

Monsters and Supernatural Critters

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Brontobear

These gigantic, deadly bears are a sight that very few adventurers and travelers live to tell about. Though no one knows the origin of these massive creatures, many scholars believe that they were originally normal terrestrial bears that somehow mutated over the centuries of exposure to ley lines and rifts.

Brontobears are extremely territorial solitary hunters that will mark a 200 to 600 square mile area as their territory.

Brontobear

Alignments: Animal; generally considered to be anarchist or miscreant.

Attributes: **I.Q.:** High animal intelligence:

2D6, M.E.: 3D6+6, **M.A.:** 1D6, **P.S.:** 6D6+20, **P.P.:** 4D6+6, **P.B.:** 3D6, **P.E.:** 3D6+12, **Spd:** 2D4 x 10

Hit Points: Considered to be a M.D.C. creature in a magic super-charged environment such as RIFTS Earth.

S.D.C.: See M.D.C.

M.D.C.: 3D6 x 100, plus P.E. x 10

Horror Factor: 18

P.P.E.: 2D4 x 10

I.S.P.: 2D6 x 10

Natural Abilities: Excellent day vision and can see equally well in the dark, exceptional hearing (equivalent to cybernetic amplified hearing), and can see the invisible. Supernatural strength and endurance, takes 1/2 damage from fire and heat, plus bio-regeneration 3D6 M.D. per minute. Additionally, it senses psychic and magic energy (equal to the Psi-Stalker, see RIFTS, page 105), plus its other psychic powers (see Psionics).

Vulnerabilities: Brontobears take double damage from mega-damage cold attacks.

Combat: Seven attacks per melee.

Damage: Supernatural P.S. See RIFTS Conversion Book One, page 22. Claws add 2D6 M.D. to all strikes.

Bite does 2D4 x 10 M.D.

Bonuses: +6 to initiative, +6 to strike and parry, -4 to dodge (due to its extreme size), +2 to save vs. psionics, +4 to save vs. magic, +10 to save vs. horror factor.

Psionics: Detect Psionics, Presence Sense, Sense Evil, Sense Magic, Sixth Sense.

Average Life Span: 60 years.

Skills of Note: Land Navigation 60%, Track by Smell 42%, Track by Sight 62%

Habitat: Cool to cold forests (such as those of North America and Russia).

Enemies: Anything that moves is considered potential food.

Allies: None per se.

Physical Appearance: Giant, hungry, very bad tempered bear.

Size: 1D4 x 10 + 10 feet in height

Weight: 8 to 16 tons.

Tunneler Roaches

The Bugs from Starship Troopers

They come from a planet that is mostly high desert and craggy, boulder-strewn mountains. Though they prefer an arid environment, they have also been found on nearly every other type of planet, mostly those with forest, jungle and grassy plains.

The various bug species seem to live in a multilateral hive community with a very structured caste system. The leaders of the hive are the Brain Bugs, a highly intelligent psionic creature with amazing abilities. They are assisted by the Tunneler Roaches. These also serve as the builder/maintenance personnel for the hive. The Warrior Bugs act as both heavy workers and infantry. The Tanker Bugs with their flaming acid are like

huge tanks, moving across the terrain sweeping the way clear of enemies. The Hopper Bugs are like a short-range air force as well as a decent form of reconnaissance for the hive. The Plasma Bugs act as a planetary defense by filling the sky and orbital space with massive balls of organic plasma capable of destroying a medium-sized spaceship.

Though similarities exist between the various bugs, it is believed that they are separate life forms and each caste species lays its own eggs within the various chambers of the hive. The hive itself is a monumental construct in itself. A typical sized hive might cover 20-30 square miles of a planet, and descend as much as a mile below the surface. Some hives are rumored to be 10-20 times this size, though no one as yet has been able to document this.

Tunneler Roaches

These are the most prolific of the hive's population. Small hives will have between 4000 and 10,000 Tunnelers. Larger hives can have 50,000 to over 1 million! Their plate armor will be generally black with large washes of either red, brown, dark mustard-yellow, green or even blue. The reason for the color differences is not known. They do not display any behavior that would lead one to believe they have any pecking order or chain of command.

They act as diggers, gatherers, soldiers, pack-animals and maintenance workers both inside and outside the hive. They escort the Brain Bugs whenever one feels the need to leave its chamber; and the Plasma Bugs whenever they are outside providing planetary defense.

They are so numerous on some worlds and in some other dimensions that they are used as science experiments and biology dissection subjects by school children.

NPC Villains ----- Not available as player characters.

Alignment: Considered evil.

Attributes: **I.Q.:** 1D6, **M.E.:** 1D6, **M.A.:** 1D6, **P.S.:** 2D6 + 8, **P.P.:** 1D6 + 10, **P.E.:** 2D6 + 12, **P.B.:** 1D4, **Spd:** 2D6 x 5. Considered to have superhuman endurance.

M.D.C.: 60 M.D.C.

Horror Factor: 12

Magic Abilities: None.

P.P.E.: 1D6

Psionic Abilities: Telepathy between hive members.

I.S.P.: 2D6 x 10 plus 10 per level.

Natural Abilities: Multi-spectrum vision equivalent to cybernetic multi-optics eye and radar (range 200 feet/61 m). Regenerates lost M.D.C. at the rate of 4D6 M.D.C. per 8 hour rest period. Able to psionically recognize and communicate with members of their own species, and other allied insectoids.

Experience Level: Average 1D6+2

Vulnerabilities/Penalties: Takes double damage from psionic attacks.

Combat (Natural abilities): 3 hand-to-hand attacks at level three; add +1 attack at levels five and seven.

Damage: Bite 3D6 M.D.

Bonuses: +6 on initiative, +6 to strike, +7 to dodge, +8 to roll with punch/fall, +12 to save vs. horror factor.

All in addition to attribute bonuses. Add +1 to strike at level five, and +1 to dodge at levels five and seven.

R.C.C. Skills: Skills limited to track by vibration 80% + 3% per level, climbing 60% + 5% per level, digging/tunneling 60% + 5% per level and track by smell 30% + 5% per level.

Average Life Span: 10 Years

Size: 1-3 feet (0.3-0.9 m) tall and 4-9 feet (1.2-2.7 m) long.

Weight: 23 kg (55+lbs)

Enemies: Anyone and anything that is not of their hive or sister hives.

Brain Bugs

Brain Bug (Cerebus Rex)

The leaders and thinkers of the hive.

The average sized hive will only have 1, maybe 2 Brain Bugs. But they can and do cooperate with the leaders of other hives. It is believed that the Brain Bug from the largest hive community would assume the so-called command when several hives come together. They are huge, pale-pink, slug-like creatures with extreme levels of intelligence (beyond genius level). A single Brain Bug can control and direct 2 entire hive communities if need be. Due to their innate mental abilities they have cultivated a very high level of psionic abilities. It is believed by some experts that when enough Brain Bugs gather and work together, they can pool their Telekinesis (Super) to hurl massive asteroids through space. Then, using their pooled Teleport (Major), they can send it the equivalent of hundreds of parsecs to bombard a rival planet. In this way they can war against a rival without the means of space travel.

They have eight large round black eyes in two lines of four to either side of a large, red puckering maw. There is no head; the "face" is set into an opening that covers the entire front end of the creature. They have no apparent arms, yet there is a heavily muscled fin on either side of the body which seems to assist in locomotion. There are four short, bony projections beneath the body that can carry the form with relative ease, but at a slow pace (average human walking speed), although some have been observed moving for short distances at a tottering wobble by taking longer strides (avg. human running pace). A Brain Bug will always be accompanied by 4D6 **Tunneler Roaches**. These will act as the Brain Bug's entourage and personal guard, and they will clear away any debris or obstacles that might hinder their leader. There will also be a heavy guard of 1D6+2 **Warriors** in attendance.

There are two small claw-like arms situated beneath the mouth. These are believed to be used for holding food while feeding. A single, slender claw is found folded just inside of the mouth. This may serve any of several purposes, but the most common ideas have been that it is used like a tongue, to taste food and also to drink water and other fluids since it seems to be hollow like a syringe. It also seems to have another use. The Brain Bug has the ability to punch/stab the claw through the cranial shell of another creature, then ingest the brain matter and acquire all of their victim's knowledge. Though it appears that the creature has the capability of speech, it communicates with its hive members and allies by means of telepathy.

NPC Villains ----- Not available as player characters.

Alignment: Considered Diabolic evil by human standards.

Attributes: **I.Q.:** 3D6 + 12, **M.A.:** 4D6 + 10, **M.E.:** 4D6 + 10, **P.S.:** 4D6 +

16, **P.P.:** 3D6, **P.E.:** 3D6, **P.B.:** 1D6, **Spd:** 2D6 (3D6 + 2); I.Q. is usually of genius level; the creature is cunning, deceptive and treacherous.

M.D.C.: 2000

Horror Factor: 14

Magic Abilities: None.

P.P.E.: 1D6 x 100

Psionic Abilities: All sensitive and all super.

I.S.P.: 4D6 x 100; all psi-powers are equal to a 2D6 + 2 level Master Psychic.

Natural Abilities: Multi-spectrum vision equivalent to cybernetic multi-optics eye and radar (range 200 feet/61 m). Bio-regeneration 1D6 x 10 M.D.C. and complete regeneration of appendages and eyes within 24 hours. Night vision 1000 yards/meters, See the Invisible, Impervious to poisons, toxins, drugs, and disease; and is resistant to cold, heat and fire.

Special Ability: Can punch through the skull of their victim with their claw, ingest the brain matter and attain an understanding of all information that the individual possessed. This allows them to understand/speak their opponent's language as well.

Experience Level: Average 1D6+4

Combat: 6 attacks per melee by hand-to-hand and/or by psionics.

Damage: They have a single palp-like claw that retracts into the mouth. Claw strike 1D6 M.D. or a

restrained jab (pulled punch) 4D6 S.D.C.

Bonuses: +10 on initiative, +6 to pull punch/jab, +6 to roll with impact, +12 to save vs. horror factor, +4/+15% on all saving throws in addition to attribute bonuses.

R.C.C. Skills: Generally not applicable. Most will know all demon & monster lore and psychic lore at 88%. Whatever other knowledge they require can be taken from an opponent (See Special Ability).

Size: 15-20 feet (4.5-6 m) tall, 10-12 feet (3-3.6 m) wide and 30-50 feet (9-15 m) long.

Weight: 2 metric tons or more.

Enemies: Anyone and anything that is not of their hive or sister hives.

Warrior Bugs

The Warrior Bugs (Uropygi)

These are the soldiers and heavy-lift workers of the hive. They have a large yellow, dark brown and black pod-shaped, heavily armored carapace body set atop 4 long insect-like legs ending with sharp-spiked points, a large two-piece head which fulcrums like a huge pair of pliers, 4 small, dark eyes are located at the rear of the upper and lower jaws and give the warrior a 270 degree field of vision, and 2 arms ending with elongated spearlike talons which can reach outward in nearly any direction to grab, clasp and punch through their opponent.

Warriors generally attack in swarms, or at the very least in twos and fours. Attacks are always a killing frenzy, unless directed otherwise by the hive leaders (see **Brain Bugs**). Any intruder into their territory is considered to be an invader and is met with massive counter-force. Warriors are highly aggressive and prefer to attack in waves of thousands or even tens of thousands, killing with swift lunges, piercing their enemies with claws, mandibles and legs. They then rend their opponents apart in terrifically horrific exhibitions of blood and flesh.

The average size hive will have between 1000 and 5000 warriors. Some of the larger hives can produce in excess of 10,000 to 25,000 warriors.

NPC Villains ----- Not available as player characters.

Alignment: Considered evil by human standards

Attributes: **I.Q.:** 1D6, **M.E.:** 1D6 + 6, **M.A.:** 1D6 + 6, **P.S.:** 3D6 + 30, **P.P.:** 3D6 +

22, **P.E.:** 5D6, **P.B.:** 2D4, **Spd:** 3D6 x 5 + 3. Considered to have superhuman strength and endurance.

M.D.C. by Location:

Main Body ----- 800

*Legs (4) ----- 100

*Arms (2) ----- 50

*Head (upper & lower jaws) ----- 100 each.

(*) These targets are difficult to hit, requiring a called shot at -4 to strike.

Horror Factor: 17

Magic Abilities: None.

P.P.E.: 4D6

Psionic Abilities: Telepathy between hive members.

I.S.P.: 2D6 x 10 plus 10 per level.

Natural Abilities: Multi-spectrum vision equivalent to cybernetic multi-optics eye and radar (range 200 feet/61 m). Regenerates lost M.D.C. at the rate of 1D4 x 10 M.D.C. per 8 hour rest period. Able to psionically recognize and communicate with members of their own species, and other allied insectoids.

Experience Level: Average 1D6

Vulnerabilities/Penalties: Takes double damage from psionic attacks. Takes full damage from M.D. fire, plasma, nuclear, and magic. Movement penalty of - 20% to - 45% when moving across soft sand, swamp or

marsh.

Combat (Natural abilities): 6 hand-to-hand attacks at level one; add one more attack at levels three and six.

Damage: Claws 6D6 M.D. Mandibles 2D6 x 10 M.D. Leg Strike 1D4 x 10 + 20 M.D.

Bonuses: +4 on initiative, +5 to strike, +5 to parry and dodge, +3 to roll/pull punch, +3 save vs. magic, +12 to save vs. horror factor. All in addition to attribute bonuses. Add +1 to strike at level four, and +1 to parry and dodge at levels three and six.

R.C.C. Skills: Skills limited to track by vibration 80% + 3% per level and climbing 60% + 5% per level.

Average Life Span: 20 Years

Size: 10-15 feet (3.0-4.5 m) tall and 12-18 feet (3.6-5.4) long, not including leg-span.

Weight: 550 kg (1200+lbs)

Enemies: Anyone and anything that is not of their hive or sister hives.

Hopper Bugs

Hopper Bug (Opiliones)

Another of the vicious protectors of the hive are the Hoppers. These iridescent green and black insects have a similar appearance to their Warrior cousins, except that they are slightly smaller, have different coloring, possess a stinger-type appendage beneath their belly and they have a set of shimmering wings mounted on their backs.

There are generally between 10 and 50 Hoppers in the smaller sized hives. The larger hives will breed between 100 and 300 Hoppers. A major hive community might have as many as 800-1000 Hoppers. Although they can move along the ground in a similar manner as their cousins, they prefer to launch themselves into the air with powerful jumps and then glide forward in a sort of "straffing-run."

They possess the same form of plier-like mandibles and a pair of claw-like arms as the Warriors. Their special combat talent comes in the form of their ability to cut through an opponent with the razor-sharp leading edge of their wings (usually a very quick decapitation).

Although they can only make short-distance hop-glide movements (glide ratio: 1:3), they have been known to reach a forward speed of 241km/hr (150mph). This is more than enough momentum for their wings to have the leverage to cut through an opponent's body.

The Hoppers will usually attack in 2's or 4's, but larger waves are not unheard of. It is safe to assume an attack will have 2D4 Hoppers, especially if there is any higher ground in the immediate area from which they can launch.

NPC Villains ----- Not available as player characters.

Alignment: Considered evil.

Attributes: **I.Q.:** 1D6, **M.E.:** 1D6 + 6, **M.A.:** 1D6 + 6, **P.S.:** 3D6 + 22, **P.P.:** 4D6 +

6, **P.E.:** 5D6, **P.B.:** 2D4, **Spd:** 1D6 x 10 (ground) 1D4 x 100 (air). Considered to have superhuman strength and endurance.

M.D.C. by Location:

Main Body ----- 400

*Hind Legs (2) ----- 50

*Fore Legs (2) ----- 30

*Attack Claws (2) ----- 20

*Stinger ----- 20

**Wings (2) ----- 200 S.D.C. (Surface sheet), 20 M.D.C. (Sharp leading edge)

*Head (upper & lower jaws, eyes {4}) ----- 50 each.

(*) These targets are difficult to hit, requiring a called shot at -4 to strike, -8 while in flight.

(**) The wing surface is a near transparent sheet of fibrous webbing. Only the razor-sharp leading edge has the chitinous armor.

Horror Factor: 17

Magic Abilities: None.

P.P.E.: 4D6

Psionic Abilities: Telepathy between hive members and See Invisible.

I.S.P.: 2D6 x 10 plus 10 per level.

Natural Abilities: Multi-spectrum vision equivalent to cybernetic multi-optics eye and radar (range 200 feet/61 m). Regenerates lost M.D.C. at the rate of 1D4 x 10 M.D.C. per 8 hour rest period. Able to psionically recognize and communicate with members of their own species, and other allied insectoids. Can jump and glide for extended periods. Jump range; 50+ meters, Glide ratio 1:3.

Experience Level: Average 1D6 + 2

Psionic Powers: Telepathy between hive members and See Invisible.

Vulnerabilities/Penalties: Takes double damage from psionic attacks. Takes full damage from M.D. fire, plasma, nuclear, and magic.

Combat (Natural abilities): 6 hand-to-hand attacks at level one; add one more attack at levels five and seven.

Damage: Claws 4D6 M.D. Mandibles 2D4 x 10 M.D. Legs 1D4 x 10 M.D. Wings 2D6 M.D. Stinger 1D6 x 10 M.D.

Bonuses: +4 on initiative, +6 to strike, +7 to parry and dodge, +5 to roll/pull punch, +3 save vs. magic, +12 to save vs. horror factor. All in addition to attribute bonuses. Add +1 to strike at level five, and +1 to parry and dodge at levels five and seven.

R.C.C Skills: Skills limited to track by vibration 80% + 3% per level, track by sight 60% + 5% per level, climbing 40% + 5% per level.

Average Life Span: Approximately 20 Years

Size: 5-8 feet (1.5-2.4 m) tall and 10-15 feet (3.0-4.5 m) long, not including leg-span.

Weight: 485 kg (1070+lbs)

Enemies: Anyone and anything that is not of their hive or sister hives.

Tanker Bugs

Tanker Beetles (Amblypygi)

These are the second largest of the Bugs. They act as the hive's mobile artillery. A typical sized hive would have between 100 and 700 Tankers, with some larger hives having 1200 to as many as 10,000 Tankers to commit to a battle line.

A mottled dark gray and black, they are usually caked with brown dirt and mud which gives them a camouflaged appearance. Their eyes are located midway up on the head, beneath a protruding armored forehead. They also seem to have a green, luminous glow that is very obvious at night. Like their Warrior cousins, they are very aggressive and are not timid to the attack. Though they generally attack alone or in pairs, they will also operate in tandem with a wave attacking Warriors.

NPC Villains ----- Not available as player characters.

Alignment: Considered evil by human standards.

Attributes: **I.Q.:** 2D4, **M.E.:** 3D6, **M.A.:** 2D4, **P.S.:** 3D6 + 50, **P.P.:** 4D6, **P.E.:** 5D6, **P.B.:** 2D4, **Spd:** 2D6 + 3. Considered to have superhuman strength and endurance.

M.D.C. by Location:

Main Body ----- 2000

Legs (6) ----- 200

Head (*mandibles, eyes and spit-nozzle) ----- 80 each

(*) These targets are difficult to hit, requiring a called shot at -4 to strike.

Horror Factor: 18

Magic Abilities: None.

P.P.E.: 4D6

Psionic Abilities: Telepathy between hive members.

I.S.P.: 2D6 x 10 plus 10 per level.

Natural Abilities: Multi-spectrum vision equivalent to cybernetic multi-optics eye and radar (range 200 feet/61 m). Regenerates lost M.D.C. at the rate of 1D4 x 10 M.D.C. per 8 hour rest period. Impervious to fire, heat and cold. Able to psionically recognize and communicate with members of their own species, and other allied insectoids.

Experience Level: Average 1D6+2

Vulnerabilities/Penalties: Takes double damage from psionic attacks. Takes full damage from M.D. plasma, nuclear, and magic.

Combat (Natural abilities): 5 hand-to-hand attacks; add one additional attack at levels three, five and seven.

Damage: Crush/stomp 4D6 M.D., Mandibles (cutting/chewing) 6D6 M.D. Flaming bio-corrosive acid 2D6 x 10 M.D. (Range: 50 meters). Each Tanker carries approximately 1 metric ton of acid within its large rear carapace.

Bonuses: +4 on initiative to spit/spray, +6 to strike, +6 to parry and dodge, +4 to roll with punch/fall, +3 save vs. magic, +12 to save vs. horror factor. All in addition to attribute bonuses. Add +1 to strike at level five and seven.

R.C.C. Skills: Skills limited to track by vibration 80% + 3% per level and climbing 60% + 5% per level.

Average Life Span: 50 Years

Size: 20-35 feet (6.0-10.5 m) tall and 80-120 feet (24.0-36.0 m) long. Not including leg-span.

Weight: 7-10 metric tons.

Enemies: Anyone and anything that is not of their hive or sister hives.

Plasma Bugs

Plasma Bug (Solifugae)

These are the largest bugs in the hive. They are huge, slow moving creatures that resemble a cross between a glowing tick and a firefly. They are deep gray to black in color and their large bulbous rear half glows with the bright pale blue of trapped energy. There may only be 1D6 Plasma Bugs in an individual hive, but they will most certainly join with the Plasma Bugs from other hives to repel a planetary assault. It is a mystery how these creatures can produce such a large amount of pure high-energy plasma (though many believe it to be a form of natural magic); as well as how they are capable of hurling that energy into the sky and up into high-orbit. These bugs are extremely slow moving as well as being very dimwitted, therefore making them fairly non-aggressive in a terrestrial confrontation. It is for this reason that a individual Plasma Bug will always have 2D6 Tunneler Roaches and 1D4 Warriors nearby as protection from ground attack. The bugs seem capable of expelling a huge ball of plasma energy every 30 seconds, and will usually be herded to another firing location by the Tunneler Roaches.

NPC Villains ----- Not available as player characters.

Alignment: Considered evil by human standards.

Attributes: **I.Q.:** 1D4, **M.E.:** 2D6, **M.A.:** 1D4, **P.S.:** 3D6 + 52, **P.P.:** 2D6, **P.E.:** 2D6 + 28, **P.B.:** 2D4, **Spd:** 1D4. Considered to have superhuman strength and endurance.

M.D.C. by Location:

Main Body ----- 1500

Legs (8) ----- 200

Head ----- 100

Horror Factor: 16

Magic Abilities: Plasma Ball: A form of the Fire Ball spell, but done with balls of high-energy plasma 10-20

feet in diameter (P.P.E. cost: 50). Plasma is spit out from the creature's rear and lobbed into high planetary orbit.

P.P.E.: 2D6 x 1000

Psionic Abilities: Telepathy between hive members.

I.S.P.: 2D6 x 10 plus 10 per level.

Natural Abilities: Multi-spectrum vision equivalent to cybernetic multi-optics eye and radar (range 200 feet/61 m). Regenerates lost M.D.C. at the rate of 1D4 x 10 M.D.C. per 8 hour rest period. Regenerate lost P.P.E. at the rate of 1D6 x 100 + 200 per 8 hour rest period. Impervious to fire, heat and cold. Able to psionically recognize and communicate with members of their own species, and other allied insectoids.

Experience Level: Average 1D6+4

Vulnerabilities/Penalties: Takes double damage from psionic attacks.

Combat (Natural abilities): 1 attack every other melee (2 attacks per minute) at level five; add one more attack at levels seven and nine.

Damage: Plasma Ball 2D6 x 1000 M.D. (Range: 200 miles), Crush 4D6 M.D., Mandibles (cutting/chewing) 6D6 M.D.

Bonuses: +2 to strike, +5 to roll with punch/fall, +3 save vs. magic, +12 to save vs. horror factor. All in addition to attribute bonuses. Add +1 to strike at level seven and nine.

R.C.C Skills: Skills limited to track by vibration 40% + 5% per level, track orbital object 60% + 5% per level.

Average Life Span: 20 Years

Size: 40-60 feet (13.3-18.2 m) tall and 90-150 feet (27.3-45.5 m) long and 50-70 feet (15.2-21.2 m) wide. Not including leg-span.

Weight: Approximately 70 metric tons.

Enemies: Anyone and anything that is not of their hive or sister hives.

Demon Entity

The Demon Entity is a very intelligent and powerful possessing entity. It relishes human torment and agony, and like other entities, it is a psychic vampire, feeding on the P.P.E. of its victim and those around it. Once it has possessed someone, the Demon Entity is in complete control of the body, leaving the original owner of the body helpless and powerless to do anything but watch the creature's mayhem through the victim's own eyes; a process that often drives the original owner savagely insane.

Once the entity is in firm control of its new body, the body turns several shades darker, begins to grow curved horns, and the teeth elongate into fangs. This demonic transformation is permanent and cannot be reversed. The Demon Entity will then begin its chaotic and murderous binge of death and destruction.

If the Demon Entity can be forced from the body (only Exorcism will work), the now murderously deranged original intellect gains control over the transformed body, and continues on the entity's rampage. A favourite tactic of the Demon Entity is to possess and transform one member of a party of adventurers, let the victim's friends capture the demon, and then leave that body (with the now murderously insane original occupant in control) to possess another member of the party.

Demon Entity

Alignments: Miscreant and diabolic only!

Attributes (entity): **I.Q.:** 24, **M.E.:** 2D6+8, **M.A.:** 1D6

Attributes (transformed body): **P.S.:** +12, **P.P.:** +6, **P.E.:** +10, **P.B.:** same, **Spd:** x 2

M.D.C. (entity): 1D4 x 10 + 10

M.D.C. (transformed body): P.E. x 10

Horror Factor: 14

P.P.E.: 4

I.S.P.: 30, however, it can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means

that they have a virtually unlimited amount of I.S.P. when on a ley line. The conversion of P.P.E. to I.S.P. turns one P.P.E. into four I.S.P.

Natural Abilities (entity): possession of others (non-supernatural creatures only), hover and fly, empathy (no I.S.P. cost), natural state is invisible, and is impervious to all attacks except for psionic and magic.

Natural Abilities (transformed body): See the invisible, nightvision equal to day vision, the body cannot be magically transformed in any way, and is totally impervious to all attacks except psionic and magic.

Combat: The Demon Entity has four attacks per melee.

Damage: Supernatural P.S. See Rifts Conversion Book One, page 22.

Bonuses: +2 to initiative, +2 to strike, parry, and dodge. +4 to save vs. psionic and magic attack, +6 to save vs. horror factor.

Psionics: Automatic empathy (automatic and cost no I.S.P.), empathic transmission, bio-manipulation, levitation, telekinesis, sixth sense, see the invisible, death trance, telepathy, mind block, and mind bolt. Equal to an 8th level psychic.

Average Life Span: Immortal

Skills of Note: None for the entity. If the insane original owner of the body is put back in control of the transformed body, they will be at -20% to perform any skills, and be driven with insane, murderous urges.

Habitat: Any P.P.E. or I.S.P. rich environment.

Enemies: None per se.

Allies: None per se.

Glitterfly

This alien insect resembles a giant crystalline butterfly. Ranging in hue from soft pink and ruby to emerald and sapphire, this lovely creature's delicate wings refract light like a prism, casting beautiful rainbows where ever it flies. Yet despite its gentle beauty and the dazzling symphony of light that it creates as it flies, it hides a dark secret. When it is ready to lay its eggs, the Glitterfly uses the kaleidoscope of swirling, changing colours caused by its flight to mentally stun any being that beholds it. Once its victim is stunned, the Glitterfly flutters over and appears to perch itself on the victim's head for a few seconds before flying off into the jungle.

Sounds rather innocent, eh? Nothing could be farther from the truth! In reality, while the Glitterfly is sitting atop its victim, it is laying a dozen microscopic eggs on the unwitting host's head. The eggs hatch within 1D4 days of being laid, and the tiny, microscopic larva burrow down into the head and begin devouring the host's brain. After 2D4 weeks of this (subtract 1 from the victim's I.Q., M.E., and M.A. each week), the host will die. Once the host is dead, the now worm-sized larva burrow their way out of the cranium of the victim, crawl up the nearest tree, and spin themselves a cocoon, where they will stay for 3D4 days before emerging a fully grown Glitterfly.

Glitterfly

Alignments: Considered anarchist or miscreant.

Attributes (Adult): **I.Q.:** Low insect intelligence:

1D4, **M.E.:** 1D6, **M.A.:** 4D6, **P.S.:** 1D6, **P.P.:** 3D6+8, **P.B.:** 3D6+10 (never less than 20) **P.E.:** 2D6 **Spd:** 6D6

Attributes (Larva): All are approximately equal to one.

Hit Points: Both are considered to be M.D.C. creatures in a magic super charged environment like RIFTS Earth.

S.D.C.: See M.D.C.

M.D.C. (Adult): 10 + P.E.

M.D.C. (Larva): 1D4 each

Natural Armor Rating: None

Awe Factor: 10

P.P.E.: 4D6

Natural Abilities: Keen day vision, bio-regeneration 2D4 M.D.C. per hour of direct exposure to sunlight. Takes no damage from lasers, and only takes 1/10 damage from physical attacks and fire.

Bedazzle/Mentally Stun: victim must roll a save vs. mental stun, 15 or higher, plus any bonuses to save vs. insanity. If the save is failed, then the victim is mentally stunned (totally helpless; cannot even speak) by the dazzling colours of the Glitterfly for 1D4 melees.

Combat: One action per melee.

Damage: The Glitterfly (both adult and larva) is totally defenseless and unable to harm anyone except for the temporary effects of the mental stun (and when the larva is eating a host's brain).

Bonuses: +2 to initiative, +2 to parry.

Means of Elimination: Once in the brain, the larva is impossible to remove without killing the host.

Psionics: None

Average Life Span: An adult Glitterfly can live up to three years.

Habitat: Jungles.

Enemies: None per se; views animals as potential hosts.

Allies: None per se.

Physical Appearance: While originally microscopic, the larva can grow up to four inches long before cocooning itself. Emerging from its magic cocoon, the Glitterfly is 10 to 18 inches long, with a wingspan of up to two feet.

Notes: The Glitterfly can use any type of creature -mortal or supernatural- as a host for its larva.

Khuntox

No one knows where these incredibly ferocious and cunning creatures originated. Many believe them to be fiendish creations of the Gene Splicers, while others say they are the living nightmares of the corrupted European Millennium Tree. Considering the Khuntox's dark, twisted nature and their fearless brutality, either theory could be correct.

Khuntox

Alignments: Miscreant and diabolic only!

Attributes: **I.Q.:** 2D6, **M.E.:** 3D6+4, **M.A.:** 2D6, **P.S.:** 3D6+10, **P.P.:** 3D6+10, **P.B.:** 1D6, **P.E.:** 3D6+10, **S**

pd: 2D4 x 10

M.D.C.: P.E. x 10 + 5D6

Horror Factor: 14

P.P.E.: 1D4 x 10

I.S.P.: None.

Natural Abilities: Excellent vision, these hunters see equally well during both the day and night. Khuntox are resistant to heat, cold, and energy attacks (1/2 damage) and bio-regenerate 4D6 M.D. per minute. They are excellent climbers and can move through the jungle tops at twice their running speed. The most dangerous aspect of the Khuntox is their ability to blend in with their environment. They are 98% undetectable when unmoving, 80% undetectable if moving 5ft per melee or slower, 40% undetectable if moving 15ft per melee, and only 10% effective if moving any faster.

Combat: Seven attacks per melee.

Damage: Supernatural P.S. See Rifts Conversion Book One, page 22. Razor-sharp claws do an additional 1D6 M.D. to punches and kicks, and the bite does 5D6 M.D.

Bonuses: +6 to initiative, +4 to strike, parry, and dodge, +6 to dodge when swinging from tree to tree, +2 to save vs. psionics, +4 to save vs. magic.

Psionics: None.

Average Life Span: Unknown, presumed immortal.

Skills of Note: Track by Sight 90%, Track by Smell 82%

Habitat: the forests of Europe and Asia, though a few have been sold in at the markets of Atlantis

Enemies: All intelligent life forms.

Allies: None.

Physical Appearance: A virtually invisible animal with great spines protecting its body, and long over muscled arms and legs topped with razor sharp claws.

Size: 4 to 7ft tall

Weight: 100 to 250lbs

Notes: Generally solo hunters, Khuntox rarely travel in groups of more than 1D4.

Kontag Maulers

These fearless and incredibly vicious pack hunters are originally from the Pogtal homeworld, where like their Dragonslayers masters, the Kontag Maulers evolved as natural predators of the dragons. Born with a high natural resistance to magic, preternatural strength, a cunning intellect, and lethal grace, the Kontag Mauler's most impressive asset is its anti-magic breath weapon.

Kontag Mauler

Alignments: Animal; generally considered to be anarchist or miscreant.

Attributes: **I.Q.:** High animal intelligence:

2D6, **M.E.:** 3D6+6, **M.A.:** 2D6, **P.S.:** 4D6+12, **P.P.:** 3D6+12, **P.B.:** 2D6, **P.E.:** 4D6+14, **Spd:** 6D6+20

Hit Points: Considered to be a supernatural creature in RIFTS Earth.

S.D.C.: See M.D.C.

M.D.C.: 6D6 x 10 + P.E.

Horror Factor: 10 individually, or 14 for packs greater than 10 members.

P.P.E.: 4D6

Natural Abilities: See the invisible, nightvision 600ft, exceptionally keen day vision, very acute hearing (roughly equivalent to cybernetic amplified hearing), impervious to magic fire, resistant to heat and cold (takes 1/2 damage from even mega-damage fire and cold attacks), and bio-regenerates 2D6 M.D.C. per hour. They have supernatural strength and endurance, and have a high resistance to magic. Additionally, they can sense magic and psychic energy identical to the Psi-Stalker (see RIFTS, page 105).

The Kontag Mauler's most impressive weapon is its anti-magic breath weapon. Used on the Pogtal homeworld to render their dragon prey powerless before moving in for the kill, this miniature anti-magic cloud covers a 10ft by 10ft area for five minutes, and can be used once each melee. When multiple Maulers use their powerful breath attacks together, the clouds 'stick together' and cover a larger area.

Combat: Four attacks per melee.

Damage: Supernatural P.S. See RIFTS Conversion Book One, page 22. Bite: 4D6 M.D.

Bonuses: +3 to initiative, +2 to strike and parry, +3 to dodge, +4 to save vs. magic, and +6 to save vs. magic illusion (in addition to attribute bonuses).

Psionics: None.

Average Life Span: Thirty years. A female Kontag Mauler will give birth to 1D4 pups every year.

Skills of Note: Land Navigation 76%, Track by Smell 80%, Track by Sight 88%

Habitat: Dense jungle inhabited by supernatural and magical prey.

Enemies: Any and all supernatural creatures and mages.

Allies: None per se.

Size: 5ft tall at the shoulders.

Weight: 200 to 400lbs.

Notes: Kontag Maulers hunt in packs of 1D4 x 10 members.

P.P.E. Wasp

Feeding on P.P.E., these giant insect-like hive creatures are the natural predators of any magic wielding being. After finding a P.P.E. laden victim using their formidable magical senses, the wasps swarm over their target, extracting a tiny amount of P.P.E. (about one point) with each bite. While this may seem rather insignificant, a hunting swarm (2D4 x 10 P.P.E. Wasps) can render a mage powerless in short order!

Draining their victims dry of P.P.E., the hunting swarm will return to its hive where each of the wasps secrete a honey like fluid that is rich in P.P.E. This mystic honey is then sealed into honey combs where it is later used to nourish every member of the hive.

While the mystic honey contains a large amount of magic energy (about 50 P.P.E. per ounce of the thick fluid), few creatures are able to fight off an entire hive to harvest it (typically 2D4 x 100 Wasps).

P.P.E. Wasp

Alignments: Animal, typically considered anarchist.

Attributes: **I.Q.:** low animal; about

1D4, **M.E.:** 2D6, **M.A.:** 1D4, **P.S.:** 2D6, **P.P.:** 2D6+12, **P.E.:** 2D6+10, **P.B.:** 1D6, **Spd:** 2D6 crawling, or 2D4 x 10 flying.

Hit Points: Considered to be an M.D.C. creature in a high magic environment such as RIFTS Earth.

S.D.C.: See M.D.C.

M.D.C.: P.E. + 2D4

Natural Armor Rating: None

Horror Factor: A hunting swarm has a horror factor of 8. A full hive swarm has a horror factor of 12.

P.P.E.: 1D4

I.S.P.: None.

Natural Abilities: Keen vision, and the equivalent of the spells Sense Magic and Sense P.P.E. at a level 10 proficiency (no P.P.E. cost). The P.P.E. Wasps bio-regenerate 1D6 M.D.C. per day.

Each time the wasp bites a supernatural being, creature of magic, or mage, the wasp can syphon off one (1) point of the victim's P.P.E.

Combat: Two attacks per melee.

Damage: Bite: 1 point of damage (either S.D.C. or M.D.C.; the Wasp can regulate the amount of damage it does) and can siphon P.P.E. (see natural abilities), plus a powerful sting that can easily kill an un-armoured human: 1D4 M.D.

Bonuses: +4 to initiative, +1 to strike and parry, +2 to dodge, +6 to dodge in flight, and +2 to save vs. magic. (All bonuses are in addition to attribute bonuses)

Psionics: None

Average Life Span: Fifteen months.

O.C.C.'s: None. Considered to be a supernatural predator insect.

Skills of Note: Land Navigation and Sense Water (5 miles) at 92%.

Habitat: Prefer hot, wet climates such as jungles. The wasps' hive is usually built in hollowed out trunk of giant trees.

Enemies: None per se; they view creatures of magic and mages as potential food sources.

Allies: None per se.

Physical Appearance: Virtually identical to terrestrial wasps, except for the fact that they are four to six inches in length.

Notes: If the magic honey could be safely removed from the wasps' hive (the wasps themselves work quite hard to ensure that their food supply is not pilfered), it could easily sell for 10,000 credits per ounce to mages on the black market.

Shavada Demon R.C.C.

Long before the Coming of the Rifts the Australian outback was a treacherous place for both aborigines and the explorers who roamed it's landscape. Unique and deadly creatures of all size and shape were encountered at every turn. When the mystical energy of the apocalypse tore across the land and dimensional rifts opened a door to every wasteland in the multiverse, the outback was transformed into an even deadlier and savage place.

From one these dimensional doorways came a race of beings that are a testament to the ingenuity of demonic evolution. The serpentine Shavada are true Demons in every sense, nomadic predators feeding on the suffering and death of their victims. Hunters and warriors, these creatures roam the Australian Outback as freelance mercenaries and practitioners of any other trade associated with death and war. Shavada Demons can always find a place in the ranks of pirates, bandits and cutthroats of all kinds, trading their combat skills for wealth, power and the chance to kill. The Shavada are P.P.E. vampires similar to psi-stalkers except they do not need any other nourishment, save for the agony of their prey. These demonic warriors are not completely single minded and can be used as player characters, but they will always seek out the field of battle, for Shavada are at home in the midst of chaos.

The Shavada came from a strange dimension where they have existed for eons upon a desolate world that is constantly raked by seasonal meteor showers. The hostile environment coupled with other demonic rivals, caused the serpentine Shavada to develop potent natural defenses. In combat Shavada demons use their unique body armour, magic, and incredible speed to great advantage, coming out of nowhere to strike at their unwary victims. Besides their significant natural abilities Shavada Demons are fond of using high-tech energy weapons, and bladed melee weapons of all kinds.

Alignment: any but lean towards evil

Attributes: **I.Q.:** 4D6, **M.E.:** 4D6, **M.A.:** 3D6, **P.S.:** 4D6, **P.P.:** 5D6+20, **P.E.:** 5D6, **P.B.:** 2D6, **SPD.:** 2D6 x 10 supernatural attributes.

M.D.C.: P.E. + 300

Horror Factor: 16

P.P.E.: 2D6 x 10 + 2D6 per level.

Natural Abilities: Impact resistant natural body armour, 1/10 damage from all kinetic energy (fists, rail guns, explosions, ...). Lightning reflexes, see attributes. Nightvision to 1000ft. Bio-regenerate 2D6 MD/minute. See the invisible. Sense P.P.E. (as psi-stalker). Knows all languages.

Combat Bonuses: +5 to dodge, +3 to parry, +4 to roll, automatic roll, auto dodge, +2 to initiative, +3 attacks per melee.

Damage: As per supernatural strength tables.

Magic: Shadow Meld, Armour of Ithan, Carpet of Adhesion.

Notes: To sustain itself a Shavada demon must kill and consume the P.P.E. of a medium sized creature every two weeks or suffer starvation. Shavada also take double damage from rune weapons.

Weight: 450 - 520 lbs.

Size: Stand 6-8 feet tall, 30-40 feet long.

Syslentalz Predator

The Syslentalz is a supernatural creature from another world. Little is known about this intelligent animal other than its ferocious strength and lethal grace. It is a malicious winged predator that attacks and devours anything that moves.

Syslentalz

Alignment: Considered evil or selfish.

Attributes: The number of dice rolled is as designated: **I.Q.:** High animal intelligence, 1D6+2, **M.E.:** 3D6, **M.A.:** 1D6, **P.S.:** 4D6+12, **P.P.:** 3D6+10, **P.E.:** 4D6+8, **P.B.:** 2D4, **SPD:** Running: 5D10, Flying: 5D10 + 160 mph.

M.D.C.: 3D4 x 10 +20; they are supernatural creatures and become mega-damage on RIFTS Earth.

Horror Factor: 10 for individual Syslentalz, 12 for groups of up to twenty, and 14 swarms of twenty or more.

P.P.E.: 2D4 x 5

Natural Abilities: Exceptional long range vision (two miles), superior night vision (can see in one-tenth the light needed by humans), superior winged flight, natural radar, bio-regenerate 5D6 M.D. per hour, normal leap is about 30ft (9.1m) across and 20ft (6.1m) high. While resistant to M.D. fire (half damage), they are quite vulnerable to cold and are rarely found in regions where the temperature drops below freezing.

Combat: Four attacks per melee.

Bonuses: +7 on initiative, +6 to strike, +6 to dodge while hovering or flying at speeds less than 90mph, +8 to dodge while flying at speeds greater than 90mph, +2 to save vs. poison in addition to attribute bonuses.

Damage: Bite does 2D6 M.D. (huge, powerful jaws and canine teeth), claw strike does 3D6 M.D. (clawed hands with large retractable claws), power claw strike 6D6 M.D. (counts as two attacks), kick does 2D6 M.D., and strike from spiked tail 2D4 M.D.

Vulnerabilities: The creature cannot stand the cold. Exposure to freezing or below freezing temperatures will inflict 2D6 M.D. every minute. Shards of ice can be used like a dagger or club and do 1D6 M.D. each (snowballs inflict one M.D. point of damage each). Mega-damage cold and M.D. magic cold do double damage.

Magic: None

Psionics: None

O.C.C.: None; an animal-like predator.

Skills of Note: Language is composed of roars, whines, and whistles, but can learn to understand the basics of at least two languages much like a normal horse or dog (level of comprehension is 60%). Track by sight 85%, prowl 40%, swim 40%, and climb 70%.

Average Life Span: 120 years.

Value: None other than sale to a gladiatorial arena, and even then, only 10,000cr at most, due to their savageness and un-trainability.

Habitat: Desert. Tribes will often live in networks of caves.

Enemies: Anything that moves.

Allies: Non per se.

Size: 5ft (1.5m) tall, with a wing span of about 10ft (3m).

Weight: 200 to 300lbs (90 to 135kg).

Notes: A female Syslentalz will lay 3D4 eggs every ten months. The eggs are protected by the entire tribe, and hatch within five months. Young take two years to mature.

Tribes are generally 20 to 120 members large. They always hunt in packs of 6D6.