

# Happy Birthday!

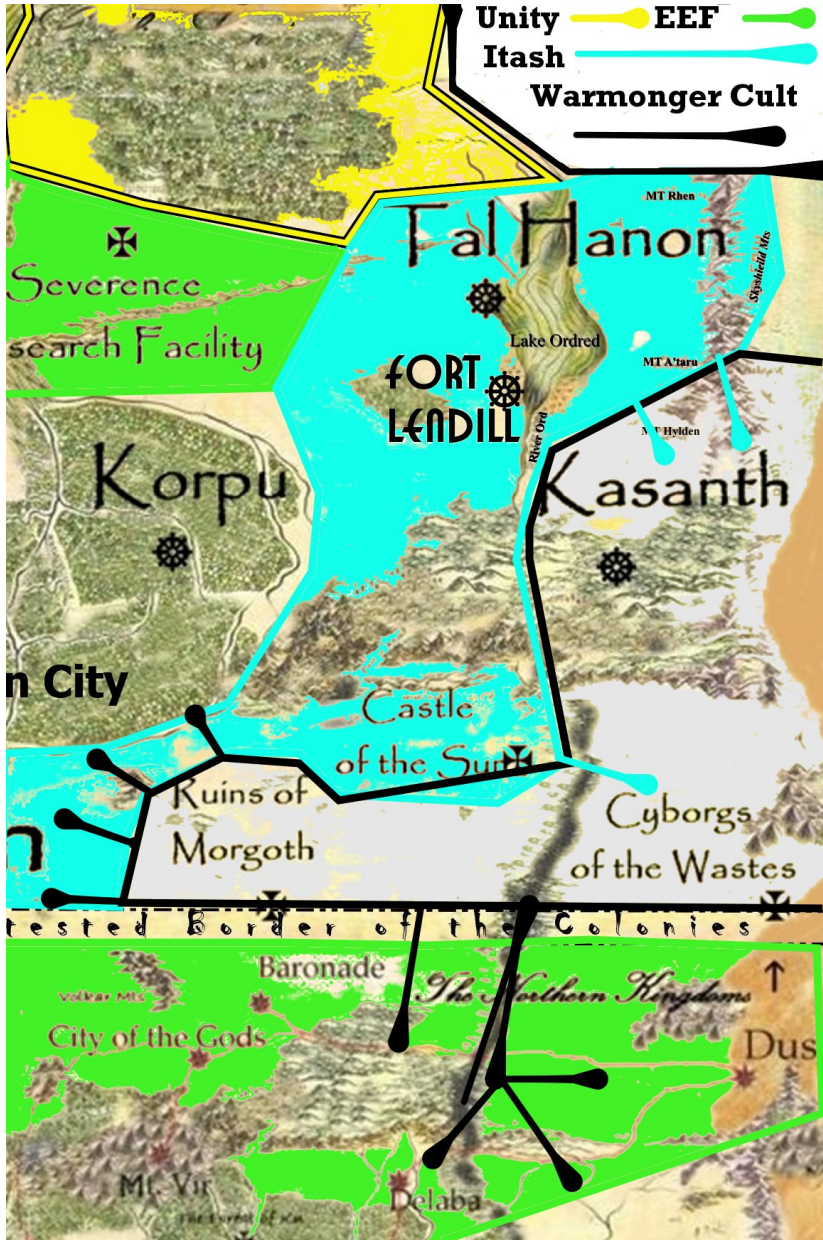
to our exceptional Art Director

## Justin H. Fishman

Thank you for many years  
of friendship

We wouldn't be here  
without you

Happy Birthday from Brandon  
and the Entire D.R. Team



Week 35 of 52

## Banishing Demons Explained...

**Lesser Evils** have many demonic powers but their greatest weakness is against a willfull Summoner or a Priest/Priestess trained in the art of Banishment. (Banish is a lvl 3 Summoning Leyas Ability).

When Banishing a Lesser Evil, the Leyas User will roll off against the the Lesser Evil. The Leyas User will roll Will and the Lesser Evil rolls its F.S.

The Leyas User's target number is the Lesser Evil's F.S. modified by Will bonus. The Lesser Evil's target number is the Leyas User's Will.

A character can make no other attacks in a round where they Banish a Lesser Evil. Lesser Evils are also automatically Banished by Artifacts with Banish 6 successes. Characters with Faith get +1d6 for each point of Faith in Banish tests against Demons.

## EEF Hunter Killer Drone Contributed by Don Winters

H.P. 10

F.S. 6

No. of Attacks: 3

A.R. Armor Shell

Vs Melee 10

Vs Missile 10

Vs Energy 10

EP: 15

Immune to Poison & Pain

**Attacks**

EPR(x2)-8(Half A.R.) Missile dmg

Burst Fire(+4 Dodge T#)

**Combat Laser-**

20(Half A.R) Energy Dmg

x2 dmg to Vehicles & Structures

This is a small drone which can be programmed to protect a location or person. They can be set to challenge or simply attack anyone approaching their charge. They can be preset with sign counter sign passwords, IIF codes or set to use lethal or non-lethal weapons. They are often used by the EEF to help secure rear areas.

### Special Defense-

Combat Mekanoid Mk 2: To actually dmg the drone one must first lower V.A.R. to 0, only then can the drone's H.P. be lowered.

**Tal Hanon returned to Refuge-**In the early hours, while twilight still held Shadow Leyas over the shadow of Tal Hanon, there was a spark. And when that spark passed the city by lake Ordred was returned as suddenly as it had disappeared. Where the Memorial of Kal'Shek had stood, the entire city now extend ever outward, from the shores of Lake Ordred to the mechanical junkyards of Scrapboro.

The Magnetic rail Subways activated again as if they had never left. The survivors in Tal Hanon breathed a sigh of relief as PeaceLord Von Groont's Panzer Knights drove the Warmonger Cult into the Lake. The Tal Hanoni people were simply happy to see the sun after weeks of darkness. However thousands suffer advanced cases of Radiation poisoning and malnourishment.

**Warmonger Cult caught in EEF Trap-**The Warmonger Cult was driven from the lands around Tal Hanon, but did not even notice. They were too busy with a two front war with the EEF. As EEF forces skirted CEN lands in the North applying pressure on the Warmonger Cult.

With a force of twenty thousand Warmongers Dead, one thousand Giant Nightmares and hundreds of Malevolents, the Cult army took the easy route the EEF allowed them into the uninhabited wilderness between Dusk and the rest of the Colonies. This area they mined with Banishment mines and mines artficed with Healing Mists. Torn ragged, they turned back into their own lands a quarter of their former strength, still harried by **EEF Hunter Killer Drones.**

While the EEF celebrated their total victory, hundreds of K'ias Warwalkers had escaped the chaos of battle and are now traveling the Colonies.

**Coalition Disbands-**The Unity has created a secret base known as the Quantum Gate deep within the Forest of Kur'ai. Surrounded by Habitats full of Bloodthirsty Fungus and other fungal monsters created by General M.H. Gilmour, the Quantum Gate is completely protected.

The Unity has puplicly announced the disbanding of the Coalition due to immense prejudice faced by the Unified when living among the disconnected.

Leaving Korpu, and taking their technology and Leyas Tech with them, the Unity has only left automated factories still shipping trade goods to their economic allies in Borvis and Beacon City. Hundreds of thousands of Techno-marvels have moved north into the Quantum Gate.

## Coalition Disbands City of Tal Hanon returns from the Shadows

### The Technomantic Unity abandons Korpu

Tens of thousands of Cleansed, Prototypes, Unfettered and Legion left their posts in Korpu. Tiring of facing the constant descrimination of the Scarlett Hammer and other non-unity connected citizens, the Unity has led them north into the Forest of Kur'ai. There they have created a hidden city. Meanwhile their factories still silently run, sending out shipments on magnetic railcars. Their trading partners in Borvis and Beacon City still recieve their shipments of trade goods, however none are sent to the Korpuvians.

Over the last six months many in Korpu had become relaint on the CEN technomantic devices. Without a steady supply, some areas of Korpu have had power outages and water and food shortages.

Seeing his people in need once more, Ano Lightbringer returned with thousands of Scarlett Hammer.

Ano announced, "People of Korpu, you have lived too comfortably for too long. You have forgotten the old ways, the ways of survival. Now we must return to it, and leave the cityscape created by the CEN to be devoured once more by the forests. You are lucky that Unity freed you, rather than exterminate you for your weakness. I declare immediate martial law, until the demonic forces of the Ancient Evils are destroyed. Scarlett Hammers, return to your duties and may your blessed arrows find the dark hearts of the daemons."

### Tal Hanon's Shadow Generator finally shuts off

With Tal Hanon returned, Warmonger Cultists and I'tashi Peacebringers fight over it. However rumors of full power and all the futuristic appliances and gear of the Technomagi has caused the city to be flooded with Adventurers. Many don't realize the city is irreperable contaminated with irradiated remnants of the Obscenus Warship. I'tashi cleanup crews have been decontaminating as many domiciles and public places as they can. The city is still infested with Akunan, as well as crazed Supplicants, Brethren refugees, escaped K'ias and Legion.

### Ghosts of The Northern Kingdoms Part 3

There rumors of *The Tall Man*, has continued his attacks. Tribune reporter Shaj Miraj has witnessed the ghostly slasher killing every K'ias in the Warmonger's Cult base in the Tal Hanon.

### Funeral of the Bladed Sun Disrupted

City of the Gods, honorary funeral procession in honor of the Bladed Sun, Champion of Lord Falos. It is widely believed that the Bladed Sun died while protecting Refuge from an Iron Republic Orbital Bombardment.

The Ohmites, the Order of Falos, the Order of Azrael and many other goodly faiths gathered together for the procession which ended at the Cult of the Tsoga's Temple. There the Heroes of the GodsWar; the Nameless Ranger, Lurlock, Forge and Scout waited there to speak on behalf of their comrade in arms.

Suddenly, Abraxas, known rebel K'ias, appeared, disrupting the ceremony in search of the Havokhammer carried by the K'iou Berzerker Forge.

It was the first time the Heroes had fought side by side since the GodsWar of Les'tas'tral.

Their skill in combat was impressive and they quickly drove Abraxas from the City of the Gods., but their battle leveled ten city blocks.

### Church of One Patriach falls into incurable coma

The acting Patriarch of the order of Dragonsbane Paladins has fallen into a coma & diagnosed as cursed by Inquisitor Lord Mortis Leonin.

### Lilith's Dead Bikers contributed by Naomi Gomez

The Duskans have been beset by Demonic Bikers. Using Hellforged Shotguns, these Ghostly thugs will ride across the border into the Colonies. Torching food supplies and ammo stores, they have devastated EEF supply lines. They do have a beneficial effect on the areas they visit. Any demons not serving Warmonger are killed outright.

#### Dead Biker,

Warmonger Dead host to a **demonic** Lesser Evil.

H.P. 60      Ghostly Bike  
F.S. 6      (Fly 10)

No. of Attacks: 3

A.R. Infernal Flesh

Vs Melee      5  
Vs Missile      5  
Vs Energy      5  
Vs Chill      5

Immune to Poison & Pain

#### Weapons

#### Hellforged Shotgun-

12(Half A.R.) Missile dmg  
Cone attack(+3 Dodge T#)  
Can even dmg targets that are Immune to Missile dmg.  
Unlimited ammo.

#### Special Weakness-

If struck with an Artifact with Banish at 6 or more successes, Dead Biker instantly destroyed.

### Walled Production Center (WPCs) contributed by Ryan LaRanger

All Walled Production Centers (WPCs) are off limits to all disconnected. Be advised that WPC's are toxic microenvironments, and extended infiltration attempts can result in side-affects including nausea, incontinence, internal bleeding, and death. If you find yourself inside a WPC, the Unity recommends that you expedite yourself from the premises quickly, following the clearly marked exit signs. Before deciding to plunder an automated factory programmed to kill you and self destruct if compromised, we recommend that you instead buy the goods from your local Unity Distribution Market. Our prices are so low, it's a steal. **S.A.R. 200 / Wall S.A.R. 20 Assemble-** 10 successes

#### **Defended by Toxic Golems and Toxic Environment**

**Toxic Gas-** 10 (No A.R.) Poison dmg + 10 (No A.R) Acid dmg per round.

**Automated Magi Cannons-** 6d6 Energy dmg, x4 dmg to Vehicles, x2 dmg to WarGiants