

## Campaign Material

- **Hook, Line, & Sinker Adventures**
  - [The Ghosts of Gettysburg](#)
- **Rumours Heard by RIFTS Characters in Ciudad Juarez** (organized by alignment and O.C.C./R.C.C.)
  - [Good Human Warrior](#)
  - [Good D-Bee Warrior](#)
  - [Good Creature of Magic](#)
  - [Selfish Cybernetically Enhanced Human](#)
  - [Selfish Human Mage](#)
  - [Selfish Cybernetically Enhanced D-Bee](#)
  - [Selfish Psychic D-Bee](#)
  - [Selfish Supernatural Mage](#)
  - [Selfish Creature of Magic](#)
  - [Evil Cybernetically Enhanced Human](#)
  - [Evil Human Mage](#)
  - [Evil Supernatural Psychic](#)
- **Maps Showing the Children of Doom's Network of Caves**
  - The enhanced [Children of Doom](#) cult
  - [CoD Battle Site \(above ground\)](#)
  - [CoD Sub-Level 1](#)
  - [CoD Sub-Level 2](#)
  - [CoD Sub-Level 3](#)
  - [CoD Sub-Level 4](#)
  - [CoD Sub-Level 5](#)

## Hook, Line, & Sinker: The Ghosts of Gettysburg

Back in August 2000 I took a vacation trip to Gettysburg, Pennsylvania with my wife and several friends. One of the things we did there was a Ghost Walk where the townspeople tell stories about the many ghosts reputed to inhabit the area's battlefields, mountains, and town buildings. Naturally this started giving me ideas about an adventure to put my playing group through. Here is my idea, presented as a Hook, Line, & Sinker ...

### Hook:

Starting in July 102 P.A., thousands of poltergeist, syphon entities, haunting entities, tectonic entities, and possessing entities (see [Conversion Book \(One\)](#), pp. 175 - 180) have been spreading outward in all directions from the wilderness of western Pennsylvania. These spirits have been extremely aggressive in nature and cause a great deal of destruction and havoc.

### Line:

The PC group is hired by a local city-state to track down the cause of the of these entities, and to put a stop to it before the city-state is overrun.

### Sinker:

By following the path of death and destruction back to its source, the PC's arrive at the pre-rifts ruins of a small town in south-western Pennsylvania. (The entities have been radiating out from a central source and are pretty much moving in a straight line outward from that area, so it is not terribly difficult to track them back to their point of origination.) Wilderness Scouts, Psi-Stalkers, Simvan, and other characters in tune with nature quickly notice that the forest around the ruins is eerily quiet. Careful examination by these characters will show that a fifty mile wide area is completely devoid of animal life. Likewise, for every hour spent in this area there is a 20% chance that any psychics in the group will, for a split second, hear the far-off roar of cannons, gunshots, and bugles in the distance. If the characters continue to explore this area, at its exact center they will discover a small mountain (GM's info: this mountain is Little Round Top) with a ley line nexus at its summit. Should the PC's camp on or around the mountain, they will be surprised when at midnight the entire mountain is transformed into a deafening battlefield between ghostly human combatants using muskets, cannons, and sabers. (Combatants and PC's cannot see or interact with each other, so even having a cannonball blast through a PC has no physical effect on the character.)

At precisely 13 minutes after midnight, the battle disappears just as abruptly as it began and a massive rift rips from the nexus point at the top of the mountain. Characters sensitive to temporal disturbances (Temporal Raider, Temporal Wizard, Temporal Warrior, Shifter, dragon, characters with a Temporal Link parasite, etc.) will immediately sense that the rift is actually a rip in the fabric of time. While the rift only stays open for 2D6 melees, it spews forth the following extremely hostile entities: 2D4 x 10 poltergeists, 2D6 x 10 syphon entities, 6D6 x 10 haunting entities, 3D4 x 10 tectonic entities, and 2D6 possessing entities. Naturally things look pretty bad for the PC's ... however 1D4 melees after the rift closes, a massive ley line storm (see [Atlantis](#), pp. 12 - 13) starts and the now enraged entities rapidly flee the area at maximum speed.

The characters may try any number of clever but futile ideas, however no matter what they do, every night the ghostly battle starts promptly at midnight, the rift opens at 12:13am disgorging hundreds of angry entities, and immediately after the rift closes a ley line storm erupts and drives off all of the entities. Eventually the characters will realize that their only option is to stop the problem at its source by entering the rift the next time it appears. Upon entering the rift, the characters are engulfed by a blinding flash of light, and then reappear on the same mountain top, sans ley lines and nexus point. Characters who are neither magic users nor psychics will be disinclined to believe that they have traveled anywhere at all. In actuality, the PC's have traveled backwards in time 525 years to the year 1863, and have arrive just a few days before the clash of the North and South at Gettysburg, Pennsylvania. Additionally, the characters will

discover that everything mega-damage in their party has been transformed to S.D.C. (see Dragons and Gods, pp 18 - 19).

Shortly after arriving, all of the psychic characters in the group will begin to sense a great supernatural evil pervading the area, though they will not be able to pin it down to anywhere more specific than the surrounding mile or two. Now the PC's will have to search the area, all the while dodging the ever increasing patrols of hostile Northern and Southern soldiers.

After two days of exhaustive searching, the PC's will eventually find a hidden cave approximately two miles from the mountain top where they rifted in. Exploring the depths of the cave, the PC's will discover something similar to an astral form of the Conqueror Alien Intelligence (see Mercenaries, pp. 158 - 160). Using its powerful psychic abilities, the creature has lured both the armies of the North and the South to Gettysburg, and intends feed on the P.P.E. and souls of the thousands who will be killed in the course of the battle.

The creature has 1500 S.D.C. and regenerates 1D4 x 10 S.D.C. per minute, but only takes damage from magic and psionics. The intelligence has 1000 I.S.P., six psionic attacks per melee, and has all of the Healing, Physical, Sensitive, Super, and Mind Bleeder psychic powers. Additionally, once per minute the creature can send forth 1D4 fragments of its essence in an attempt to possess one of the PC's (standard saving throw vs. psionics). If the targeted PC fails their saving throw, the character will fight to the death (or until restrained) trying to kill the remaining PC's. If the PC succeeds their saving throw, the essence fragment disappears. (Gamemasters should adjust the power level of the creature up or down as necessary depending on the strength of the PC group.)

When the PC's defeat the intelligence, they are instantly engulfed in a flash of light that knocks them unconscious. Once the PC's awaken, they discover that they are in the same cave, but back in their own time (102 P.A.). With the creature defeated, the entity-gushing rift never appears again, and the adventurers can return to the city-state as heroes and collect a suitable reward.

As a note to game-masters, should any of the characters start complaining about 'time-loops' and the such, one of the characters should discover a message tattooed on their arse or the back of their head that says "BUZZ OFF!" For reasons unclear to everyone, all of the PC's will know that the message is from the Time Lords (see Transdimensional Teenage Mutant Ninja Turtles), and that to press further would be to risk the ire of one of the most powerful groups in the Megaverse.

## Information and Rumours: Ciudad Juarez

### For Good Warrior Human Characters

*Through the course of wandering about the city for a few days, a human warrior may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. Two of the nastier large gangs are the *Skivers* and the *Subs*. Another large gang is the *Guard*.

**The Skivers.** One of the most violent criminal gangs is the Skivers (pronounced "skeevers"). They are thugs and city rats who make a living as cyber-snatchers. Cyber-snatchers are considered the lowest of the low, even in Juarez. As cyber-snatchers, the Skivers will attack, maim, or kill people in order to steal their cybernetic or bionic parts for resale to the Blackmarket or Body-Chop-Shops.

**The Subs.** They are a 'D-Bees only' gang, allowing only the ugliest and most inhuman looking to join. They are little more than your typical dishonourable tough-punk gang of bullies who use their physical might to get what they want.

**The Guard.** The Guard is more of a militant vigilante group, organized as an unofficial people's militia, than a gang in the traditional sense. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez. The justice of the Guard is brutal. Bullying, demeaning, and insulting behaviour and minor assault against a Juarez citizen, D-Bee or human, will earn those responsible a beating and lecture on respect toward others and a warning to get out of Juarez and/or to keep their nose clean while visiting "their" city. Thieves will receive a similar beating, and all of the thieves's valuables will be taken and given to their victim(s). Murders, rapist, and molesters are killed. Vampires and supernatural monsters responsible for any crimes against a citizen are killed without hesitation. (The Guard will shoot the vile Skivers on sight!) They are persecuted by the corrupt police.

The Guard dress entirely in black or dark grey clothes, and body armour with brown or red boots and gloves; often wear a black hood, ski mask, or stalking to cover the face. A white or silver cross is almost always evident as a patch on the shoulder, chest, or back. Many members also have a silver cross laying across a wooden stake tattooed on their arm. All wear a silver cross around their neck.

Leadership is rumoured to be divided between three different individuals: a rogue scholar, a cyber-knight, and a charismatic city rat. All are concerned with the plight of the people, both D-Bee and humans, who live in poverty and who are the constant victims of vampires, gangs, brigands, corruption, and evil. If the police will do nothing for their people, then they will take the law into their own hands. Although extremist, often acting as police, judge, jury, and executioner, these are desperate times in a place devoid of true justice.

Another powerful, organized gang, is the Psykes. Their gang is organized and made up of psychics.

The Ciudad Juarez Police force is a haphazard militia that (many believe) is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. Most are callous, though, and often, savage law enforcers.

Two powerful organizations (according to the word on the street) are the Blackmarket and the Guild of the Gifted (?).

Armouries: A-Plus Energy Weapons (high-tech and heavy energy weapons), Complete Wilderness Outfitter (many expedition-type supplies and TW anti-vampire weapons), East Leather Goods & Accessories (unusual items), O'Loc's Armoury (new and used armour and weapons), Oficial Wilk's Laser Store (high quality Wilk's equipment and weapons for a very good price), The Power House Armoury (the premier dealer in brand new, perfect condition, mega-damage armour, robots, and weapons), Quality Used Weapons and Armour (cheap, used armour and weapons for warriors low on cash), The Thaloc Shop (TW weapons and equipment/vehicles), and Sergeant Carter's Gun Shop (specializes in S.D.C. projectile weapons, including anti-vampire rounds).

Good Cyber Shops (as you are a *Cyber-Knight*): Winston's Cyber Shop, The Electronic Man, The Golden Arm, and The Ultra-Man.

Saloons/Entertainment: The Good Cheers Saloon, The Duke's Card Parlour & Saloon, The Serpent Claw Bar, Riverview Movie Theatre 1 & 2, North Side Massage Parlour, The Blazing Saddle Dance Hall and Saloon, The Peacock Club, Mo's Tavern ("Where the elite meet to drink and eat."), The Mid-North Arena (home of monster wrestling), Dagger Inn & Souvenir Shop, The Glib Goblin, North Town Recreation Centre, The Carmen Movie-Plex, New Town Health Spa, The Mayfair Nightclub, and The Juarez Arena.

Popular stories/rumours/information on the street are:

Two weeks ago the great Doc Reid and his fearless vampire hunters saved a village of over three hundred people from the plague of insane, marauding vampires.

The Coalition and the Pecos Empire had a big scirmish in the flats of Texas three days ago.

Intelligent vampires are a rarity; most are little more than insane animals dedicated to the destruction of all other life.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, taken out.

Kang the Conquerer is favoured over Avrax the Stupendious in the upcoming Arena fight.

Yet another foolhearty band of two dozen mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Erin Tarn, the famous historian and explorer, has become the victim of a vampire's bite and is now condemned to an eternity of preying on the living for their blood.

Twenty bodies, drained of blood and torn to shreds, were found in the old cemetery outside of town.

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

El Paso police destroyed thirty of the crazy vampires that had been terrorizing a suburb.

Sir Lazarious, Cyber-Knight and general of Reid's Rangers, captured three rare, intelligent vampires that had been behind the unintelligent masses of vampires that had been slaughtering the people of the village of Dazax.

The Guard is desperately searching for seven children that have disappeared over the past two weeks from the Slums.

Garlic, wolfbaw, parsley, fresh spinach, fresh rhubarb, and faerie's eyes will hold the undead at bay.

A big shipment of cocaine just came in through the Blackmarket last week.

The big thing that crashed in the desert earlier this week was really a Coalition test craft. They swarmed over the crash site for days!

Jon Newlove, slumlord, was killed by a demon days after he refused to sell out to the Guild.

## Information and Rumours: Ciudad Juarez

### For Good Warrior D-Bee Characters

*Through the course of wandering about the city for a few days, a good D-Bee warrior may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. Two of the largest gangs are the *Subs* and the *Guard*.

**The Subs.** They are a 'D-Bees only' gang, allowing only the ugliest and most inhuman looking to join. They are little more than your typical tough-punk gang of bullies who use their physical might to get what they want.

**The Guard.** The Guard is more of a militant vigilante group, organized as an unofficial people's militia, than a gang in the traditional sense. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez. The justice of the Guard is brutal. All members are concerned with the plight of the people, both D-Bee and humans, who live in poverty and who are the constant victims of vampires, gangs, brigands, corruption, and evil. If the police will do nothing for their people, then they will take the law into their own hands. Although extremist, often acting as police, judge, jury, and executioner, these are desperate times in a place devoid of true justice. The Guard dress entirely in black or dark grey clothes, and body armour with brown or red boots and gloves; often wear a black hood, ski mask, or stalking to cover the face. A white or silver cross is almost always evident as a patch on the shoulder, chest, or back. All wear a silver cross around their neck.

The Psykes is another large, powerful, and organized gang that is made up of psychics.

The Ciudad Juarez Police force is a haphazard militia that (many believe) is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. Most are callous, though, and often, savage law enforcers.

A powerful organization in Juarez is the Blackmarket, which controls much of the illegal operations as well as chop-shops, houses of prostitution, and drug dealing in the city.

Armouries: A-Plus Energy Weapons (high-tech and heavy energy weapons), Complete Wilderness Outfitter (many expedition-type supplies and TW anti-vampire weapons), East Leather Goods & Accessories (unusual items), O'Loc's Armoury (new and used armour and weapons), Oficial Wilk's Laser Store (high quality Wilk's equipment and weapons for a very good price), The Power House Armoury (the premier dealer in brand new, perfect condition, mega-damage armour, robots, and weapons), Quality Used Weapons and Armour (cheap, used armour and weapons for warriors low on cash), The Thaloc Shop (TW weapons and equipment/vehicles), and Sergeant Carter's Gun Shop (specializes in S.D.C. projectile weapons, including anti-vampire rounds).

Rough and tough Saloons/Entertainment: The Duke's Card Parlour & Saloon, The Fighting Cock, The Feathered Serpent Tavern (called the "assassin's den" by locals), The Jaguar's Den, The Mid-North Arena (home of monster wrestling), The South Wall Theatre and Freak Show, The East Wall Pool Hall, Mo's Tavern ("Where the elite meet to drink and eat."), The Hole in the Wall Pool Hall, The Stake & Mallet Tavern, Mind Games Shelter (place for those with exotic and decadent taste), Rickety Wall Dance Hall, and The Juarez Arena.

Cheap whore houses: The Starlight Theatre (and Brothel), The Jaguar's Den (prostitutes -both sexes- hangout around this bar), The South Wind Brothel, The West Star Hotel (popular hangout for prosies as well as drug dealers), Katie's (house of prostitution populated by D-Bees), Timmie's House (prostitutes -both sexes- and strong drinks for a good price), Fast Ricky's House of Pleasure, Susan's Brothel, and The Stake & Mallet Tavern (rooms for ladies of the night on the second floor).

Popular stories/rumours/information on the street are:

The big thing that crashed in the desert earlier this week was really a Coalition test spacecraft. They swarmed over the crash site for days!

Yet another foolhearted band of over two score mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Last week, the great Doc Reid and his fearless vampire hunters saved six hundred people in the village of Macyotz from an attacking plague of insane, marauding vampires.

You get lots more bang for your buck at Timmie's.

Raw eggs can be used as grenades against vampires (do to their high water content).

A big shipment of cocaine just came in through the Blackmarket last week.

You can make yourself impervious to a vampire's bite (your blood burns them like acid if they bite you!) if you eat at least a half dozen garlic burritos and drink a liter of your own urine every day.

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

The Coalition and the Pecos Empire had a big scirmish in the flats of Texas three days ago.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, snuffed off.

Intelligent vampires are a rarity; the vast majority (95%) are little more than insane animals dedicated to the destruction of all other life.

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

A dozen bodies, drained of blood and torn to shreds, were found in the old cemetery outside of town.

The Arena pays big bucks to people who are willing to wrestle monsters.

El Paso police destroyed fifty of the crazy vampires that had been terrorizing a suburb.

Garlic, wolfbane, parsley, fresh spinach, and faerie eyes will hold the undead at bay.

The Guard is desperately searching for eleven children that have disappeared over the past two weeks from the Slums.

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

During the witching hour, one o'clock a.m., vampires are at their most powerful and are only vulnerable to water and the holy wood (dogwood).

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Nearly a dozen suits of Coalition SAMAS power armour have shown up on the Blackmarket for real low prices. They must have been stolen from a Coalition base.

## Information and Rumours: Ciudad Juarez

### For Good Creature of Magic Characters

*Through the course of wandering about the city for a few days, a good creature of magic may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. Two of the largest gangs are the *Guard* and the *Psykes*.

**The Guard.** The Guard is more of a militant vigilante group, organized as an unofficial people's militia, than a gang in the traditional sense. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez.

The justice of the Guard is brutal. All members are concerned with the plight of the people, both D-Bee and humans, who live in poverty and who are the constant victims of vampires, gangs, brigands, corruption, and evil. If the police will do nothing for their people, then they will take the law into their own hands. Although extremist, often acting as police, judge, jury, and executioner, these are desperate times in a place devoid of true justice. The Guard dress entirely in black or dark grey clothes, and body armour with brown or red boots and gloves; often wear a black hood, ski mask, or stalking to cover the face. A white or silver cross is almost always evident as a patch on the shoulder, chest, or back. All wear a silver cross around their neck.

**The Psykes.** They are a gang whose only requirement is that you have psychic abilities. The Psykes (pronounced "sikes") tend to be more intelligent, organized, and subversive than most gangs. They control the west side and the nicer section of the North Town slums. The majority of gang members wear bright, multicoloured ponchos. Their insignia is an eye (as in the psychic third eye) which many members have tattooed in the middle of their forehead. The Psykes are hated and feared by most people in Juarez.

Word on the street also has it that despite the claim by the Ciudad Juarez government that the city is "Vampire Free," there is a *gang of intelligent* vampires that prey on and wreak havoc with the residents of the city during the evening.

The Ciudad Juarez Police force is a haphazard militia that (many believe) is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. Most are callous, though, and often, savage law enforcers.

Another powerful, yet very secretive organization, is the Guild for the Gifted, also known simply as "The Gifted." The guild is a combination trade union and exclusive club for powerful men of magic and the occasional psychic and super-powered beings. The citizens of Ciudad Juarez avoid all members of the Guild for fear of becoming victims of human sacrifice, plagued by bad luck, or beset by demons. Rumours tell of nightly magic rituals, blood sacrifices, visitations by demons and god-beings, summonings of monsters, wizard feuds, and depravities of all kinds.

Saloons/Entertainment: The Good Cheers Saloon, The Duke's Card Parlour & Saloon, The Serpent Claw Bar, Riverview Movie Theatre 1 & 2, North Side Massage Parlour, The Blazing Saddle Dance Hall and Saloon, The Peacock Club, Mo's Tavern ("Where the elite meet to drink and eat."), The Mid-North Arena (home of monster wrestling), Dagger Inn & Souvenir Shop, The Glib Goblin, North Town Recreation Centre, The Carmen Movie-Plex, New Town Health Spa, The Mayfair Nightclub, and The Juarez Arena.

Places of Psychic/Magic Services/Equipment: Maliki's Curio Shop (magic items and services), Punta's Magic Shop (TW weapons and magic items), The House of Healing (psychic healing for reasonable fees), The Third Eye - Fortune Teller (offers palm reading, tarot cards, and fortune telling), The Thaloc Shop (TW weapons and equipment/vehicles), The Supernatural Protection Agency (escort service and detective agency owned and run by supernatural beings), The Techno-Wizard Conversion House (TW conversion of vehicles, weapons, and equipment; also recharges P.P.E. devices), Mind Games Shelter (almost every possible psychic service available from eroticism to healing; place for those with exotic and decadent taste), and The Wizard's Hut (healing potions, amulets, the occasional scroll or TW item, and magical services).

Popular stories/rumours/information on the street are:

Yet another foolhearted band of two score mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

The big thing that crashed in the desert earlier this week was really a Coalition test spacecraft. They swarmed over the crash site for days!

Last week, the great Doc Reid and his fearless vampire hunters saved five hundred people in the village of Dazaxc from an attacking plague of insane, marauding vampires.



You get lots more bang for your buck at Kimmie's.

Intelligent vampires are a rarity; the vast majority (95%) are little more than insane animals dedicated to the destruction of all other life.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, taken out.

Water melons can be used as very effective grenades against vampires (do to their high water content).

The Arena pays big bucks to people who are willing to wrestle monsters, and even more to those that beat them!

El Paso police destroyed over fifty of the crazy vampires that had been terrorizing a suburb.

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

During the witching hour, one o'clock a.m., vampires are at their most powerful and are only vulnerable to water and the holy wood (dogwood).

Jon Newlove, slumlord, was killed by a demon days after he refused to sell out to the Guild.

Sir Lazarious, Cyber-Knight and general of Reid's Rangers, captured three rare, intelligent vampires that had been behind the unintelligent masses of vampires that had been slaughtering the people of the village of Dazax.

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

Garlic, wolfbane, parsley, fresh spinach, fresh rhubarb, and faerie eyes will hold the undead at bay.

Big shipments of cocaine and monster-hash (a potent smokable drug preferred by the Subs and many D-Bees) just came in through the Blackmarket last week.

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

The Guard is desperately searching for a dozen children that have disappeared over the past two weeks from the Slums.

Over two dozen bodies, torn to shreds and drained of blood, were found in the old cemetery outside of town.

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Erin Tarn, the famous historian and explorer, has become the victim of a vampire's bite and is now condemned to an eternity of preying on the living for their blood.

## **Information and Rumours: Ciudad Juarez**

### **For Selfish Cybernetically Enhanced Human Characters**

*Through the course of wandering about the city for a few days, a selfish cybernetically enhanced human character may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. Two of the nastier large gangs are the *Skivers* and the *Subs*.

**The Skivers.** One of the most violent criminal gangs is the Skivers (pronounced "skeevers"). They are thugs and city rats who make a living as cyber-snatchers. Cyber-snatchers are considered the lowest of the low, even in Juarez. As cyber-snatchers, the Skivers will attack, maim, or kill people in order to steal their cybernetic or bionic parts for resale to the Blackmarket or Body-Chop-Shops. They generally live high on the hog, fight dirty, fight hard, and die young. The Skivers tend to avoid antagonizing other gangs, but are hated by most. Black leather straps and metal studs are the gang's preferred form of dress. The gang's insignia is a chain saw dripping blood.

**The Subs.** They are a 'D-Bees only' gang, allowing only the ugliest and most inhuman looking to join. They are little more than your typical tough-punk gang of bullies who use their physical might to get what they want.

Another big gang is the Guard, a militant vigilante group. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez, however, the justice of the Guard is very brutal.

The Ciudad Juarez Police force is a haphazard militia that is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. This has its good points, as often the police will overlook minor things (drugs, prostitution, assault) with a bit of financial incentive.

A powerful organization in Juarez is the Blackmarket, which controls much of the illegal operations as well as chop-shops, houses of prostitution, and drug dealing in the city.

Armouries: A-Plus Energy Weapons (high-tech and heavy energy weapons), Complete Wilderness Outfitter (many expedition-type supplies and TW anti-vampire weapons), East Leather Goods & Accessories (unusual items), O'Loc's Armoury (new and used armour and weapons), Oficial Wilk's Laser Store (high quality Wilk's equipment and weapons for a very good price), The Power House Armoury (the premier dealer in brand new, perfect condition, mega-damage armour, robots, and weapons), Quality Used Weapons and Armour (cheap, used armour and weapons for warriors low on cash), The Thaloc Shop (TW weapons and equipment/vehicles), and Sergeant Carter's Gun Shop (specializes in S.D.C. projectile weapons, including anti-vampire rounds).

Cheap Cyber Shops: The Better Body (where prices have been "slashed to the bone"), Phil's Used Cybernetics, The Electronic Man, The B.B.B.P. (Betty's Blackmarket Body Parts), The Golden Arm Body-Chop-Shop, The Ultra Man Body-Chop-Shop, and Power Man's Cybernetics.

Cheap whore houses: The Starlight Theatre (and Brothel), The Jaguar's Den (prostitutes hangout around this bar), The South Wind Brothel, The West Star Hotel (popular hangout for ladies of the night as well as drug dealers), Katie's (house of prostitution populated by D-Bees), Kimmie's House (prostitutes and strong drinks for a good price), Fast Ricky's House of Pleasure, Susan's Brothel, and The Stake & Mallet Tavern (rooms for ladies of the night on the second floor).

Rough and tough Saloons/Entertainment: The Duke's Card Parlour & Saloon, The Fighting Cock, The Feathered Serpent Tavern (called the "assassin's den" by locals), The Jaguar's Den, The Mid-North Arena (home of monster wrestling), The South Wall Theatre and Freak Show, The East Wall Pool Hall, Mo's Tavern ("Where the elite meet to drink and eat."), The Hole in the Wall Pool Hall, The Stake & Mallet Tavern, Mind Games Shelter (place for those with exotic and decadent taste), Rickety Wall Dance Hall, and The Juarez Arena.

Popular stories/rumours/information on the street are:

Yet another foolhearty band of three dozen mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Last week, the great Doc Reid and his fearless vampire hunters saved five hundred people in the village of Dazaxc from an attacking plague of insane, marauding vampires.

The Coalition and the Pecos Empire had a big scirmish in the flats of Texas three days ago.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, snuffed off.

You can make yourself impervious to a vampire's bite (your blood burns them like acid if they bite you!) if you eat at least a half dozen garlic burritos and drink a liter of your own urine every day.

The big thing that crashed in the desert earlier this week was really a Coalition test craft. They swarmed over the crash site for days!

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

A dozen bodies, drained of blood and torn to shreds, were found in the old cemetery outside of town.

You get lots more bang for your buck at Kimmie's.

Erin Tarn, the famous historian and explorer, has become the victim of a vampire's bite and is now condemned to an eternity of preying on the living for their blood.

Raw eggs can be used as grenades against vampires (do to their high water content).

A big shipment of cocaine just came in through the Blackmarket last week.

During the witching hour, one o'clock a.m., vampires are at their most powerful and are only vulnerable to water and the holy wood (dogwood).

Intelligent vampires are a rarity; most (90%) are little more than insane animals dedicated to the destruction of all other life.

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Nearly a dozen suits of Coalition SAMAS power armour have shown up on the Blackmarket for real low prices. They must have been stolen from a Coalition base.

The Arena pays big bucks to people who are willing to wrestle monsters, and even more to those that beat them!

El Paso police destroyed fifty of the crazy vampires that had been terrorizing a suburb.

The Guard is desperately searching for eleven children that have disappeared over the past two weeks from the Slums.

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

## Information and Rumours: Ciudad Juarez

### For Selfish Human Mage Characters

*Through the course of wandering about the city for a few days, a selfish human mage may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. One of the largest gangs is the *Guard*.

**The Guard.** The Guard is more of a militant vigilante group, organized as an unofficial people's militia, than a gang in the traditional sense. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez. The justice of the Guard is brutal. All members are concerned with the plight of the people, both D-Bee and humans, who live in poverty and who are the constant victims of vampires, gangs, brigands, corruption, and evil. If the police will do nothing for their people, then they will take the law into their own hands. Although extremist, often acting as police, judge, jury, and executioner, these are desperate times in a place devoid of true justice. The Guard dress entirely in black or dark grey clothes, and body armour with brown or red boots and gloves; often wear a black hood, ski mask, or stalking to cover the face. A white or silver cross is almost always evident as a patch on the shoulder, chest, or back. All wear a silver cross around their neck.

Another powerful, organized gang, is the Psykes. Their gang is organized and made up of psychics.

The Ciudad Juarez Police force is a haphazard militia that (many believe) is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. Most are callous, though, and often, savage law enforcers.

A powerful organization in Juarez is the Blackmarket (who the silver is often sold to), which controls much of the illegal operations as well as chop-shops, houses of prostitution, and drug dealing in the city.

Another powerful, yet very secretive organization, is the Guild for the Gifted, also known simply as "The Gifted." The guild is a combination trade union and exclusive club for powerful men of magic and the occasional psychic and super-powered beings. The citizens of Ciudad Juarez avoid all members of the Guild for fear of becoming victims of human sacrifice, plagued by bad luck, or beset by demons. Rumours tell of nightly magic rituals, blood sacrifices, visitations by demons and god-beings, summonings of monsters, wizard feuds, and depravities of all kinds.

**Saloons/Entertainment:** The Good Cheers Saloon, The Duke's Card Parlour & Saloon, The Serpent Claw Bar, Riverview Movie Theatre 1 & 2, North Side Massage Parlour, The Blazing Saddle Dance Hall and Saloon, The Peacock Club, Mo's Tavern ("Where the elite meet to drink and eat."), The Mid-North Arena (home of monster wrestling), Dagger Inn & Souvenir Shop, The Glib Goblin, North Town Recreation Centre, The Carmen Movie-Plex, New Town Health Spa, The Mayfair Nightclub, and The Juarez Arena.

**Places of Psychic/Magic Services/Equipment:** Maliki's Curio Shop (magic items and services), Punta's Magic Shop (TW weapons and magic items), The House of Healing (psychic healing for reasonable fees), The Third Eye - Fortune Teller (offers palm reading, tarot cards, and fortune telling), The Thaloc Shop (TW weapons and equipment/vehicles), The Supernatural Protection Agency (escort service and detective agency owned and run by supernatural beings), The Techno-Wizard Conversion House (TW conversion of vehicles, weapons, and equipment; also recharges P.P.E. devices), Mind Games Shelter (almost every possible psychic service available from eroticism to healing; place for those with exotic and decadent taste), and The Wizard's Hut (healing potions, amulets, the occasional scroll or TW item, and magical services).

Popular stories/rumours/information on the street are:

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

The Guild for the Gifted practice their human sacrifices at the ley line nexus just outside of town at a Stonehenge-type circle of stone pillars and archways.

Yet another foolhearty band of two dozen mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

The big thing that crashed in the desert earlier this week was really a Coalition test spacecraft. They swarmed over the crash site for days!

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

Jon Newlove, slumlord, was killed by a demon days after he refused to sell out to the Guild.

The Guard is desperately searching for a dozen children that have disappeared over the past two weeks from the Slums.

Last week, the great Doc Reid and his fearless vampire hunters saved six hundred people in the village of Dazaxct from an attacking plague of insane, marauding vampires.

Over a score bodies, torn to shreds and drained of blood, were found in the old cemetery outside of town.

El Paso police destroyed fifty of the crazy vampires that had been terrorizing a suburb.

Intelligent vampires are a rarity; most (90%) are little more than insane animals dedicated to the destruction of all other life.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, snuffed off.

Raw eggs can be used as grenades against vampires (do to their high water content).

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

During the witching hour, one o'clock a.m., vampires are at their most powerful and are only vulnerable to water and the holy wood (dogwood).

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Garlic, wolfbane, parsley, fresh spinach, fresh rhubarb, and faerie's eyes will hold the undead at bay.

## **Information and Rumours: Ciudad Juarez**

### **For Selfish Cybernetically Enhanced D-Bee Characters**

*Through the course of wandering about the city for a few days, a selfish cybernetically enhanced D-Bee character may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. Two of the nastier large gangs are the *Subs* and the *Skivers*.

**The Subs.** They are a 'D-Bees only' group, usually allowing only the ugliest and most inhuman looking to join, hence the name "Subs," as in "sub-humans." They are your typical tough-punk gang of bullies who use their physical might to get what they want. They often have criminal services for sale -the more violent the better- and will inflict injury on any creature, human or D-Bee, but will *never* knowingly work for a human. Subs often wear red leather clothing with their gang insignia, an inhuman skull with brow ridges above the eyes and very large canine teeth. Vlad the Invincible, Dragon Slayer and retired city gladiatorial champion, was gang leader of the Subs until just recently.

**The Skivers.** One of the most violent criminal gangs is the Skivers (pronounced "skeevers"). They are thugs and city rats who make a living as cyber-snatchers. Cyber-snatchers are considered the lowest of the low, even in Juarez. As cyber-snatchers, the Skivers will attack, maim, or kill people in order to steal their cybernetic or bionic parts for resale to the Blackmarket or Body-Chop-Shops. They generally live high on the hog, fight dirty, fight hard, and die young. The Skivers tend to avoid antagonizing other gangs, but are hated by most. Black leather straps and metal studs are the gang's preferred form of dress. The gang's insignia is a chain saw dripping blood.

Another big gang is the Guard, a militant vigilante group. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez, however, the justice of the Guard is very brutal.

Word on the street also has it that despite the claim by the Ciudad Juarez government that the city is "Vampire Free," there is a *gang of intelligent* vampires that prey on and wreak havoc with the residents of the city during the evening.

The Ciudad Juarez Police force is a haphazard militia that is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. This has its good points, as often the police will overlook minor things (drugs, prostitution, assault) with a bit of financial incentive.

Another powerful organization in Juarez is the Blackmarket, which controls much of the illegal operations as well as chop-shops, houses of prostitution, and drug dealing in the city.

**Armouries:** A-Plus Energy Weapons (high-tech and heavy energy weapons), Complete Wilderness Outfitter (many expedition-type supplies and TW anti-vampire weapons), East Leather Goods & Accessories (unusual items), O'Loc's Armoury (new and used armour and weapons), Oficial Wilk's Laser Store (high quality Wilk's equipment and weapons for a very good price), The Power House Armoury (the premier dealer in brand new, perfect condition, mega-damage armour, robots, and weapons), Quality Used Weapons and Armour (cheap, used armour and weapons for warriors low on cash), The Thaloc Shop (TW weapons and equipment/vehicles), and Sergeant Carter's Gun Shop (specializes in S.D.C. projectile weapons, including anti-vampire rounds).

**Rough and tough Saloons/Entertainment:** The Duke's Card Parlour & Saloon, The Fighting Cock, The Feathered Serpent Tavern (called the "assassin's den" by locals), The Jaguar's Den, Mo's Tavern ("Where the elite meet to drink and eat."), Mind Games Shelter (place for those with exotic and decadent taste), The Mid-North Arena (home of monster wrestling), The South Wall Theatre and Freak Show, The East Wall Pool Hall, The Hole in the Wall Pool Hall, The Stake & Mallet Tavern, Ricketty Wall Dance Hall, and The Juarez Arena.

**Cheap whore houses:** The Starlight Theatre (and Brothel), The Jaguar's Den (prostitutes hangout around this bar), The South Wind Brothel, The West Star Hotel (popular hangout for ladies of the night as well as drug dealers), Katie's (house of prostitution populated by D-Bees), Kimmie's House (prostitutes and strong drinks for a good price), Fast Ricky's House of Pleasure, Susan's Brothel, and The Stake & Mallet Tavern (rooms for ladies of the night on the second floor).

Popular stories/rumours/information on the street are:

Yet another foolhearty band of two dozen mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Last week, the great Doc Reid and his fearless vampire hunters saved seven hundred people in the village of Dazaxt from an attacking plague of insane, marauding vampires.

Intelligent vampires are a rarity; the vast majority (90%) are little more than insane animals dedicated to the destruction of all other life.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, snuffed off.

You get lots more bang for your buck at Kimmie's.

Garlic, wolfbay, parsley, fresh spinach, and faerie eyes will hold the undead at bay.

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

Over two dozen bodies, torn to shreds and drained of blood, were found in the old cemetery outside of town.

A big shipment of monst-hash (a potent smokable drug preferred by the Subs and many D-Bees) just came in through the Blackmarket last week.

The big thing that crashed in the desert earlier this week was really a Coalition test warcraft. They swarmed over the crash site for days!

Water melons can be used as very effective grenades against vampires (do to their high water content).

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

The Arena pays big bucks to people who are willing to wrestle monsters, and even more to those that beat them!

El Paso police destroyed over sixty of the crazy vampires that had been terrorizing a suburb.

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

Jon Newlove, slumlord, was killed by a demon days after he refused to sell out to the Guild.

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

## **Information and Rumours: Ciudad Juarez**

### **For Selfish Psychic D-Bee Characters**

*Through the course of wandering about the city, a selfish psychic D-Bee character may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. Two of the largest gangs are the *Psykes* and the *Guard*.

**The Psykes.** The gang consists of a mixture of humans and D-Bees whose only requirement is to possess at least minor psionic powers. The Psykes (pronounced "sikes") tend to be more intelligent, organized, and subversive than most gangs. They control the west side and the nicer section of the North Town slums. Here, they often deploy what they call "soldiers," usually psi-stalkers, dog packs, and bursters, to eliminate trouble before it happens. It is the soldiers that are the most obvious force on the streets, but it is the quieter, less obvious leaders and elite master psionics who are the most feared, for they possess the deadliest psychic powers. The majority of gang members wear bright, multicoloured ponchos. Their insignia is an eye (as in the psychic third eye) which many members have tattooed in the middle of their forehead. The Psykes are hated and feared by most people in Juarez.

**The Guard.** The Guard is more of a militant vigilante group, organized as an unofficial people's militia, than a gang in the traditional sense. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez. The justice of the Guard is brutal. All members are concerned with the plight of the people, both D-Bee and humans, who live in poverty and who are the constant victims of vampires, gangs, brigands, corruption, and evil. If the police will do nothing for their people, then they will take the law into their own hands. Although extremist, often acting as police, judge, jury, and executioner, these are desperate times in a place devoid of true justice. The Guard dress entirely in black or dark grey clothes, and body armour with brown or red boots and gloves; often wear a black hood, ski mask, or stalking to cover the face. A white or silver cross is almost always evident as a patch on the shoulder, chest, or back. All wear a silver cross around their neck.

Another big gang is the Subs. They are a 'D-Bees only' gang, allowing only the ugliest and most inhuman looking to join. They are your typical tough-punk gang of bullies who use their physical might to get what they want.

The Ciudad Juarez Police force is a haphazard militia that (many believe) is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. Most are callous, though, and often, savage law enforcers.

Two powerful organizations (according to the word on the street) are the Blackmarket and the Guild of the Gifted (?).

Saloons/Entertainment: The Good Cheers Saloon, The Duke's Card Parlour & Saloon, The Serpent Claw Bar, Riverview Movie Theatre 1 & 2, North Side Massage Parlour, The Blazing Saddle Dance Hall and Saloon, The Peacock Club, Mo's Tavern ("Where the elite meet to drink and eat."), The Mid-North Arena (home of monster wrestling), Dagger Inn & Souvenir Shop, The Glib Goblin, North Town Recreation Centre, The Carmen Movie-Plex, New Town Health Spa, The Mayfair Nightclub, and The Juarez Arena.

Places of Psychic Services/TW Equipment: Punta's Magic Shop (TW weapons and magic items), The House of Healing (psychic healing for reasonable fees), The Third Eye - Fortune Teller (offers palm reading, tarot cards, and fortune telling), The Thaloc Shop (TW weapons and equipment/vehicles), The Supernatural Protection Agency (escort service and detective agency owned and run by supernatural beings), The Techno-Wizard Conversion House (TW conversion of vehicles, weapons, and equipment; also recharges P.P.E. devices), Mind Games Shelter (almost every possible psychic service available from eroticism to healing; place for those with exotic and decadent taste), and The Wizard's Hut (healing potions, amulets, the occasional scroll or TW item, and magical services).

Popular stories/rumours/information on the street are:

During the witching hour, one o'clock a.m., vampires are at their most powerful and are only vulnerable to water and the holy wood (dogwood).

The big thing that crashed in the desert earlier this week was really a Coalition test spacecraft. They swarmed over the crash site for days!



Last week, the great Doc Reid and his fearless vampire hunters saved four hundred people in the village of Dazax from an attacking plague of insane, marauding vampires.

The Guard is desperately searching for nine children that have disappeared over the past two weeks from the Slums.

Garlic, parsley, fresh spinach, and faerie eyes will hold the undead at bay.

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

Over a score bodies that had been drained of blood and torn to shreds, were found in the old cemetery outside of town.

Erin Tarn, the famous historian and explorer, has become the victim of a vampire's bite and is now condemned to an eternity of preying on the living for their blood.

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, snuffed-off.

A big shipment of monst-hash (a potent smokable drug preferred by the Subs and many D-Bees) just came in through the Blackmarket last week.

Water melons can be used as very effective grenades against vampires (do to their high water content).

The Arena pays big bucks to people who are willing to wrestle monsters, and even more to those that beat them!

El Paso police destroyed over sixty of the crazy vampires that had been terrorizing a suburb.

## Information and Rumours: Ciudad Juarez

### For Selfish Supernatural Mage Characters

*Through the course of wandering about the city for a few days, a selfish supernatural mage may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. One of the largest gangs is the *Subs*.

**The Subs.** They are a 'D-Bees only' gang, allowing only the ugliest and most inhuman looking to join. They are little more than your typical tough-punk gang of bullies who use their physical might to get what they want.

Another large gang is the Guard, a militant vigilante group. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez, however, the justice of the Guard is very brutal.

Word on the street also has it that despite the claim by the Ciudad Juarez government that the city is "Vampire Free," there is a *gang* of *intelligent* vampires that prey on and wreak havoc with the residents of the city during the evening.

The Ciudad Juarez Police force is a haphazard militia that is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. This has its good points, as often the police will overlook minor things (drugs, prostitution, assault, murder) with a bit of financial incentive.

Two powerful organizations (according to the word on the street) are the Blackmarket and the Guild of the Gifted (?).

Rough and tough Saloons/Entertainment: The Duke's Card Parlour & Saloon, The Fighting Cock, The Feathered Serpent Tavern (called the "assassin's den" by locals), The Jaguar's Den, The Mid-North Arena (home of monster wrestling), Steve's Gags & Gifts, The South Wall Theatre and Freak Show, Mo's Tavern ("Where the elite meet to drink and eat."), Mind Games Shelter (place for those with exotic and decadent taste), The East Wall Pool Hall, The Hole in the Wall Pool Hall, The Stake & Mallet Tavern, Ricketty Wall Dance Hall, and The Juarez Arena.

Places of Psychic/Magic Services/Equipment: Maliki's Curio Shop (magic items and services), Punta's Magic Shop (TW weapons and magic items), The House of Healing (psychic healing for reasonable fees), The Third Eye - Fortune Teller (offers palm reading, tarot cards, and fortune telling), The Thaloc Shop (TW weapons and equipment/vehicles), The Supernatural Protection Agency (escort service and detective agency owned and run by supernatural beings), The Techno-Wizard Conversion House (TW conversion of vehicles, weapons, and equipment; also recharges P.P.E. devices), Mind Games Shelter (almost every possible psychic service available from eroticism to healing; place for those with exotic and decadent taste), and The Wizard's Hut (healing potions, amulets, the occasional scroll or TW item, and magical services).

Popular stories/rumours/information on the street are:

During the witching hour, one o'clock a.m., vampires are at their most powerful and are only vulnerable to water and the holy wood (dogwood).

The big thing that crashed in the desert earlier this week was really a Coalition test spacecraft. They swarmed over the crash site for days!

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

Jon Newlove, slumlord, was killed by a demon days after he refused to sell out to the Guild.

Sir Lazarious, Cyber-Knight and general of Reid's Rangers, captured three rare, intelligent vampires that had been behind the unintelligent masses of vampires that had been slaughtering the people of the village of Danax.

The Guard is desperately searching for a dozen children that have disappeared over the past two weeks from the Slums.

Yet another foolhearted band of two score mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Last week, the great Doc Reid and his fearless vampire hunters saved six hundred people in the village of Dazatc from an attacking plague of insane, marauding vampires.

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Garlic, parsley, fresh rhubarb, and fresh spinach will hold the undead at bay.

Intelligent vampires are a rarity; the majority (80%) are little more than insane animals dedicated to the destruction of all other life.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, rubbed out.

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

A score bodies, drained of blood and torn to shreds, were found in the old cemetery outside of town.

Erin Tarn, the famous historian and explorer, has become the victim of a vampire's bite and is now condemned to an eternity of preying on the living for their blood.

Raw eggs can be used as grenades against vampires (do to their high water content).

You can make yourself impervious to a vampire's bite (your blood burns them like acid if they bite you!) if you eat at least a half dozen garlic burritos and drink a liter of your own urine every day.

Big shipments of cocaine and monster-hash (a potent smokable drug preferred by many D-Bees) just came in through the Blackmarket last week.

El Paso police destroyed thirty of the crazy vampires that had been terrorizing a suburb.

## Information and Rumours: Ciudad Juarez

### For Selfish Creature of Magic Characters

*Through the course of wandering about the city for a few days, a selfish creature of magic may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. One of the more powerful gangs is the *Psykes*.

**The Psykes.** They are a gang whose only requirement is that you have psychic abilities. The Psykes (pronounced "sikes") tend to be more intelligent, organized, and subversive than most gangs. They control the west side and the nicer section of the North Town slums. The majority of gang members wear bright, multicoloured ponchos. Their insignia is an eye (as in the psychic third eye) which many members have tattooed in the middle of their forehead. The Psykes are hated and feared by most people in Juarez.

Another big gang is the Guard, a militant vigilante group. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez, however, the justice of the Guard is very brutal.

The Subs are a 'D-Bees only' gang, allowing only the ugliest and most inhuman looking to join. They are your typical tough-punk gang of bullies who use their physical might to get what they want.

Word on the street also has it that despite the claim by the Ciudad Juarez government that the city is "Vampire Free," there is a *gang* of *intelligent* vampires that prey on and wreck havoc with the residents of the city during the evening.

The Ciudad Juarez Police force is a haphazard militia that is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. This has its good points, as often the police will overlook minor things (drugs, prostitution, assault, murder) with a bit of financial incentive.

A powerful organization in Juarez is the Blackmarket, which controls much of the illegal operations as well as chop-shops, houses of prostitution, and drug dealing in the city.

Another powerful, yet very secretive organization, is the Guild for the Gifted, also known simply as "The Gifted." The guild is a combination trade union and exclusive club for powerful men of magic and the occasional psychic and super-powered beings. The citizens of Ciudad Juarez avoid all members of the Guild for fear of becoming victims of human sacrifice, plagued by bad luck, or beset by demons. Rumours tell of nightly magic rituals, blood sacrifices, visitations by demons and god-beings, summonings of monsters, wizard feuds, and depravities of all kinds.

Armouries: A-Plus Energy Weapons (high-tech and heavy energy weapons), Complete Wilderness Outfitter (many expedition-type supplies and TW anti-vampire weapons), East Leather Goods & Accessories (unusual items), O'Loc's Armoury (new and used armour and weapons), Official Wilk's Laser Store (high quality Wilk's equipment and weapons for a very good price), The Power House Armoury (the premier dealer in brand new, perfect condition, mega-damage armour, robots, and weapons), The Thaloc Shop (TW weapons and equipment/vehicles), Quality Used Weapons and Armour (cheap, used armour and weapons for warriors low on cash), and Sergeant Carter's Gun Shop (specializes in S.D.C. projectile weapons, including anti-vampire rounds).

Rough and tough Saloons/Entertainment: The Duke's Card Parlour & Saloon, The Fighting Cock, The Feathered Serpent Tavern (called the "assassin's den" by locals), The Jaguar's Den, The Mid-North Arena (home of monster wrestling), Steve's Gags & Gifts, The South Wall Theatre and Freak Show, Mo's Tavern ("Where the elite meet to drink and eat."), Mind Games Shelter (place for those with exotic and decadent taste), The East Wall Pool Hall, The Hole in the Wall Pool Hall, The Stake & Mallet Tavern, Ricketty Wall Dance Hall, and The Juarez Arena.

Places of Psychic/Magic Services/Equipment: Maliki's Curio Shop (magic items and services), Punta's Magic Shop (TW weapons and magic items), The House of Healing (psychic healing for reasonable fees), The Third Eye - Fortune Teller (offers palm reading, tarot cards, and fortune telling), The Thaloc Shop (TW weapons and equipment/vehicles), The Supernatural Protection Agency (escort service and detective agency owned and run by supernatural beings), The Techno-Wizard Conversion House (TW conversion of vehicles, weapons, and equipment; also recharges P.P.E. devices), Mind Games Shelter (almost every possible psychic service available from eroticism to healing; place for those with exotic and decadent taste), and The Wizard's Hut (healing potions, amulets, the occasional scroll or TW item, and magical services).

Popular stories/rumours/information on the street are:

The big thing that crashed in the desert earlier this week was really a Coalition test warcraft. They swarmed over the crash site for days!

The Guild for the Gifted practice their human sacrifices at the ley line nexus just outside of town at a Stonehenge-type circle of stone pillars and archways.

Yet another foolhardy band of two score mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Last week, the great Doc Reid and his fearless vampire hunters saved five hundred people in the village of Dazaxc from an attacking plague of insane, marauding vampires.

You get lots more bang for your buck at Kimmie's.

Intelligent vampires are a rarity; the vast majority (95%) are little more than insane animals dedicated to the destruction of all other life.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, taken out.

Avrax the Stupendous is favoured over Kang the Conquerer in the upcoming Arena fight.

Erin Tarn, the famous historian and explorer, was captured and executed by the Coalition.

During the witching hour, one o'clock a.m., vampires are at their most powerful and are only vulnerable to water and the holy wood (dogwood).

The Guard is desperately searching for a dozen children that have disappeared over the past two weeks from the Slums.

Over two dozen bodies, torn to shreds and drained of blood, were found in the old cemetery outside of town.

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Garlic, wolfbane, parsley, fresh spinach, fresh rhubarb, and faerie eyes will hold the undead at bay.

Big shipments of cocaine and monster-hash (a potent smokable drug preferred by the Subs and many D-Bees) just came in through the Blackmarket last week.

Water melons can be used as very effective grenades against vampires (due to their high water content).

The big thing that crashed in the desert earlier this week was really a Coalition test spacecraft. They swarmed over the crash site for days!

The Arena pays big bucks to people who are willing to wrestle monsters, and even more to those that beat them!

El Paso police destroyed over fifty of the crazy vampires that had been terrorizing a suburb.

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

Jon Newlove, slumlord, was killed by a demon days after he refused to sell out to the Guild.

Sir Lazarious, Cyber-Knight and general of Reid's Rangers, captured three rare, intelligent vampires that had been behind the unintelligent masses of vampires that had been slaughtering the people of the village of Dazax.

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

You can make yourself impervious to a vampire's bite (your blood burns them like acid if they bite you!) if you eat at least a half dozen garlic burritos and drink a liter of your own urine every day.

## **Information and Rumours: Ciudad Juarez**

### **For Evil Cybernetically Enhanced Human Characters**

*Through the course of wandering about the city for a few days, an evil cybernetically enhanced human may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. Two of the nastier large gangs are the *Skivers* and the *Subs*.

**The Skivers.** One of the most violent criminal gangs is the Skivers (pronounced "skeevers"). They are thugs and city rats who make a living as cyber-snatchers. Cyber-snatchers are considered the lowest of the low, even in Juarez. As cyber-snatchers, the Skivers will attack, maim, or kill people in order to steal their cybernetic or bionic parts for resale to the Blackmarket or Body-Chop-Shops. They generally live high on the hog, fight dirty, fight hard, and die young. The Skivers tend to avoid antagonizing other gangs, but are hated by most. Black leather straps and metal studs are the gang's preferred form of dress. The gang's insignia is a chain saw dripping blood.

**The Subs.** They are a 'D-Bees only' gang, allowing only the ugliest and most inhuman looking to join. They are little more than your typical tough-punk gang of bullies who use their physical might to get what they want.

Another big gang is the Guard, a militant vigilante group. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez, however, the justice of the Guard is very brutal.

The Ciudad Juarez Police force is a haphazard militia that is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. This has its good points, as often the police will overlook minor things (drugs, prostitution, assault) with a bit of financial incentive.

A powerful organization in Juarez is the Blackmarket, which controls much of the illegal operations as well as chop-shops, houses of prostitution, and drug dealing in the city.

Armouries: A-Plus Energy Weapons (high-tech and heavy energy weapons), Complete Wilderness Outfitter (many expedition-type supplies and TW anti-vampire weapons), East Leather Goods & Accessories (unusual items), O'Loc's Armoury (new and used armour and weapons), Oficial Wilk's Laser Store (high quality Wilk's equipment and weapons for a very good price), The Power House Armoury (the premier dealer in brand new, perfect condition, mega-damage armour, robots, and weapons), Quality Used Weapons and Armour (cheap, used armour and weapons for warriors low on cash), The Thaloc Shop (TW weapons and equipment/vehicles), and Sergeant Carter's Gun Shop (specializes in S.D.C. projectile weapons, including anti-vampire rounds).

Cheap Cyber Shops: The Better Body (where prices have been "slashed to the bone"), Phil's Used Cybernetics, The Electronic Man, The B.B.B.P. (Betty's Blackmarket Body Parts), The Golden Arm Body-Chop-Shop, The Ultra Man Body-Chop-Shop, and Power Man's Cybernetics.

Rough and tough Saloons/Entertainment: The Duke's Card Parlour & Saloon, The Fighting Cock, The Feathered Serpent Tavern (called the "assassin's den" by locals), The Jaguar's Den, The Mid-North Arena (home of monster wrestling), The South Wall Theatre and Freak Show, The East Wall Pool Hall, Mo's Tavern ("Where the elite meet to drink and eat."), The Hole in the Wall Pool Hall, The Stake & Mallet Tavern, Mind Games Shelter (place for those with exotic and decadent taste), Rickety Wall Dance Hall, and The Juarez Arena.

Popular stories/rumours/information on the street are:

Yet another foolhearted band of four dozen mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Last week, the great Doc Reid and his fearless vampire hunters saved seven hundred people in the village of Batzoxc from an attacking plague of insane, marauding vampires.

The Subs are still looking for revenge on the rival gang (probably the Hammer) that had Vlad the Inincible, the gang leader of the Subs, rubbed out.

The big thing that crashed in the desert earlier this week was really a Coalition test craft. They swarmed over the crash site for days!

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

A score bodies, drained of blood and torn to shreds, were found in the old cemetery outside of town.

A big shipment of cocaine just came in through the Blackmarket last week.

During the witching hour, one o'clock a.m., vampires are at their most powerful and are only vulnerable to water and the holy wood (dogwood).

Intelligent vampires are a rarity; most (90%) are little more than insane animals dedicated to the destruction of all other life.

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Nearly a dozen suits of Coalition SAMAS power armour have shown up on the Blackmarket for real low prices. They must have been stolen from a Coalition base.

The Arena pays big bucks to people who are willing to wrestle monsters, and even more to those that beat them!

El Paso police destroyed seventy of the crazy vampires that had been terrorizing a suburb.

The Guard is desperately searching for eleven children that have disappeared over the past two weeks from the Slums.

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

## Information and Rumours: Ciudad Juarez

### For Evil Human Mage Characters

*Through the course of wandering about the city for a few days, an evil human mage may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. One of the more powerful gangs is the *Psykes*.

**The Psykes.** They are a gang whose only requirement is that you have psychic abilities. The Psykes (pronounced "sikes") tend to be more intelligent, organized, and subversive than most gangs. They control the west side and the nicer section of the North Town slums. The majority of gang members wear bright, multicoloured ponchos. Their insignia is an eye (as in the psychic third eye) which many members have tattooed in the middle of their forehead. The Psykes are hated and feared by most people in Juarez.

Another large gang is the Guard, a militant vigilante group. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez, however, the justice of the Guard is very brutal.

Word on the street also has it that despite the claim by the Ciudad Juarez government that the city is

"Vampire Free," there is a *gang* of *intelligent* vampires that prey on and reck havoc with the residents of the city during the evening.

The Ciudad Juarez Police force is a haphazard militia that is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. This has its good points, as often the police will overlook minor things (drugs, prostitution, assault, murder) with a bit of financial incentive.

A powerful organization in Juarez is the Blackmarket, which controls much of the illegal operations as well as chop-shops, houses of prostitution, and drug dealing in the city.

Another powerful, yet very secretive organization, is the Guild for the Gifted, also known simply as "The Gifted." The guild is a combination trade union and exclusive club for powerful men of magic and the occasional psychic and super-powered beings. The citizens of Ciudad Juarez avoid all members of the Guild for fear of becoming victims of human sacrifice, plagued by bad luck, or beseiged by demons. Rumours tell of nightly magic rituals, blood sacrifices, visitations by demons and god-beings, summonings of monsters, wizard feuds, and depravities of all kinds. Their leader is reputed to be a powerful Shifter.

Rough and tough Saloons/Entertainment: The Duke's Card Parlour & Saloon, The Fighting Cock, The Feathered Serpent Tavern (called the "assassin's den" by locals), The Jaguar's Den, The Mid-North Arena (home of monster wrestling), Steve's Gags & Gifts, The South Wall Theatre and Freak Show, Mo's Tavern ("Where the elite meet to drink and eat."), Mind Games Shelter (place for those with exotic and decadent taste), The East Wall Pool Hall, The Hole in the Wall Pool Hall, The Stake & Mallet Tavern, Rickety Wall Dance Hall, and The Juarez Arena.

Places of Psychic/Magic Services/Equipment: Maliki's Curio Shop (magic items and services), Punta's Magic Shop (TW weapons and magic items), The House of Healing (psychic healing for reasonable fees), The Third Eye - Fortune Teller (offers palm reading, tarot cards, and fortune telling), The Thaloc Shop (TW weapons and equipment/vehicles), The Supernatural Protection Agency (escort service and detective agency owned and run by supernatural beings), The Techno-Wizard Conversion House (TW conversion of vehicles, weapons, and equipment; also recharges P.P.E. devices), Mind Games Shelter (almost every possible psychic service available from eroticism to healing; place for those with exotic and decadent taste), and The Wizard's Hut (healing potions, amulets, the occasional scroll or TW item, and magical services).

Popular stories/rumours/information on the street are:

The big thing that crashed in the desert earlier this week was really a Coalition test dimensional travel craft. They swarmed over the crash site for days!

The Guild for the Gifted practice their human sacrifices at the ley line nexus just outside of town at a Stonehenge-type circle of stone pillars and archways.

Yet another foolhearty band of three dozen mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Last week, the great Doc Reid and his fearless vampire hunters saved six hundred people in the village of Dazaxc from an attacking plague of insane, marauding vampires.

Intelligent vampires are a rarity; the vast majority (95%) are little more than insane animals dedicated to the destruction of all other life.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, rubbed out.

During the witching hour, one o'clock a.m., vampires are at there most powerful and are only vulnerable to water and the holy wood (dogwood).



Kang the Conquerer is favoured over Avrax the Stupendious in the upcoming Arena fight.

You can make yourself impervious to a vampire's bite (your blood burns them like acid if they bite you!) if you eat at least a half dozen garlic burritos and drink a liter of your own urine every day.

Erin Tarn, the famous historian and explorer, was captured and executed by the Coalition.

Big shipments of cocaine and monster-hash (a potent smokable drug preferred by many D-Bees) just came in through the Blackmarket last week.

Raw eggs can be used as grenades against vampires (do to their high water content).

El Paso police destroyed fifty of the crazy vampires that had been terrorizing a suburb.

Sunlight, water, wood, silver, electricity, and the touch of the cross will kill a vampire.

Jon Newlove, slumlord, was killed by a demon days after he refused to sell out to the Guild.

Sir Lazarious, Cyber-Knight and general of Reid's Rangers, captured three rare, intelligent vampires that had been behind the unintelligent masses of vampires that had been slaughtering the people of the village of Danaxt.

The Guard is desperately searching for a dozen children that have disappeared over the past two weeks from the Slums.

Over a score bodies, torn to shreds and drained of blood, were found in the old cemetery outside of town.

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

Garlic, wolfbane, parsley, fresh rhubarb, and faerie's eyes will hold the undead at bay.

## Information and Rumours: Ciudad Juarez

### For Evil Psychic Supernatural Characters

*Through the course of wandering about the city, an evil psychic supernatural character may have heard the following rumours and information...*

There are over a dozen gangs in Ciudad Juarez, however, there are only a few, significant ones. One of the largest gangs is the *Subs*.

**The Subs.** They are a 'D-Bees only' group, usually allowing only the ugliest and most inhuman looking to join, hence the name "Subs," as in "sub-humans." They are your typical tough-punk gang of bullies who use their physical might to get what they want. They often have criminal services for sale -the more violent the better- and will inflict injury on any creature, human or D-Bee, but will *never* knowingly work for a human. Subs often wear red leather clothing with their gang insignia, an inhuman skull with brow ridges above the eyes and very large canine teeth. Vlad the Invincible, Dragon Slayer and retired city gladiatorial champion, was gang leader of the Subs until just recently.

Another big gang is the Guard, a militant vigilante group. They wander the streets, protecting the citizens of Juarez from criminals, supernatural monsters, D-Bees, and humans who prey on innocent people, particularly the citizens of Juarez, however, the justice of the Guard is very brutal.

The Psykes is another large, powerful, and organized gang that is made up of psychics. Word on the street also has it that despite the claim by the Ciudad Juarez government that the city is "Vampire Free," there is a *gang* of *intelligent* vampires that prey on and reck havoc with the residents of the city during the evening.

The Ciudad Juarez Police force is a haphazard militia that is as corrupt and brutal as the criminals and gangs they allegedly protect the citizens from. Many will deal in bribery, pay offs, extortion, and the sale of information and services. This has its good points, as often the police will overlook minor things (drugs, prostitution, assault) with a bit of financial incentive.

A powerful organization in Juarez is the Blackmarket, which controls much of the illegal operations as well as chop-shops, houses of prostitution, and drug dealing in the city.

Armouries: A-Plus Energy Weapons (high-tech and heavy energy weapons), Complete Wilderness Outfitter (many expedition-type supplies and TW anti-vampire weapons), East Leather Goods & Accessories (unusual items), O'Loc's Armoury (new and used armour and weapons), Oficial Wilk's Laser Store (high quality Wilk's equipment and weapons for a very good price), The Power House Armoury (the premier dealer in brand new, perfect condition, mega-damage armour, robots, and weapons), Quality Used Weapons and Armour (cheap, used armour and weapons for warriors low on cash), The Thaloc Shop (TW weapons and equipment/vehicles), and Sergeant Carter's Gun Shop (specializes in S.D.C. projectile weapons, including anti-vampire rounds).

Rough and tough Saloons/Entertainment: The Duke's Card Parlour & Saloon, The Fighting Cock, The Feathered Serpent Tavern (called the "assassin's den" by locals), The Jaguar's Den, Mo's Tavern ("Where the elite meet to drink and eat."), Mind Games Shelter (place for those with exotic and decadent taste), The Mid-North Arena (home of monster wrestling), The South Wall Theatre and Freak Show, The East Wall Pool Hall, The Hole in the Wall Pool Hall, The Stake & Mallet Tavern, Rickety Wall Dance Hall, and The Juarez Arena.

Popular stories/rumours/information on the street are:

Yet another foolhearty band of two dozen mercenaries have disappeared into the desert of the vampire infested lands of northern Mexico.

Last week, the great Doc Reid and his fearless vampire hunters saved seven hundred people in the village of Dazaxt from an attacking plague of insane, marauding vampires.

Intelligent vampires are a rarity; the vast majority (95%) are little more than insane animals dedicated to the destruction of all other life.

A rival gang (probably the Hammer) had Vlad the Inincible, the gang leader of the Subs, snuffed off.

The big thing that crashed in the desert earlier this week was really a Coalition test warcraft. They swarmed over the crash site for days!

You get lots more bang for your buck at Kimmie's.

Garlic, wolfbay, parsley, fresh spinach, and faerie eyes will hold the undead at bay.

Avrax the Stupendious is favoured over Kang the Conquerer in the upcoming Arena fight.

Over two dozen bodies, torn to shreds and drained of blood, were found in the old cemetery outside of town.

A big shipment of monst-hash (a potent smokable drug preferred by the Subs and many D-Bees) just came in through the Blackmarket last week.

Water melons can be used as very effective grenades against vampires (do to their high water content).

A big rumble is brewing between the racist Hammer Gang (of El Paso) and the Subs.

The Arena pays big bucks to people who are willing to wrestle monsters, and even more to those that beat them!

El Paso police destroyed over sixty of the crazy vampires that had been terrorizing a suburb.

The Guard is desperately searching for fifteen children that have disappeared over the past two weeks from the Slums.

Sunlight, water, wood, silver, electricy, and the touch of the cross will kill a vampire.

Jon Newlove, slumlord, was killed by a demon days after he refused to sell out to the Guild.

A vampire's victim is cursed to walking the earth for eternity, feeding off of the living.

## Enhanced Children of Doom Cult

When my RIFTS group went through the Mechanoids campaign, they were a large, experienced group of adventurers that were more than capable of holding their own in almost any battle. In order to provide a better challenge to my players (and to underscore the great threat that the Mechanoids were to planet Earth), I enhanced and beefed-up the Mechanoids and the Children of Doom. Additionally, I radically increased the size and scope of the death cult and their nefarious activities, and then turned the Children of Doom into a mini-campaign within the larger framework of my Mechanoids campaign.

The following is a breakdown of the enhanced Children of Doom death cult that my player group battled. I separated the cultist into power-type categories, and then outlined the basic tactics of the individual races.

### Cult Leaders:

Nrii, the Neuron Beast: unchanged from what is listed in the book

Nigel, the adult Nightstalker dragon: unchanged

Garnak, the Beast Dragon: stats unchanged, but serves as a sort of "sergeant" of the troops

Zavarahm: an adult Serpent of the Wind dragon, he is a powerful shifter and techno-wizardry; he uses his spells and weapons to pick off opponents from a safe distance

Kargalahm: the twin brother to Zavaraghm, this adult Serpent of the Wind is a powerful necromancer who wades into the thick of battle to attack his enemies

Targatta: an adult Basilisk dragon, she hides beyond the fringe of battle and attacks with her petrifying gaze and elemental earth magic to strike foes down

**Supernatural Corps:** these members tend to avoid direct confrontation with an enemy, and instead use their magic and/psionic abilities

- Black Faeries (18): cast debilitating spells (blind, agony, sleep) from the sidelines; occasionally stopping to feed on dead and mortally wounded humanoids (especially those with a high P.B.)

- Death Weaver Spiders (3): turn themselves invisible, and then dance around the battlefield using their powerful mystic abilities to aid their fellow cultist (invulnerability, armour of Ithan, energy field, multiple image) and impair their opponents (apparation, wisps of confusion, constrain being, havoc, magic net, carpet of adhesion, fear); given their physical weakness, they use directly offensive magic spells (call lightning, fire ball) only as a last resort or when cornered, and flee (mystic portal) if their survival looks doubtful
- Eye Killer (12): flitting around the edges of battle, they use their psionics (bio-manipulation, empathic transmission) to confuse and distract their enemies
- Witchlings (12): use their magic to incapacitate (befuddle, carpet of adhesion, sleep, sickness, blinding flash, thunderclap) and attack (fire bolt, call lightning)
- Za (6): after using techno-wizardry and magic amulets to defend themselves (energy field, invulnerability, armour of ithan), they use magic (stench of hades, cloud of ash, circle of flame, wall of flame, fire ball) and powerful alien weapons (mini rail guns)

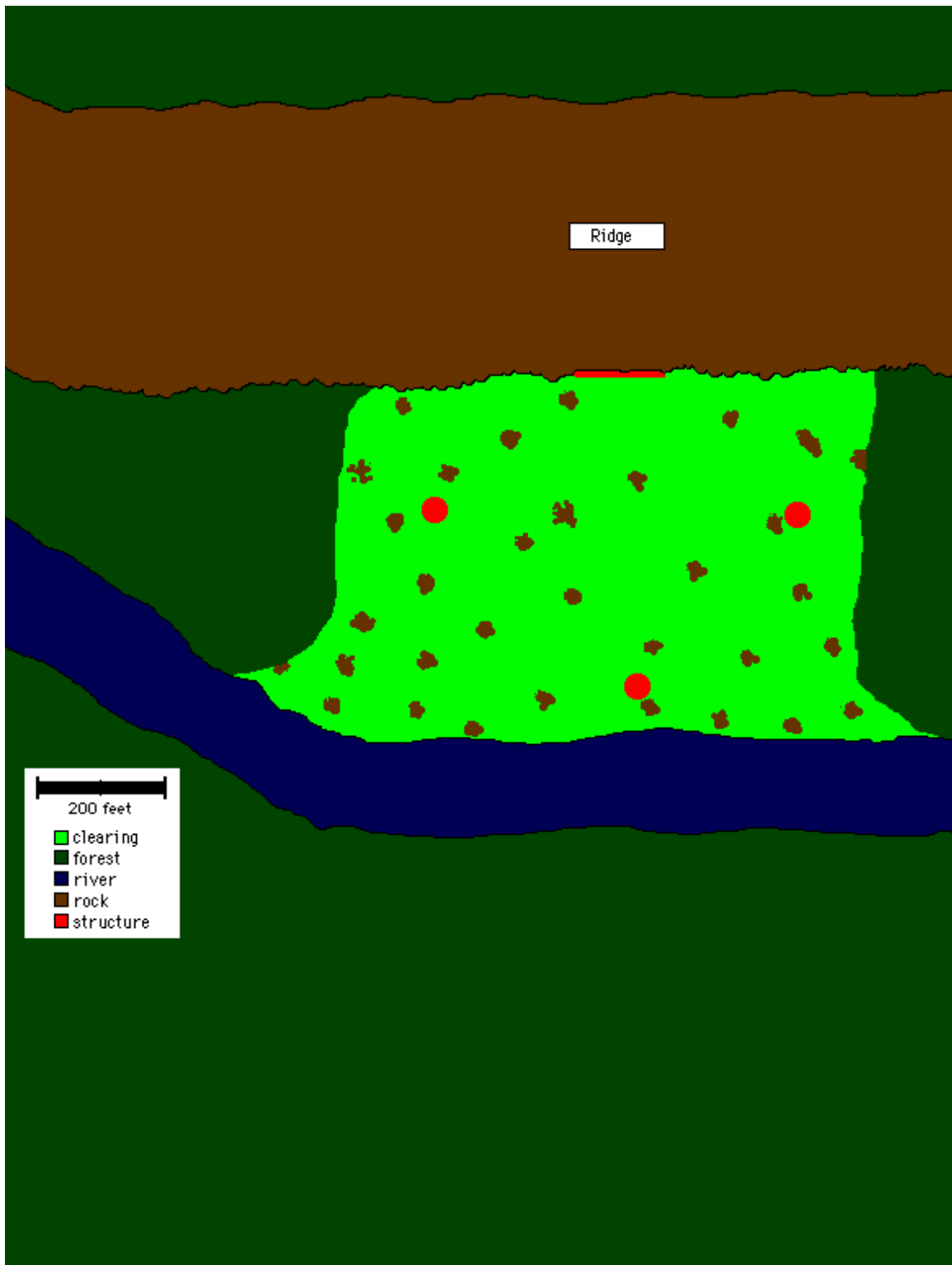
**Grunt Troops:** these fighters are the animalistic and low-I.Q. troops that dive into battle with the straight forward approach of tooth and claw

- Chimera (6): like predatory animals, they wade into battle and attack with bites, kicks, and fire breath
- Loogaroo (12): defend themselves with magic (invisibility, armour of Ithan) and swoop into battle attacking with claw and spells (fire bolt, call lightning, fear, befuddle) alike
- Malignous (6): avoids straightforward fights and instead uses hit and run tactics where it can perform a leap attack (which can knockdown and pin) or use its poisonous sting
- Manticore (12): dive into battle and attack tooth and claw
- Melech (4): wearing protective armour, they gallop in and out of battle attacking targets of opportunity with leap attacks (which can knockdown and pin), as well as their bites, claws, and kicks
- Serpent Beasts (5): these savage creatures will attack anything, but prefer unarmoured targets that can fall victim to its poisonous bite
- Toad Stools (20): these little creatures use their magic (summon fog, animate plants, repel animals, warty touch) to distract and annoy enemies
- Zavor (4): impervious to normal weapons, these enraged berserkers attack with tooth and claw (and create two Zavor when hit with magic!)

**Shock Troops:** these heavily armed and armoured cultist wade into battle with guns blazing and swords flying

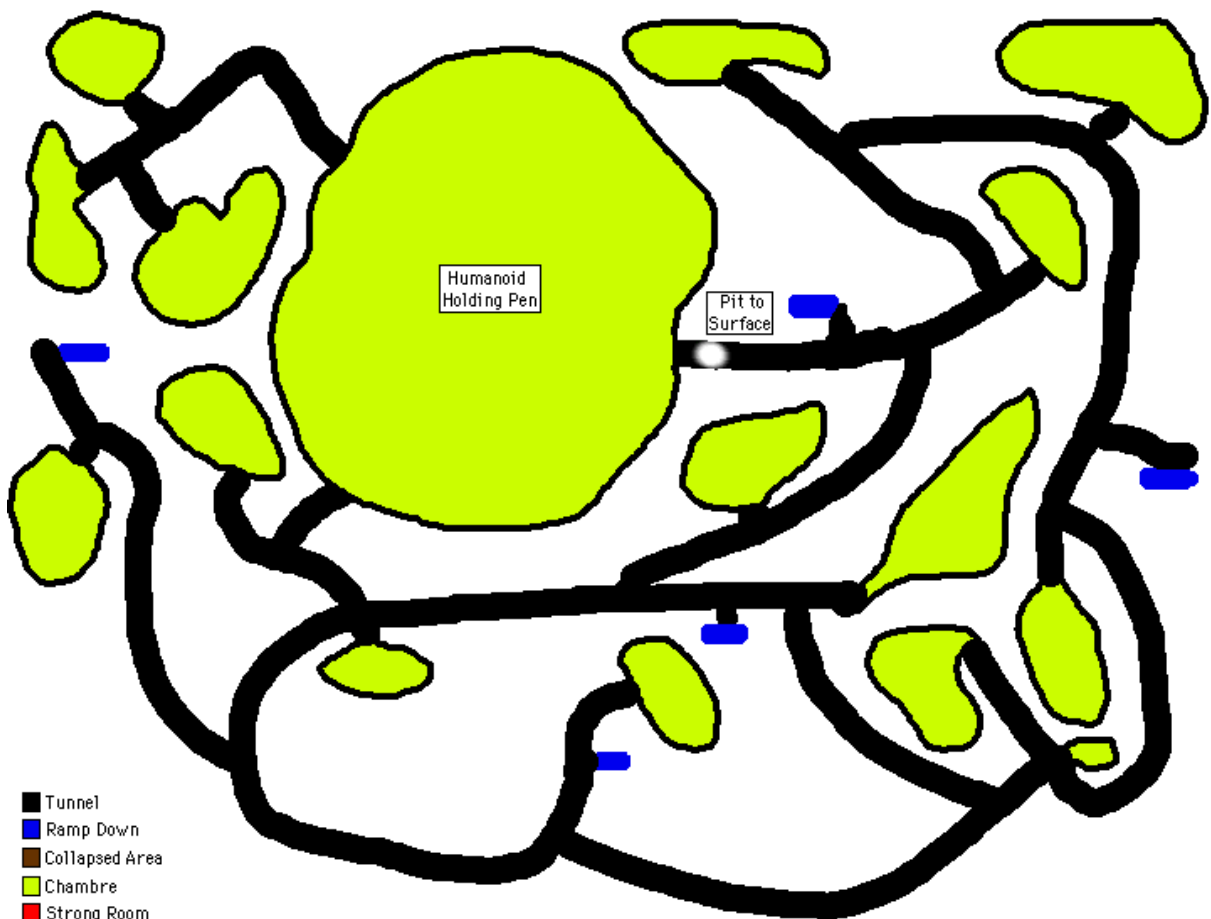
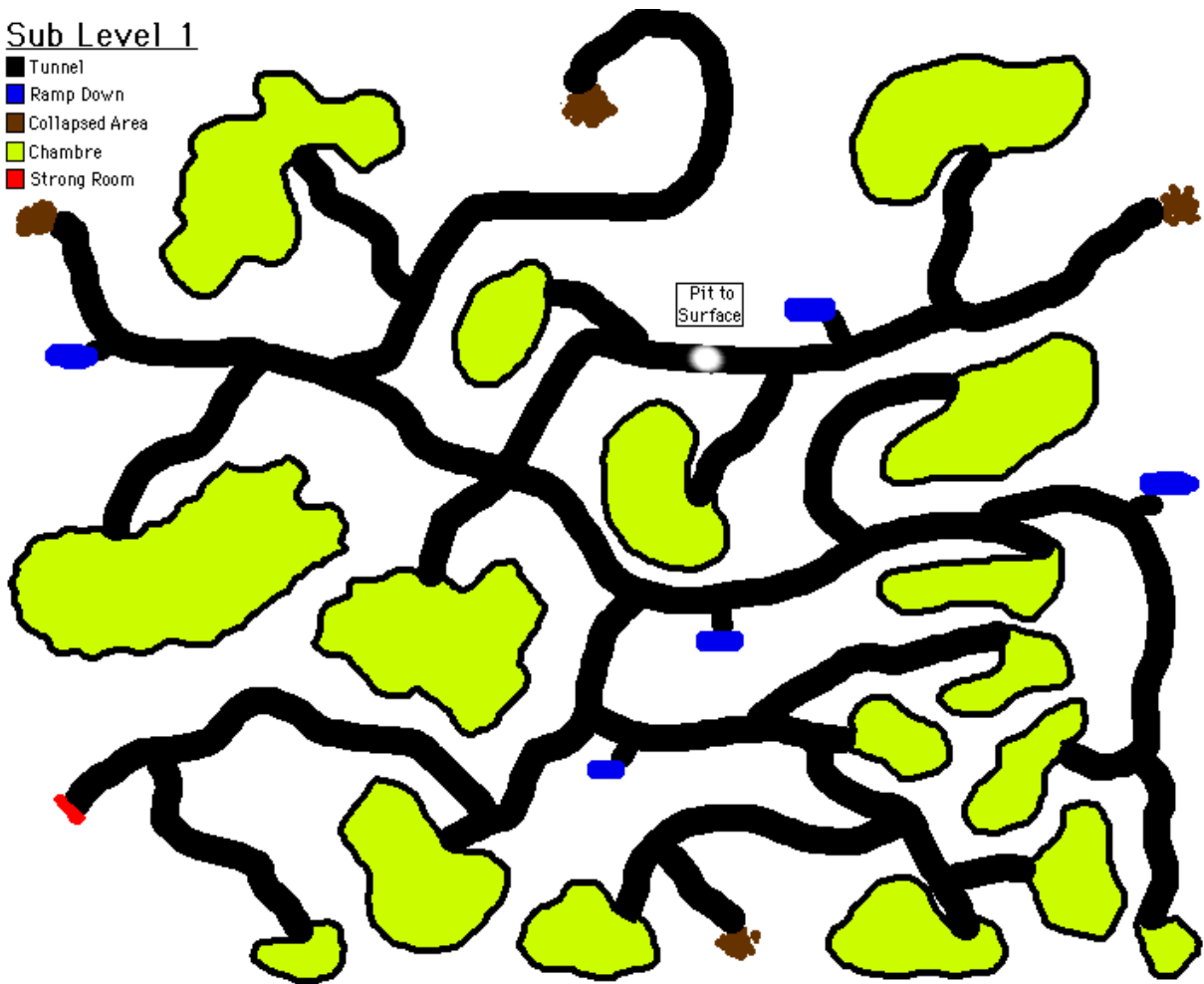
- Gatherers (2): after affording themselves the maximum protection of their abilities (turn invisible at will, psi-shield, TK force field, sixth sense, armour of Ithan, energy field), they use both technology (NE-200 plasma cartridge machineguns) and paranormal abilities (psi-sword, empathic transmission, befuddle, fear, fire bolt, call lightning, havoc, carpet of adhesion, speed of snail) to obliterate their foes
- Metztlá- Murex (1): this 40 ton hell-spawned demon wildly charges into battle for a direct and incredibly brutal physical confrontation with the largest/most powerful opponent on the field of engagement
- Metztlá- Murvolva (5): zipping through the battle at high speed, these demons employ their psionics (telepathy, telekinesis, hydrokinesis, mind bolt) and energy pulse cannons to harass and distract their larger cousins' chosen prey
- Metztlá- Murvoma (10): slinking out of the water behind attackers, these demons use their tentacles (entangle, power strike) and psionics (telekinesis, telepathy) to surprise opponents
- Metztlá- Volute (2): use their debilitating physical (sting, body block) and psionics (super telekinesis, telekinetic force field, bio-manipulation, empathic transmission, mind bolt) to incapacitate and then feed upon their foes
- Monro (22): equipped with advanced technology for both offense (ERP-8 energy pulse rifles, phase swords) and defense (p-fields), these intelligent warriors work in teams to bring down even the largest foes

- Morphworms (3): use their magic to protect themselves (shadow meld, armour of Ithan, impervious to fire) and then dive into battle unleashing magic (befuddle, carpet of adhesion, magic net), techno-wizardry (flaming sword, TW converted plasma and lightning blasters), and a flurry of physical attacks (bite, punch, tail strike) against their opponents
- Pincer Warriors (5): fearlessly wading into battle, these brutal warriors use a punishing array of physical attacks to slaughter everything that stands against them
- Termite Engineers (4): armed with psychic abilities (see the invisible, super telekinesis) and high technology (GR-15AR assault rifles), they are quite cunning on the battlefield
- Waternix (7): protect themselves with magic amulets (impervious to energy, armour of ithan) and use powerful alien weapons (mini auto cannons) to snipe at targets of opportunity
- Vacuum Wasps (4): roar into battle at supersonic speeds blasting enemies with electrical blasts
- Vernulians (3): clad in devastating power armour, their opponents are cut to ribbons by a withering hail of energy weapons and mini-missiles



## Sub Level 1

- Tunnel
- Ramp Down
- Collapsed Area
- Chambre
- Strong Room

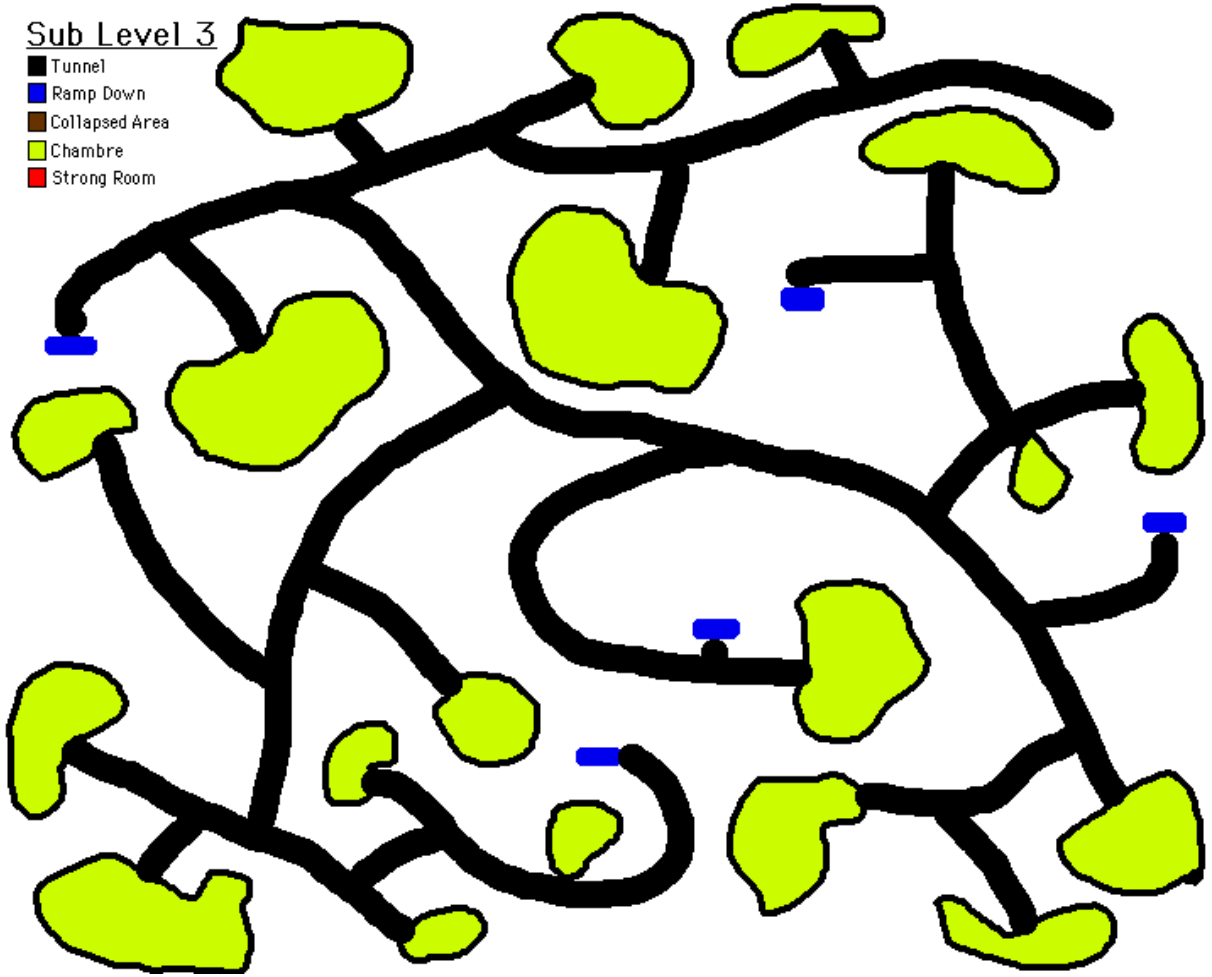


- Tunnel
- Ramp Down
- Collapsed Area
- Chambre
- Strong Room

## Sub Level 2

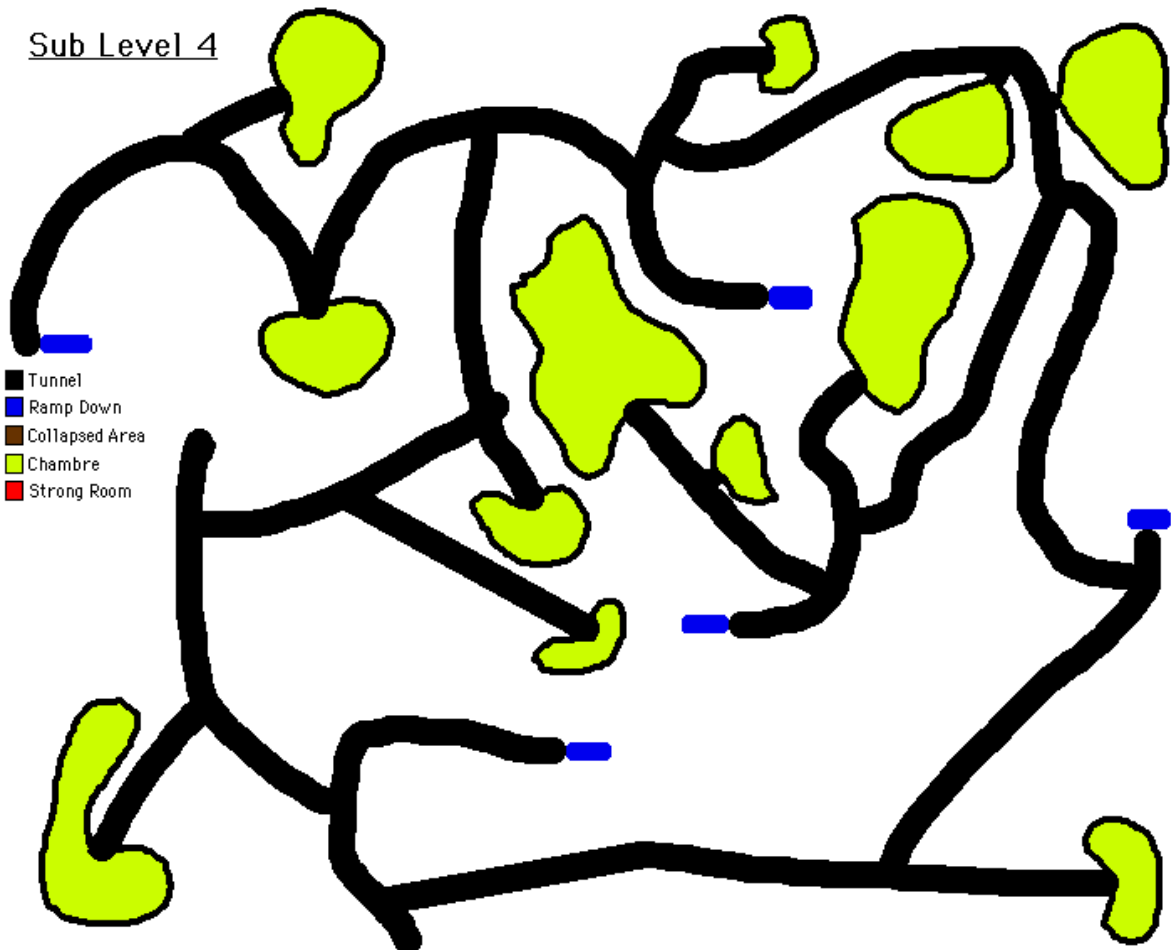
### Sub Level 3

- Tunnel
- Ramp Down
- Collapsed Area
- Chambre
- Strong Room



### Sub Level 4

- Tunnel
- Ramp Down
- Collapsed Area
- Chambre
- Strong Room



## Sub Level 5

- Tunnel
- Ramp Down
- Collapsed Area
- Chambre
- Strong Room

