 15

TOUGHNESS 11 (14)

PERCEPTION 10

Find 16, first aid 12, language 12, tracking 17, trick 16

MIND 9

Streetwise 10, test 12 (15), willpower 15

CHARISMA 8

Charm 9, taunt 12 (15)

SPIRIT 9

Faith (Irishantism) 13, intimidation 13, reality 18

Possibilities: 18

Natural Tools: armored skin, TOU+3/14; talons, damage value STR+2/17; wings, speed value 13

Standard Dead Boy (12)

Reality: variable

DEXTERITY 10

Dodge 11, fire combat 12, maneuver 11, melee weapons 12, stealth 11, unarmed combat 12

STRENGTH 9

TOUGHNESS 9

PERCEPTION 7

Find 9, trick 9

MIND 7

Streetwise 9, test 8

CHARISMA 7

Persuasion 9, taunt 9

SPIRIT 7

Intimidation 10

Additional Skills: two at +1 adds

Possibility Potential: some (45)

Equipment: 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; Uzi, damage value 17, ammo 11, range 3-15/40/100

Description: The Dead Boys are opportunistic humans who have allied with a Ravagon. Fatalistic, they believe Earth will eventually lose the war, and they hope to profit as much as possible before the end.

THE BLACK DIAMONDS

Kilestra

Reality: Aysle

DEXTERITY 14 (11)

Beast riding 15, dodge 16, maneuver 16, melee weapons 17, stealth 18, unarmed combat 16

STRENGTH 10

TOUGHNESS 10

PERCEPTION 11

Alteration magic 13, find 13, forgery 14, language 14, scholar (film lore) 15, trick 15

MIND 9

Streetwise 11, test 12

CHARISMA 11

Charm 16, persuasion 15

SPIRIT 15 (12)

Faith (Estar) 20, focus 19, intimidation 17, reality 19

Possibilities: 20

Arcane Knowledges: fire 2

Equipment: elf longsword, damage value STR+8/18; elfmail, armor value TOU+6/16; copies of *The Hollywood Stars*, *An Illustrated Guide to Hollywood* and *Things Goes to the Movies*; Black Diamond badge

Description: Kilestra is a Dark elven cleric who was seduced away from the monastic life by the power of the cinema. He is now determined to spread the word of Estar via this powerful new medium. With luck, he may even draw the spirits out of the screen and convince them to ally with him.

Standard Black Diamond (16)

Reality: Aysle

DEXTERITY 12 (9)

Dodge 15, fire combat 13, maneuver 13, melee weapons 13, missile weapons 13, stealth 13, unarmed combat 13

STRENGTH 8

TOUGHNESS 8

PERCEPTION 12 (9)

Find 13, scholar (film lore) 13, tracking 13, trick 13

MIND 8

Streetwise 9, test 9

CHARISMA 7

Charm 9, persuasion 9

SPIRIT 8

Intimidation 9

Additional Skills: three at +1 adds, including one magical skill

Possibility Potential: some (45)

Equipment: elf longsword, damage value STR+8/16; MAC 10, damage value 18, ammo 10, range 3-15/25/50

THE WOLFPACK

Standard Wolfpack Member

Reality: Orrorsh

DEXTERITY 11

Dodge 12, maneuver 16, running 13, stealth 12, unarmed combat 17
STRENGTH 11
TOUGHNESS 15
PERCEPTION 11
 Tracking 12
MIND 6
 Test 9, willpower 16
CHARISMA 5
 Taunt 8 (12)
SPIRIT 10
 Faith (Orrorsh) 15, intimidation 12
Additional Skills: two at +1 adds
Possibility Potential: some (35)
Natural Tools: claws, damage value STR+2/13; teeth, damage value STR+10/21
Power Rating: shape change, plus two additional points
Corruption Value: 17
Fear Rating: 2
Weakness: None
True Death: burning of the flowers used in the occult ritual which created the werewolves

THE PURE

General Nolan O'Neal, Ret.

Reality: Core Earth
DEXTERITY 8
 Beast riding 9, dodge 9, fire combat 11, melee weapons 9, unarmed combat 9
STRENGTH 8
TOUGHNESS 8
PERCEPTION 12
 Camouflage 13, demolitions 13, evidence analysis 18, land vehicles 15, scholar (military history) 19, trick 18
MIND 11
 Test 14, willpower 14
CHARISMA 13
 Charm 14, persuasion 19, taunt 18
SPIRIT 11
 Intimidation 16
Possibilities: none
Equipment: .357 Desert Eagle, damage value 16, ammo 6, range 3-10/25/50; sabre, damage value STR+5/13
Description: General Nolan O'Neal was forced into retirement shortly after the Possibility Wars began, after he accused the Delphi Council of "being in bed with the lizards" and betraying the nation to the invaders. Narrow-minded and bitter, O'Neal now sees conspiracies all around him — he linked up with the Pure and now acts as their leader.

O'Neal is convinced that only when white Anglo-Saxon males are once more firmly in control of the US can the invaders be turned back.

Standard Pure Member

Reality: Core Earth
DEXTERITY 10
 Dodge 12, fire combat 14, heavy weapons 12, maneuver 13, melee weapons 14, stealth 12, unarmed combat 12
STRENGTH 10
TOUGHNESS 10
PERCEPTION 10
 Demolitions 12, find 11, land vehicles 11, tracking 12, trick 11
MIND 7
 Streetwise 8, test 10, willpower 10
CHARISMA 10
 Persuasion 14
SPIRIT 9
 Intimidation 14
Possibility Potential: none
Equipment: AK-47 auto, damage value 21, ammo 10, range 3-40/150/400; Savage 77E, damage value 18, ammo 5, range 3-15/40/60
Description: The Pure are white supremacist Ords who have extended their prejudices to include anyone from another cosm. They are dangerous fanatics.

THE LEGION OF DOOM

Standard Legion of Doom Member (12)

Reality: Nile Empire
DEXTERITY 7
 Dodge 8, energy weapons 9, fire combat 9, maneuver 8, stealth 10
STRENGTH 7
TOUGHNESS 7
PERCEPTION 9
 Air vehicles 10, evidence analysis 12, find 12, land vehicles 10, trick 13, water vehicles 10
MIND 10
 Science 14, test 11
CHARISMA 8
SPIRIT 8
 Intimidation 10
Additional Skills: two at +2 adds
Possibility Potential: some (40)
Equipment: various "weird science" gizmos
Description: The Legion of Doom members are not hardened warriors, but carry some extremely dangerous toys. Storm Knights should not let their unimpressive physiques blind them to the fact that these foes can be as deadly as any they have faced.

NIGHT SERPENTS OF THE SHADOW KINGDOM

Wing Min Chin

Reality: Nippon Tech
DEXTERITY 9
 Fire combat 11, melee weapons 11, prestidigitation

10, stealth 15

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Disguise 16, evidence analysis 16, find 15, first aid 13, forgery 13, land vehicles 12, scholar (Night Serpent lore) 14, trick 18

MIND 11

Business 15, streetwise 13, test 13, willpower 14

CHARISMA 12

Persuasion 18

SPIRIT 12

Intimidation 16, reality 15

Possibilities: 15

Equipment: ZIIP77z, damage value 16, ammo 12, range 3-10/25/40; Sony Talkman; Sony Talkman Scrambler; Sony Talkman Descrambler

Description: Chin is not actually a member of the Night Serpents, but rather a Marketplace native who is paid by the ninja to act as their contact with the outside world. If Chin believes someone would be of value to the Serpents, he'll direct the visitor to a safehouse; if he feels the person might be a threat, he'll mark him for execution.

Standard Night Serpent (30)

Reality: Nippon Tech

DEXTERITY 16

Acrobatics 17, dodge 18, fire combat 17, lock picking 17, maneuver 17, martial arts (ninjutsu) 21, melee weapons 17, missile weapons 17, stealth 18

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Disguise 12, find 12, tracking 11

MIND 9

Science 14, test 11

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 8

Intimidation 10, reality 12

Possibility Potential: all

Equipment: 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; electro-sword, damage value STR+8/17; EMP sai, damage value STR+5/14

THE TRIBE

Standard Tribe Member

Reality: Living Land

DEXTERITY 9

Beast riding 10, dodge 10, maneuver 10, melee weapons 10, missile weapons 10, running 10, stealth 11, unarmed combat 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 9

Direction sense 12, find 11, tracking 11

MIND 7

Test 9, willpower 8

CHARISMA 7

SPIRIT 7

Faith (Keta Kalles) 10, intimidation 8

Additional Skills: two at +1 adds

Possibility Potential: some (55)

Equipment: hrockt spear, damage value STR+3/11

Description: The Tribe are edeinos who have turned away from both Baruk Kaah and Core Earth and are out purely for themselves. They are no less dangerous than Kaah's legions, but may be less predictable.

FUNGUS

Fungus is composed of gosgog from a number of different realms. See the "Creatures" sections of *The Nile Empire*, *The Cyberpapacy* and *The Living Land* sourcebooks for further information.

THE LAWMEN

Standard Lawman

Reality: Core Earth

DEXTERITY 8

Dodge 9, fire combat 10, heavy weapons 9, maneuver 9, melee weapons 10, unarmed combat 10

STRENGTH 9

Climbing 10

TOUGHNESS 8

PERCEPTION 8

Camouflage 9, disguise 9, evidence analysis 9, find 9, trick 9

MIND 7

Streetwise 9, test 8

CHARISMA 9

SPIRIT 7

Intimidation 10

Additional Skills: three at +1 adds

Possibility Potential: some (45)

Equipment: Lawman uniform; sunglasses; Kevlar/ceramic armor, TOU+7/15; .38 revolver, damage value 14, ammo 6, range 3-10/25/50; radio; handcuffs

THE VIDEO VIGILANTES

Standard Video Vigilante

Reality: Core Earth

DEXTERITY 8

Dodge 9, fire combat 9, lock picking 9, melee weapons 9, stealth 10, unarmed combat 9

STRENGTH 7

TOUGHNESS 8

PERCEPTION 9

Find 10, first aid 10, land vehicles 10

MIND 8

Science (electronics) 11, test 9

CHARISMA 9

Charm 10, persuasion 10

SPIRIT 7

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (55)

Equipment: Heckler & Koch HK-4, damage value 15, ammo 8, range 3-10/25/40; knife, damage value STR+2/9; Omi Video Camera; Omi Video Transfer; Sony Talkman; blank VHS Tapes

VIDEO PIRATES

Standard Video Vigilante

Reality: Core Earth

DEXTERITY 7

Dodge 8, maneuver 9, melee weapons 8, running 9, stealth 9, unarmed combat 9

STRENGTH 7

TOUGHNESS 7

PERCEPTION 10

Evidence analysis 11, find 12, forgery 11, land vehicles 11, trick 13

MIND 10

Science (electronics) 13, test 11

CHARISMA 8

Charm 10, persuasion 10

SPIRIT 7

Intimidation 9

Additional Skills: two at +1 adds

Possibility Potential: some (50)

Equipment: knife, damage value STR+2/9; Omi Video Camera; Omi Video Transfer; Sony Talkman

CHILDREN OF LANALA

Standard Child of Lanala

Reality: Core Earth or Living Land

DEXTERITY 7

Beast riding 8, dodge 8, long jumping 8, maneuver 8, melee weapons 9, missile weapons 9, running 8, stealth 9, unarmed combat 8

STRENGTH 7

Climbing 8

TOUGHNESS 7

PERCEPTION 8

Find 9, tracking 9

MIND 8

Survival 9, test 9

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 11

Faith (Keta Kalles) 14

Additional Skills: three at +1 adds

Possibility Potential: some (60)

Equipment: dagger, damage value STR+3/10; spear, damage value STR+5/12, range 3-5/25/40

Description: The Children of Lanala are humans, most of whom have not transformed to Living Land axioms but believe strongly in the philosophy of Lanala.

THE ANTI-LIFE MOVEMENT

Standard Anti-Life Activist

Reality: Core Earth

DEXTERITY 7

Dodge 9, fire combat 9, melee weapons 8, stealth 9, unarmed combat 8

STRENGTH 7

TOUGHNESS 7

PERCEPTION 9

Find 10, land vehicles 10, scholar (supermarket journalism) 10, trick 10

MIND 9

Science (chemistry) 10, test 12, willpower 11

CHARISMA 9

Persuasion 12, taunt 10

SPIRIT 8

Faith (Anti-life) 12, intimidation 10

Additional Skills: two at +1 adds

Possibility Potential: some (50)

Equipment: .44 S&W Magnum, damage value 17, ammo 6, range 3-10/15/40; M-16, damage value 20, ammo 10, range 3-40/250/400; club, damage value STR+3/10; defoliant, damage value 12 (per round exposed), range 3-10/25/50; liquiplastic, TOU 13

SURVIVALISTS

Standard Survivalist

Reality: Core Earth

DEXTERITY 10

Dodge 11, fire combat 13, maneuver 11, melee weapons 12, stealth 11, unarmed combat 13

STRENGTH 9

TOUGHNESS 8

PERCEPTION 8

Find 9, first aid 10, land vehicles 9, tracking 12, trick 10

MIND 7

Survival 11, test 9, willpower 9

CHARISMA 7

Persuasion 8, taunt 8

SPIRIT 7

Intimidation 10

Additional Skills: two at +1 adds

Possibility Potential: some (45)

Equipment: .357 Desert Eagle, damage value 16, ammo 6, range 3-10/25/50; M-16, damage value 20, ammo 10, range 3-40/250/400; Savage 77E, damage value 18, ammo 5, range 3-15/40/60; grenades, damage value 19, explosive burst radius 0-3/8/15

[illegible]



C H A R A C T E R

T E M P L A T E S

I



CHARACTER RECORD SHEET

Black Diamond Ganger

Player Name: _____

Character Name		Home Cosm		Tharkold (transformed)		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		12	
Weight		Hvy Wound		Social		20	
		Mortal		Spiritual		Tech	
		Dead		17		26	

Skill	Add	Attribute	Value	Attributes	Approved Actions
Acrobatics		DEX		Dexterity 14 (11)	Maneuver
Dodge		DEX		Strength 10	
Fire combat		DEX		Toughness 10	
Lockpicking		DEX		Perception 13 (10)	Trick
Maneuver		DEX		Mind 8	Test
Melee weapons		DEX		Charisma 9	Taunt
Prestidigitiation		DEX		Spirit 8	Intimidate
Stealth		DEX			Reality
Unarmed combat		DEX			
Alteration magic	3	PER	16 (13)	Weapons & Armor	
Divination magic		PER		Value	Axiom Level S Range M L
Find		PER		Armor	
Tracking		PER			
Trick		PER			
Streetwise		MIN		Weapons	
Test of wills		MIN		9/ Gam Snub	15 25 3-10 20 30
Charm		CHA		11/ Alph Auto	16 25 3-10 30 50
Persuasion		CHA		Dagger +4	14 26
Taunt		CHA			
Intimidation		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Uniform	23				
Poster	22	Rex Able			
Magazine	22	Things			

Bonus Chart

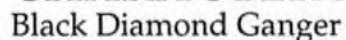
Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Spells					Arcane Knowledges				Miracles				
Name	D	B	E	Ax*	Know.	Add	Know.	Add	Name	C	D	E	Ax

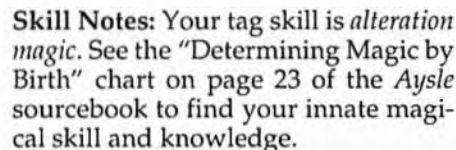
Cyberware				Powers & Gizmos				Natural Tools	
Name	CR	E		Name	Cost	E	Ax	Tool	E

Martial Arts		Psionics			Other			
Style:	Style:	Name	D	R	E	Name	E	Ax
Maneuver:	Maneuver:							

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Equipment: Black Diamond uniform; 9/Gam Snub (damage value 15, ammo

[illegible]



CHARACTER RECORD SHEET

Cybermage

Player Name: _____

Character Name		Home Cosm		Tharkold (transformed)		Possibilities	
Age	Wound Level	Shock Damage		Magic	Social	10	
Height	Wound			12	20		
Weight	Hvy Wound			Spiritual	Tech		
	Mortal			17	26		
	Dead	K O					

Skill	Add	Attribute	Value	Attributes	Approved Actions
Dodge		DEX		Dexterity 8	Maneuver
Fire combat		DEX		Strength 7	
Prestidigitation		DEX		Toughness 9	
Alteration magic	3	PER	15	Perception 12	Trick
Cyberdeck oper.		PER		Mind 11	Test
Divination magic		PER		Charisma 9	Taunt
Evidence analysis		PER		Spirit 10	Intimidate
Find		PER			Reality
Language		PER			
Scholar		PER			
Apportation magic		MIN			
Conjuration magic		MIN			
Science		MIN			
Test of wills		MIN			
Occultech		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Scanner wand	25				

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

Spells					Arcane Knowledges				Miracles				
Name	D	B	E	Ax*	Know.	Add	Know.	Add	Name	C	D	E	Ax

Cyberware				Powers & Gizmos				Natural Tools	
Name	CR	E		Name	Cost	E	Ax	Tool	E
Nervejack	+2								
3-slot Chipherder	+2								
Spellchip									

Martial Arts		Psionics				Other		
Style:	Style:	Name	D	R	E	Name	E	Ax
Maneuver:	Maneuver:							

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



CHARACTER RECORD SHEET

Cybermage

Cosm: Tharkold (Transformed)

Background: Life at Oxford was a refreshing change after years of mental regimentation during your apprenticeship on Aysle. The intellectual atmosphere was liberating, stimulating, but you felt your older colleagues were prejudicial in their dismissal of technology. British and other Core Earthers had achieved wonders of their own, without the help of a single grimoire. If only these two forces could be joined! Courtiers judged your rudimentary studies of cybertechnology valuable in understanding and undermining the Cyberpapacy attempts to expand into other nations.

You joined Ellerby Quaff's staff in Los Angeles. You were caught in the storm that slammed into LA when Tharkold invaded. In a brief period you understood Aysle as you never had before, then experienced a vision of the fusion of magic and technology. In that moment strange, hard lightning seared your body, grafting the cyberware you now carry.

Personality: You are excited to be pioneering a new frontier. Oh, no question the techno-demons are horrid creatures, and you believe they must be destroyed. But their vision of technology married to magic is too perfect a tool to be discarded with the monsters that creates it. Why *not* scan the text of spells and sort it in memory? It frees you up to do better spells.



Equipment: 9/Gam Snub Pistol (damage value 15), mass impact staff (damage value STR+5/12), Kap/3 mesh armor (armor value TOU+3/12), scanner wand (a device to store images and text onto chips, Tech 25). Cyberware: Nervejack (2), 3-slot chipholder (2), one SpellChip; cyber value 4.

Quote: "That's an interesting spell. Mind if I scan it into memory?"

NOTES



CHARACTER RECORD SHEET

Decker Musician

Player Name: _____

Character Name		Home Tharkold (transformed) Cosm		Possibilities 10	
Age	Wound Level	Shock Damage	Magic	Social	
Height	Wound Hvy Wound Mortal Dead		12	20	
Weight		K O	Spiritual 17	Tech 26	

Skill	Add	Attribute	Value	Attributes	Approved Actions
Acrobatics		DEX		Dexterity 9	Maneuver
Dodge		DEX		Strength 8	
Fire combat		DEX		Toughness 8	
Long jumping		DEX		Perception 9	Trick
Melee weapons		DEX		Mind 12	Test
Stealth		DEX		Charisma 11	Taunt
Unarmed combat		DEX		Spirit 9	Intimidate
Cyberdeck oper.		PER			Reality
Language		PER			
Trick		PER			
Artist (music)		MIN			
Science		MIN			
Test of wills		MIN			
Charm		CHA			
Persuasion		CHA			
Taunt		CHA			
Faith		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Synthedeck	25				

Bonus Chart

Die		3	5	7	9	11	13								21	26	31	36	41	46	
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Spells					Arcane Knowledges				Miracles				
Name	D	B	E	Ax*	Know.	Add	Know.	Add	Name	C	D	E	Ax

Cyberware				Powers & Gizmos				Natural Tools	
Name	CR	E		Name	Cost	E	Ax	Tool	E
Nervejack	+2								

Martial Arts		Psionics				Other		
Style:	Style:	Name	D	R	E	Name	E	Ax
Maneuver:	Maneuver:							

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



CHARACTER RECORD SHEET

Decker Musician

Cosm: Tharkold (Transformed)

Background: You took being a cog in the system about as well as the system enjoyed having you as a cog. You wandered North America, doing odd jobs until you got tired or fired. You figured out you wanted to make it in music, and you began putting time in to train yourself. When you were ready to leap, you made the jump to L.A. You joined a progressive, syntho-pop band as keyboardist. You learned about computers to better work with synthesizers and samplers. After the Miracle of California, you could get better and better equipment. Now these synth-decks arrived; you had to have one. When you changed, you found you could play one. The techno-demons don't like humans who have synth-decks. Too bad for them.

Personality: You are cool and aloof unless you are discussing or playing music. Your music displays a wider range of emotion than you allow yourself. You appreciate artistic talent of all kinds. You hate the demons and everyone who defines themselves through the destruction they cause.

Equipment: Synth-deck (makes music like an electronic keyboard, can sample, record, playback), which can be used as a cyberdeck (response +2, stealth +1,



processor 3, storage 10); monofilament dagger (damage value STR+4/12), 9mm Beretta (damage value 15). Cyberware: Nervejack (2); cyber value 2.

Quote: "Let me jack in and I'll play you something."

NOTES



CHARACTER RECORD SHEET

Escaped Cyflyer

Player Name: _____

Character Name		Home Cosm		Tharkold (transformed)		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		12	
Weight		Hvy Wound		Social		20	
		Mortal		Spiritual		17	
		Dead		Tech		26	
		K O					

Skill	Add	Attribute	Value	Attributes	Approved Actions
Dodge		DEX		Dexterity 11	Maneuver
Energy weapons	3	DEX	14	Strength 10	
Fire combat		DEX		Toughness 10	
Melee weapons		DEX		Perception 8	Trick
Stealth		DEX		Mind 9	Test
Unarmed combat		DEX		Charisma 8	Taunt
Climbing		STR		Spirit 10	Intimidate
Find		PER			Reality
Land Vehicles		PER			
Tracking		PER			
Trick		PER			
Test of wills		MIN			
Willpower		MIN			
Charm		CHA			
Persuasion		CHA			
Taunt		CHA			
Faith		SPI			
Intimidation		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Scanner wand	25				

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

Spells				
Name	D	B	E	Ax*

Arcane Knowledges			
Know.	Add	Know.	Add

Miracles				
Name	C	D	E	Ax

Cyberware		
Name	CR	E
Nanocord	3	
Eye-package	3	
Nanodoc	3	
Chipholder 3	2	

Powers & Gizmos			
Name	Cost	E	Ax

Natural Tools	
Tool	E

Martial Arts	
Style:	Style:
Maneuver:	Maneuver:

Psionics			
Name	D	R	E

Other		
Name	E	Ax

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



CHARACTER RECORD SHEET

Escaped Cyflyer

Cosm: Tharkold (Transformed)

Background: You had been part of a street gang since you were eleven years old. You started carrying a gun when you were 13. When others panicked at the invasion of the Living Land, you persuaded your gang that this was their opportunity. Your influence grew. You had respect. Then Kanawa came and took it all away. Everyone else who was part of the gang when you joined is dead. You were hunted. Then you met a Tharkoldu recruiter. You joined, no questions asked. They wired you. You performed well. They wired you more, making you a CyFlyer. But you never got respect. And that chip, the one they called a "slavechip"... one night, on a mission, you decided to escape alive or escape dead. You aimed your laser at the slavechip. You screamed. And screamed. But you didn't die. You took the first step back to respect. Now both Kanawa and Tharkold are on your list.

Personality: You trust yourself. You trust others only when they earn it. This doesn't mean you are a loner. Too many years in the gang have taught you the benefits of a street family. You are learning patience and guile. Kanawa and Tharkold are big targets. You have to hit them right, duck when they hit back. You want to work with a group who is willing to fight Kanawa and Tharkold the same way you do.

Equipment: Cyberware: Nanocord (3), eye-package-Darksight, Killseeker (+1 bonus modifier to ranged attacks, +2



bonus when using integral laser weapon) (3), nanodoc (*medicine* skill 12) (3), chipholder-3 (2), interdermal plate (armor value TOU+5/15) (1), exodermal armor (armor value +4/19) (4) slashers (damage value STR+4/14) (1), hand weapon mount for Res-14 laser (damage value 25, ammo 50, range 3-150/100/200) (1); cyber value 18. Chipholder only has two usable slots; the third contains the slag of a slavechip.

Quote: "You learn a lot about demons at the the end of a pain whip."

NOTES



CHARACTER RECORD SHEET

Hoverbike Scout

Player Name: _____

Character Name		Home Tharkold (transformed)		Possibilities	
Age		Wound Level	Shock Damage	Magic	Social
Height		Wound		12	20
Weight		Hvy Wound		Spiritual	Tech
		Mortal		17	26
		Dead	K O		

Skill	Add	Attribute	Value	Attributes	Approved Actions
Dodge		DEX		Dexterity 11	Maneuver
Fire combat		DEX		Strength 9	
Maneuver		DEX		Toughness 9	
Running		DEX		Perception 12	Trick
Stealth		DEX		Mind 8	Test
Swimming		DEX		Charisma 9	Taunt
Climbing		STR		Spirit 8	Intimidate
Air vehicles		PER			Reality
Cyberdeck oper.		PER			
Divination magic		PER			
Evidence analysis		PER			
Find		PER			
Land vehicles		PER			
Tracking		PER			
Trick		PER			
Survival		MIN			
Charm		CHA			
Persuasion		CHA			
Faith		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Hovercycle	26	Speed 16			
Com-link headset	26				

Bonus Chart																											
Die		3	5	7	9	11	13																				
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5						
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1						

Spells					Arcane Knowledge				Miracles				
Name	D	B	E	Ax*	Know.	Add	Know.	Add	Name	C	D	E	Ax

Cyberware				Powers & Gizmos				Natural Tools	
Name	CR	E		Name	Cost	E	Ax	Tool	E

Martial Arts		Psionics				Other		
Style:	Style:	Name	D	R	E	Name	E	AX
Maneuver:	Maneuver:							

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Cosm: Tharkold

Background: When spies discovered the plan for the Tharkoldu invasion of Los Angeles, your regiment wanted to send a unit. But gate technology is very unreliable with large equipment, so your bikes had to remain behind. None of you wanted that. The alternative was orbital deadfall into Tharkoldu territory. Once you sighted the storm around the bridgehead, you were to kick in your bike, ride through the defenses on the bridge, and emerge in LA. It sounded like suicide. Hey, who could say “no” to that? Not you, not about two hundred other scouts. You dropped into a reactor scram. Tharkoldu defenses picked your guys up at 20,000 meters. You kicked your Xedi into high, screaming engines harmonizing with nearby plasma bolts. You pulled out of the dive at 370 klicks per hour, hitting the bridge entrance at better than 320. Demons had defenses along the whole damn bridge. Most you didn’t know about until some scout ahead of you exploded. You took portions of the bridge at full speed. Instinct put you into a 5G climb just before you reached the Ichi Building. You made it. You think you are the only one from your unit who did.

Personality: You are a speed junkie. Failing speed, you like danger best. You take risks, and are willing to take huge risks for moderate payoff. You are impatient with cautious people, your distaste showing in heavy sarcasm. You admire anyone who pulls off a daring stunt.



Equipment: Xedi-1a Hover Cycle, slightly dented (Tech 26, speed (kmh/mph/value) 600/400/16), one passenger (two if driver is willing to stay at 100 mph or less; otherwise wind blows passenger off the back of the bike), TOU 12, bike carries Pe-Ain Chaingun (damage value 24) and has cyber-controls; com-link headset, Thav-9 SMG (damage value 19), Chod/5 Skirmisher Armor (TOU+5) with Diffrax (TOU+6 against energy weapons)

Quote: "120 klicks an hour? How do you people get anywhere?"

NOTES

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CHARACTER RECORD SHEET

Lawman

Player Name: _____

Character Name		Home Core Earth		Possibilities 10	
Age	Wound Level	Shock Damage	Magic 7	Social 21	
Height	Hvy Wound	K O	Spiritual 9	Tech 23	
Weight	Mortal Dead				

Skill	Add	Attribute	Value	Attributes	Approved Actions
Dodge		DEX		Dexterity 10	Maneuver
Fire combat		DEX		Strength 10	
Heavy weapons		DEX		Toughness 10	
Maneuver		DEX		Perception 9	Trick
Melee weapons		DEX		Mind 8	Test
Running		DEX		Charisma 9	Taunt
Stealth		DEX		Spirit 10	Intimidate
Unarmed combat		DEX			Reality
Climbing		STR			
Camouflage		PER			
Disguise		PER			
Evidence analysis		PER			
Find		PER			
First aid		PER			
Trick		PER			
Streetwise		MIN			
Test of wills		MIN			
Faith		SPI			
Intimidation	3	SPI	13		
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Uniform	22				
Sunglasses	23				
Radio	21				
Handcuffs	20				

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

Spells	Arcane Knowledges	Miracles
Name D B E Ax*	Know. Add Know. Add	Name C D E Ax

Cyberware	Powers & Gizmos	Natural Tools
Name CR E	Name Cost E Ax	Tool E

Martial Arts	Psionics	Other
Style: Maneuver:	Name D R E	Name E Ax

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range

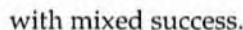


Cosm: Core Earth

Only weeks ago, you were pinned beneath some rubble while in a firefight in Inglewood. Believing you dead, your comrades deserted you, but a Storm Knight group, at great risk, saved you from certain death at the hands of gangslaves. You began to think that maybe you had been wrong about such groups — maybe not everyone from another cosm was evil. Maybe there was a better way to fight this war than as a Lawman.

Since then you have worked with the Storm Knights, sometimes uncomfortably. Some of your new "friends" still don't trust you completely, and you find it hard to keep from feeling that they're a little too soft on the enemy.

Personality: You can be arrogant and stubborn and tend to want to take charge in every situation. You are trying to break yourself of the habit of shooting first and asking questions later,



Equipment: Lawman uniform, sunglasses, Kevlar/ceramic armor (TOU+7/17), .38 revolver (damage value 14, ammo 6, range 3-10/25/50), radio, handcuffs.

Quote: "This is L.A. We do things differently here."

Skill Notes: Your tag skill is *intimidation*.

NOTES

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CHARACTER RECORD SHEET

LAPD Cop

Player Name: _____

Character Name		Home Core Earth		Possibilities	
Age		Wound Level		10	
Height		Shock Damage		7	
Weight		Mortal		21	
		Dead		9	
		K O		23	

Skill	Add	Attribute	Value	Attributes	Approved Actions
Dodge		DEX		Dexterity 10	Maneuver
Fire combat		DEX		Strength 10	
Melee weapons		DEX		Toughness 10	
Missile weapons		DEX		Perception 10	Trick
Running		DEX		Mind 8	Test
Stealth		DEX		Charisma 9	Taunt
Unarmed combat		DEX		Spirit 9	Intimidate
Climbing		STR			Reality
Evidence analysis		PER			
Find		PER			
First aid		PER			
Land vehicles		PER			
Trick		PER			
Test of wills		MIN			
Willpower		MIN			
Persuasion		CHA			
Taunt		CHA			
Faith		SPI			
Intimidation		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Uniform	22				
Badge	21				
Walkie-talkie	21				
Handcuffs	21				

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

Spells				
Name	D	B	E	Ax*

Arcane Knowledges			
Know.	Add	Know.	Add

Miracles				
Name	C	D	E	Ax

Cyberware			
Name	CR	E	

Powers & Gizmos			
Name	Cost	E	Ax

Natural Tools	
Tool	E

Martial Arts	
Style:	Style:
Maneuver:	Maneuver:

Psionics			
Name	D	R	E

Other		
Name	E	Ax

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: When so many of your fellow officers deserted the force in the wake of the invasion, you elected to stay on. Being a cop is all you ever wanted, and respect for law and order is an integral part of your make-up. You believed that the uniform you wore was something special and you consider groups like the Lawmen to be the worst kind of traitors.

Shortly after the disaster at Ichi Entertainment, you were given a new assignment by your captain: you were to go on a working leave, serving beside a group of Storm Knights. They would teach you how to deal with some of the new menaces in the outside world and finding ways around the rules; you would teach them to the importance of working within the law, even in a war. Your superior hoped eventually both sides would learn to give a little.

Since that time, you've seen horrors beyond imagining, but they haven't broken you. You're even more certain that the world can be divided into the good and the evil, and your best friends (in and outside of your party) are from the Nile Empire. Those are people you can understand.

Personality: You are capable and responsible, and make an effort not to show your emotions. But you are unable to disguise your contempt for out-and-out vigilantes and are completely blind to the fact that many people would now regard you as one.

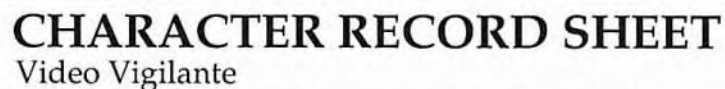


Quote: "We have to have the law — without it, we're no better than Mobius and Malraux."

Skill Notes: Your tag skill is *fire combat*.

NOTES

[illegible]



Character Name		Home Core Earth Cosm			Possibilities 10
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K O	Magic 7	Social 21	
Height			Spiritual 9	Tech 23	
Weight					

Skill	Add	Attribute	Value
Dodge		DEX	
Fire combat		DEX	
Lockpicking		DEX	
Maneuver		DEX	
Melee weapons		DEX	
Stealth		DEX	
Unarmed combat		DEX	
Find		PER	
First aid		PER	
Land vehicles		PER	
Tracking		PER	
Science (electronics)	3	MIN	13
Test of wills		MIN	
Charm		CHA	
Persuasion		CHA	
Intimidation		CHA	
Faith		SPI	
Reality		SPI	

Attributes		Approved Actions			
Dexterity	9	Maneuver			
Strength	9				
Toughness	9				
Perception	10	Trick			
Mind	10	Test			
Charisma	11	Taunt			
Spirit	8	Intimidate			
		Reality			

Weapons & Armor	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
H-K 4	15	22	3-10	25	40
Knife +2	11	24			

[illegible]

Bonus Chart	
Die Roll	<div> <div>3</div> <div>5</div> <div>7</div> <div>9</div> <div>11</div> <div>13</div> <div>21</div> <div>26</div> <div>31</div> <div>36</div> <div>41</div> <div>46</div> </div>
Bonus #	<div> <div>-12</div> <div>-10</div> <div>-8</div> <div>-5</div> <div>-2</div> <div>-1</div> <div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> <div>13</div> <div>+1</div> </div>

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*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Cosm: Core Earth

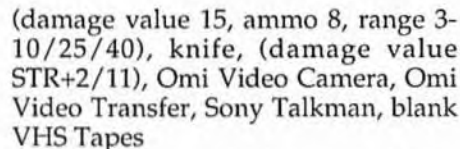
Background: You were a home video enthusiast long before the war broke out, driving your family and friends to distraction with your constant efforts to tape them. When the invasion began, you reluctantly fled L.A. and returned again as soon as the edineios legions had been halted by the Army.

But you found L.A. not to be as safe as some said — black-garbed assassins stalked the alleys, monsters right out of a horror film rampaged through parts of the city, and the news media didn't seem to care. One night, you caught on tape an attack by what you swore was a vampyre. You sold the video to a local TV station for good money, and your career as a Video Vigilante had begun.

Now you travel the world with a Storm Knight band, filming them in action and helping to spread tales of their deeds. In return, they've taught you how to defend yourself in this increasingly dangerous city. Recording for everyone to see the good that the Knights are doing makes you feel fulfilled, even if the job is much more dangerous than taping Aunt Etta's 80th birthday party.

Personality: You can get carried away by your work sometimes and forget just how deadly some situations can be. You want very much to be liked and accepted by your fellow Knights.

Equipment: Heckler & Koch HK-4



Quote: "Do you think you could get the techno-demon to come back here? I ran out of tape."

Skill Notes: Your tag skill is *science (electronics)*.

NOTES

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CHARACTER RECORD SHEET

Warrior Cleric

Player Name: _____

Character Name		Home Cosm Tharkold		Possibilities 10	
Age	Wound Level	Shock Damage	Magic 12	Social 20	
Height	Hvy Wound		Spiritual 17	Tech 26	
Weight	Mortal Dead	K O			

Skill	Add	Attribute	Value	Attributes	Approved Actions
Dodge		DEX		Dexterity 10	Maneuver
Energy weapons		DEX		Strength 10	
Fire combat		DEX		Toughness 8 (11)	
Melee weapons		DEX		Perception 9	Trick
Stealth		DEX		Mind 9	Test
Unarmed combat		DEX		Charisma 9	Taunt
Divination magic		PER		Spirit 11	Intimidate
First aid		PER			Reality
Scholar		PER			
Trick		PER			
Medicine		MIN			
Survival		MIN			
Charm		CHA			
Persuasion		CHA			
Taunt		CHA			
Faith (the Way)	3	SPI	14		
Focus		SPI			
Intimidation		SPI			
Pain weapon		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Scanner wand	25				

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

Spells					Arcane Knowledges				Miracles				
Name	D	B	E	Ax*	Know.	Add	Know.	Add	Name	C	D	E	Ax

Cyberware				Powers & Gizmos				Natural Tools	
Name	CR	E		Name	Cost	E	Ax	Tool	E

Martial Arts		Psionics				Other		
Style:	Style:	Name	D	R	E	Name	E	Ax
Maneuver:	Maneuver:							

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



CHARACTER RECORD SHEET

Warrior Cleric

Cosm: Tharkold

Background: You were born in the now-destroyed cityplex of Tarakal. The city was sacked by the demons; most were slain, some submitted. You and thousands of other children were sent north, destined for Tharkoldu feeding pens. Your convoy was ambushed, and many hundreds of children saved. You were given to the clerics of the Way, who trained and cared for you. Your aptitude was not immediately apparent to the elders, but as your faith grew so did your abilities. Your daring evangelical missions among the slaves made your reputation. It also gave you contacts who later were able to smuggle you to Earth. You still maintain contact with the resistance in the slave community, but your purpose is to rouse the people of Earth to resist evil, and to convert some to the Way.

Personality: Your sect believes that the ultimate show of faith is the destruction of your enemy. You embody your faith. You are sincere, honest, committed. Your zealotry easily slides to ruthlessness, and has proven frightening to the softer of your companions.

Equipment: Mim-8/Alph carbine (damage value 21), Res-14 laser pistol (damage value 25), Kap/5 synthileather armor with religious symbols lacquered



upon it (armor value TOU+5/16).

Quote: "It is written, 'There can be no pacifists where the Race is threatened.'"

Skill Note: You have received a *blessing vow* from your elders. Your parenthetical *Toughness* value includes this blessing.

NOTES

LA BULLETIN BOARD

I can handle Cyberpapists and their clumsy maneuverings, no problem, but those Nipponese ... you just can't hope to stop all their schemes. What we need is some help to give Kanawa a good butt-kick.

— Pete V.

Techno-demons?!? And I thought the cyberpriests were bad enough!

— Brad Johnson

Never listen to a sales pitch from a Possibility-rated brush salesman.

— Karl Hiller

Network television has scored a major success with their mid-season replacement series, "L.A. Lawless," a dramatic series that follows the exploits of the legal firm McKenzie-Thratchen. It has even put a dent in "Rex Able's" ratings, though execs claim it's "too early to panic."

— Kevin Carroll

RAVAGONS
RULE!



Beware — the Queen Mary, docked in Long Beach, is no longer a source of ghost stories. The ghuls, swarmrats and techno-demons have chased the ghosts (and tellers of ghost stories) away — or worse.

— Randy Wilde




RAIDERS

THRATCHEN
HAS
BID-BREATH

Demons have invaded Los Angeles! A cyberware-clad gang, responsible for killing Akihiko Haragawa, has been stopped by the ShadowWalker and his Storm Knights. The Street Slaves are no more.

We found the neighbors. They were displayed in a Tharkoldu version of a butterfly collection.

— Eliza Roma

Jalisa
+
Daryl

FOR A GOOD
TIME, CALL
BILL S.



In a widespread effort to gain subjects for psionic experiments, Tharkoldu demons have launched raids on Lima from a secret jungle base, using gangslaves as cannon fodder. Rumor has it that they are seeking the renegade Akashan, Hzetl, whether as an ally or a subject is not known.

— Steve Crow

This operation is being coordinated from L.A. Let's look into it.

— Dr. Wilde



The Crimson Cloak: she's a lover, not a hunter.

— The Red Mist

Right, dude; like I'm
sure you'd know—

"... It's 11:45, time for traffic and weather on KLPW. We've got Fred Barnes in Chopper 1. Fred?"
"Yes, Judy, we've got another wet one today. The National Weather Service has issued a flood watch and it's certainly no day to be out without an umbrella, a raincoat, and a rowboat. The rain is expected to continue through to the weekend, but we should get some clearing in time for the PassionRise celebration."
"Traffic is backed up all over downtown L.A., with the worst congestion evident in Hollywood. We've got right-lane construction, a few overturned trucks, and yes, that's one of those weird recycler machines chewing up an overpass."

"We're going to be heading in now, Judy, cause Mike says he's having a hard time keeping this bird in the air. And speaking of birds, there's a big one ... it's headed right for us, must have been blown off course by the storm ..."

"Jesus, that's not a bird, it's made of metal! It's turning with us! It's going to ..."

"Fred? Fred Barnes, can you hear me? Um ... we seem to have lost contact with Chopper 1. We'll bring you the rest of that report as soon as our technical difficulties are cleared up."

ACE WUZ HERE X

Intercepted Dispatch:

US Marine Air Corps., based Pendleton, discussing plans for strike against Ichi Entertainment building, downtown L.A. Delphi Council overrules objections of municipal authorities. All police, emergency services and military forces on alert. No public announcement to be made to prevent panic among citizens.

COMPTON WAS ONLY THE
BEGINNING. THE
POSSE IS OUR
MEAT.

THE
MERCURIES

JOSE



DIZZY
DAVE

Maria

MODELS WANTED

Things magazine is seeking models for our new "Women of the Possibility Wars" calendar. We're looking for women in armor, cybernetically-enhanced women, yes, even mummified women! Apply in person to the Things offices. Bring portfolio.



Missing: Nile female, approximately 5'3", reddish-blond hair, spectacles, answers to the name of "Shiera." Last seen during break-in of Kanawa warehouse, shortly before magnesium flares went off. We heard a crash and a cry and by the time our eyesight cleared, we could see no sign of her. There is a \$5000 reward for any information leading to her return. Time is of the essence — if she is in the hands of our enemies, we fear for her health and sanity.

MOBIUS SHOULD WEAR A
MASK — ONE WHO KNOWS

THE WILDE KNIGHTS
HAVE TASTED THEIR LAST
VICTORY. NOW WE
SHALL TASTE THEIR
BLOOD.
THE VAMPIRES

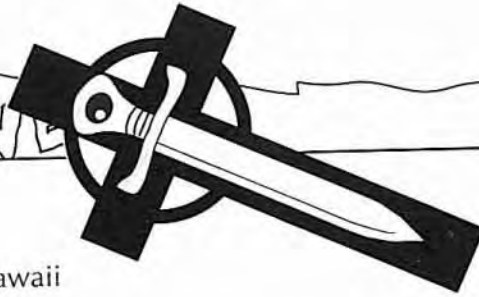
FAZZEE
'92



HAIRBALL
YOU ARE MY FAVORITE
HUNK OF CYBERTUNK!
GRETCHEN

TITO

FREDDY LIVE



MEMO

TO: Tempest Fugitive

FROM: The Storm Knights Guild, Hawaii

Fellow Knights,

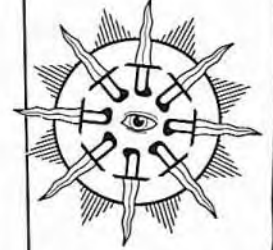
We are currently compiling a database of information on the whereabouts, powers and achievements of various Knights. Our organization funds and equips Storm Knight parties in exchange for periodic use of their services on various missions. We feel it is crucial to have the right people for the right job.

With this in mind, let me express our admiration for the job TF has done in Los Angeles, and our willingness to provide whatever assistance (material or otherwise) you might require. We would very much like to add your names to our extended membership roster and would welcome any opportunity to discuss this with you.

Before you fax your answer, here are a few facts and figures about our organization: The Storm Knights Guild was founded not long after the beginning of the war. Our CEO is a woman codenamed "The Guildmaster" — for obvious reasons, we do not wish to share more information about her with you at this time. We have recently added 60 more Storm Knights to our files, encompassing virtually every realm. Our members with access to and knowledge of L.A. remains extremely limited, however, which is part of the reason we are interested in TF.

Finally, as a show of good faith, let us pass on a bit of information to you we learned from one of our members. The Japanese president of Peru, acting under orders from the Kanawa Corporation, has dissolved the democratic government of that country and imposed a military dictatorship. It appears that the Nipponese may be more worried about the Akashans than we originally thought, and are using this method to exert greater control over the situation in South America. Perhaps someone should consult with the High Council about taking action on this situation?

WE RULE
THE EAST
END



LOS ANGELES
ES LA METEOR

RENEGADE EDEINOS!

Having problems finding acceptance in this world of dead ones? Tired of being called "scale" and other racial slurs? Not welcome in cities (a reminder of invasion), not welcome in resistance communities (suspected of being a spy)?

Maybe it's time you tried the "Edeinos in Crisis" support group. We meet whenever we all find ourselves in the same glade to share our feelings about Earth, Takta Ker and other sensations. Among us, you can find the comfort and patience you need as you make the big adjustment.

So don't delay. Come find us or, if you have discovered how to use the talking box, call 1-800-SKIPPYE today.

Paid for by the Children of Lanala.

Warning: a powerful Storm Knight group, the Crimson Crusaders, has been utterly defeated in combat by Tharkoldu techno-demons and forced to submit. As far as we know, they are now being dominated by the demons — their usefulness as allies has diminished, and they may well pose a threat to our operations. Do not trust them with classified information until we know for sure.

— Dr. Wilde

SO WHO'S HE, ANYWAY?

LAX has been plagued by skats, rocket-powered mechanical predators. A number of private planes have been downed by flights of these creatures and larger aircraft have been damaged. It is believed that they are being launched from a hidden base somewhere within a mile radius of the airport. Storm Knights in the neighborhood would be well advised to look into this.

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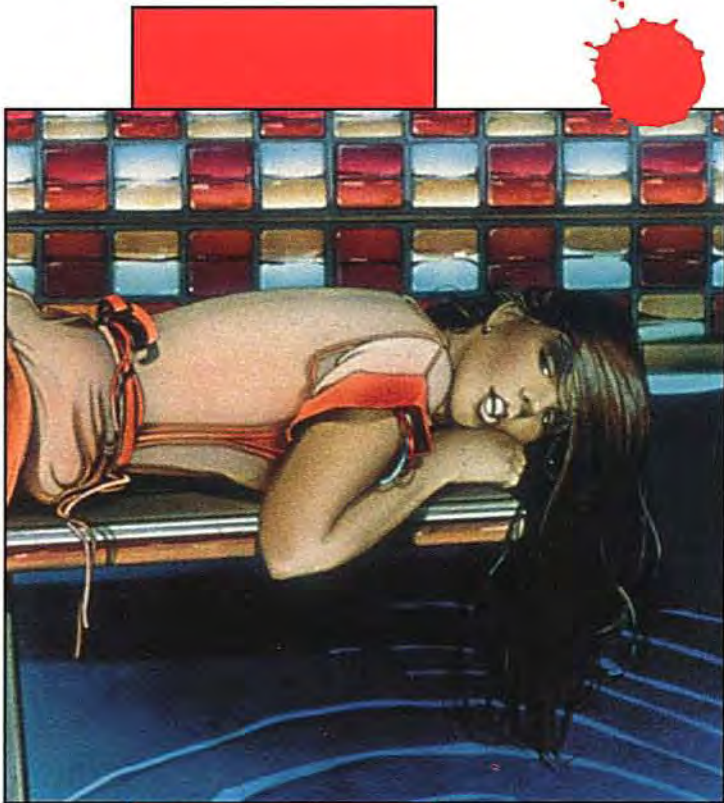
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