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By Brandon Aten and Taylor White

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Dedications

This book goes out to Kevin for giving me the opportunity to realize a dream I didn't even know existed. To Brandon for being social when I can't. To Joe from Long Island for giving me a ride to the airport even though he thought I was going to steal his car. Just like you asked, I'm telling everyone how great New Yorkers are. And of course to my Fuchikoma boys, holding it down for PB in the 502.

– Taylor White, 2006

I dedicate this book to Martha, the one woman who loves the fact that I'm a dork and fully supports it. To my father, my best friend and my biggest fan. To my mother for always encouraging an overactive imagination. To Shannon for just being there. To Mason for being the most perfect nephew. To Taylor for always knowing how to scare the crap out of me. To the Fuchikoma Clan for keeping Rifts® alive. And finally, to Kevin S. and the rest of the Palladium crew for giving us the opportunity to leave our little mark on the Megaverse.

– Brandon K. Aten, 2006

To the Heroes of the Megaverse® whose help has kept Palladium going long enough to publish Madhaven and hopefully many more titles to come. Stay pure of heart and keep those imaginations burning bright.

– Kevin Siembieda, 2006

The cover, by *Mark Evans*, depicts an area in Madhaven where a few tall M.D.C. buildings still stand. A crew of mercs and techno-scavengers have come in search of their comrades, but all that's left of them is the blasted remains of one of their giant robots and evidence of an unfinished excavation. If they're smart, these newcomers will get out before they meet a similar fate.

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Rifts® World Book 29:

Madhaven

Written by: **Brandon K. Aten, Taylor White & Kevin Siembieda**

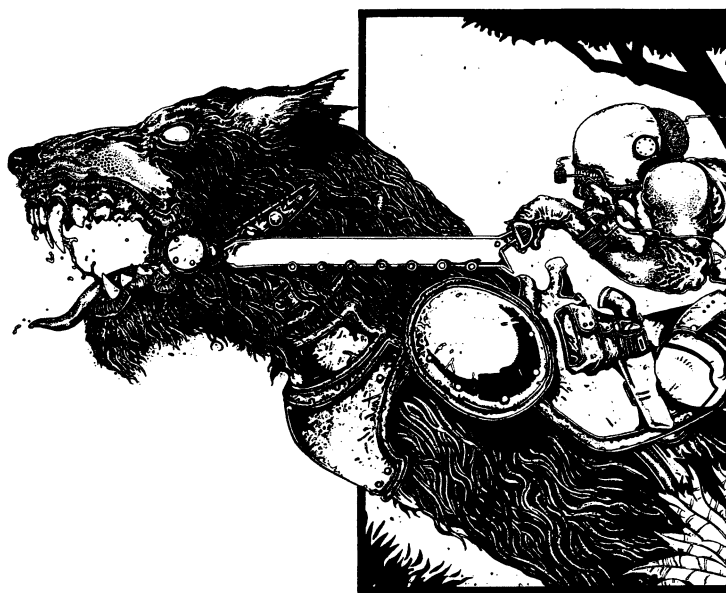
Editors: **Brandon Aten**
Alex Marciniszyn
Wayne Smith
Kevin Siembieda

Proofreader: **Julius Rosenstein**

Cover Painting: **Mark Evans**

Interior Artists:

Nick Bradshaw
Kent Burles
Apollo Okamura
Freddie E. Williams II



bradshaw
2006

Art Direction & Keylining: **Kevin Siembieda**

Maps: **Taylor White**

Typography: **Wayne Smith**

Based on the RPG rules, text, characters,
concepts and Megaverse® created by **Kevin Siembieda**.

Special Thanks to Brandon and Taylor, whose wild and fabulous ideas fill this book, newcomer Nick Bradshaw, whose artwork inspired the Madhaven Mutants, Mark Evans for a cover painting that captures the scope of Madhaven, Kent, Apollo and Freddie, whose friendship is of even greater value than their artistry, and to the madmen of Palladium Books, Alex, Wayne, Julius, Hank, Jeff, Kathy, and the rest, without whom I'd be lost.

– *Kevin Siembieda, 2006*

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A few words from one of the Authors

I remember my first visit to New York City. It was early last century. 1901, I believe. I came over on a ship from Spain after a three-week trek across Europe from my home in Sicily. I arrived at Ellis Island and they found I had a case of smallpox. I was too young to know what that was, but they did keep me for three months in a little room overlooking New York Bay. To keep myself company I hummed a little tune that I learned a long time ago.

Wait. That's *The Godfather Part 2*. That wasn't me.

Okay, I remember now. It was August, 2003. I went to Manhattan for a job interview with an independent film production company. Unfortunately, my flight was delayed a couple of days because of the massive blackouts all over the Eastern Seaboard. I emailed my interviewer and promised I'd be there as soon as the airports opened up. A day or two later, the problem was over and things were back to normal.

When I took my first steps up from Penn Station onto the street, I promised myself I wouldn't gawk like a tourist. I mean, it's not like I've never seen taxicabs and tall buildings before. Ah, but I couldn't help myself. My first sights were the enormous skyscrapers, streets clogged with traffic, and so many people. I forgot myself and I gawked like some kind of Kentucky hayseed. And this wasn't even the really crazy part of Manhattan. This was nothing.

From that moment on, New York had me. I'd never seen anything like it. Chicago, Los Angeles, San Francisco, Baltimore, none of these places meant anything when compared to the magic of New York City. Manhattan. The Big Apple. The closest thing I can compare the feeling to is falling in love with someone at first sight, but without really knowing them. Suddenly, everything I'd ever read or seen or heard about this city made sense to me. It was like walking on the moon. I walked up through Times Square, which I found to be ridiculously overbearing, exciting, gaudy, and powerful all at the same time, up to my hotel. Even before unpacking, I called the interviewer for the job I was there for, and let them know I was in town and eager to show them my work.

Ah, and then my first heartbreak. The city that I had fallen in love with had dealt me the first blow of our affair together. They hired someone else, just the day before, and didn't bother to let me know. I was devastated. I felt like turning around and heading back home right then. But then I glanced out the window and remembered something as I watched all the little people below me on the street. I was in *New York City*. I had two and a half days left, and would make the best of it.

I spent that time wandering the streets of Manhattan, just taking everything in. My lost job interview was totally forgotten. I didn't care anymore. I was in the greatest city on earth, and nothing was going to stop me from enjoying it.

Fast forward a year and a couple of months. My friend Brandon and I were discussing writing a **Rifts® World Book**. Ah, but what area of the world should we cover? What area had not been done yet that interested us? India? Not for us. The Middle East? Nah. Eastern Europe and the southern Slavic States? Nope. Antarctica? Oh please. Then we had an epiphany. **Madhaven**. The New York City of Rifts Earth. So little had been written about it, and the very mention of its name shouted adventure.

So that's where it started. With a single notion, and yet it feels almost like this book was waiting for us to write it. I don't personally believe in *destiny* or such things, but it almost felt like we were *supposed* to write this book. I had such a clear vision of what I wanted it to be. All of our ideas worked so well with each other. Everything just fell into place.

Personally, our vision for Madhaven was to bring a completely different kind of experience to the **Rifts®** game and its fans. There is little argument that **Rifts®** lends itself to "power gaming." And certainly the fantastic powers, wildly imaginative character archetypes, and massive weapons of war that make up so much of the game help **Rifts®** earn that reputation. Sometimes, it almost seems too easy to solve your characters' problems by blowing them off the atlas. Don't get me wrong. This is an intrinsic and fun part of the game, and one which I love to death.

Be that as it may, I also enjoy a large measure of variety and fresh experiences. Knowing **Rifts®** as well as I do, I knew that variety and fresh ideas were possible. There have been so many ideas in every book, and over the years, the game has seemed to re-invent itself numerous times.

So we took the approach of making **Madhaven** the ultimate challenge to every G.M. and player who thinks they've seen it all and beaten it all. We wanted it to be strangely familiar, but unlike anything that **Rifts®** players had ever seen. And most of all, we wanted it to be *dangerous* to every type of character, from Headhunters to Power Armor Pilots, from mages to psychics, from dragons to demigods, and everything in between.

Madhaven is a place where no one race, faction, or individual has the upper hand. The only ones even close are the myriad types of *ghosts* and *Entities*, but even they have their weaknesses, and no structure or organization between them, as you will soon see.

The Haven Mutants, strange subterranean creatures who are descended from Golden Age New Yorkers, and the *Entities* wage a constant war against each other, with neither group able to harm each other in any substantial way. The mutants must also contend with *giant worms* who can swallow a man whole and disappear into the ground in seconds. Those same worms are in turn preyed upon by the mutants, who feed on their flesh. *The Mystic Knights of the White Rose* are completely unable to deal with most of the dangers of Madhaven, but they are far from helpless, using magic and exotic animals to travel outside the ruins and fight back against the Order of Mystic Knights who seek their eradication.

In the middle of all this are people like the *player characters* – treasure hunters, mercenaries, and adventurers – who are willing to risk their lives, minds, and souls for glory, fame, and riches beyond their wildest dreams. They don't come to Madhaven very often, but they do come, hoping to be the ones to finally conquer the haunted city.

I won't lie to you. Madhaven is a very dangerous place. Death and madness lurk everywhere, hidden under every rock and in every shadow.

No one is safe in this city of broken dreams. If the characters simply blunder into the city expecting to blast anything that threatens them and cart out treasures by the truckload, they will

have a nasty surprise coming to them. Madhaven is not a place that can be conquered with guns and bombs. It takes more. Only by playing smart, doing their research, and working together, will the player characters stand a chance.

Have fun and enjoy your stay in the Big Apple.

- Taylor White, 2006

Madhaven Historic Overview

New York City

“Ever Upward” in the Golden Age

New York City was, is, and always will be a place completely unlike anywhere else in the known world. Always on the cutting edge of trends, technology, arts, and higher education, New York before the Great Cataclysm was seen as a model for other cities of the old American Empire to follow.

Long before the so-called Golden Age of Man, when the world was under constant fear of nuclear attack or terrorist strike, New York City was home to the central headquarters of the United Nations. Here legislation and many treaties that helped shape the future of the world were conceived, written, and debated.

In 2001, New York was stricken by a tragedy that was mirrored in various places in the United States, ushering in a 27 year period where the world was dominated by acts of terrorism, treachery, military vendettas and all out war across the globe. More than once New York was the target of these attacks, but many times they were thwarted and always the people rallied and rebuilt. This time period in the nation’s history saw quite a bit of development in weapons technology which had only, historically, been rivaled by the great arms developments during World War II, a fact which frightened many of the nations involved.

Faced with escalating technology that could destroy the human race, and perhaps even the majority of all life on the planet, the major players on the global scene stopped and reconsidered their position. Many nations called for a multinational conference to discuss the current state of the world and a better, brighter future. It was decided that if they were to share in each other’s future, they should share their advancements with each other in an attempt to promote trust and continuing scientific advancement. Surprisingly enough, this concept was accepted by these countries with very little resistance. With time, this would eventually lead to the Golden Age of technology and science and peace. They had seen the view overlooking the valley of death and had decided to take that step back. Little did they know that they would be nearing this same deadly precipice in no more than two generations.

The United States, Canada, and Mexico signed the North American Alliance Pact of 2035, which was touted to be a sweeping social, economic, and military coalition of unparalleled hope, power and cooperation. It effectively united the three

most prominent and successful nations in the Western Hemisphere into a collective unit by almost eliminating national borders, creating economic parity between the three, establishing open trade (by revisiting and revising both the North American Free Trade Agreement, NAFTA, and the Central American Free Trade Agreement, CAFTA), sharing of ideas and scientific achievements, the creation of a universal monetary credit system between the three, and the formation of the *Northern Eagle Military Alliance (NEMA)*. This unity made the three a power bloc to be reckoned with and inspired other nations to establish similar treaties and unions. The result was an international boom time that strengthened the global economy.

With Manhattan being one of the massive capitalist and economic powerhouses of its day, it became the city of the future, implementing new technology in the construction of stronger, taller buildings, better mass transit, superior medical capabilities, and a nexus for imported goods and technology. Economic, commercial and social changes were seen almost overnight. When the North American Alliance Pact was signed in 2035, the stock market soared and continued to climb throughout the period when advances in science and technology seemed a weekly occurrence. Visually and aesthetically, the changes could be seen through the passing of the years with new mega-skyscrapers being constructed with the smallest dwarfing the tallest buildings of the Twentieth and early Twenty-First Centuries. Truly, the architects of this period took New York’s state motto, “Excelsior” (meaning “Ever Upward”), to heart. Buildings with 100 or more stories were common as New York continuously battled to hold on to the title of “Home to the World’s Tallest Building” with rivals in China, Indonesia and India.

Within these massive canyons of steel, glass and concrete, a new world was being developed. NEMA housed its Northeastern Headquarters within the city and even had a special underground bunker capable of housing a full armored battalion as well as support troops. The Financial District had also grown by leaps and bounds, with new skyscrapers filling the skyline of the southern tip of Manhattan as quickly as companies could acquire the property. The Island of Manhattan was becoming packed with massive, monolithic structures and mega-corporations lobbied to buy up residential property and persuaded government officials to re-zone the land for use by corporate entities. New York became the home to many of the new corporations of the so-called Golden Age. Cyberworks and the German corporation Triax, among many others, established massive office and research and development compounds in and around the city. Soon, the Bronx, Brooklyn, Harlem (northern

Manhattan), Queens, Staten Island and the surrounding cities of New Jersey were all covered with towers of glass, metal and concrete stretching ever skyward.

In 2064, the World Exhibition returned to Queens, a full century since it had been in Flushing Meadows. The Exhibition was held in Queens for two main reasons, the first being its centennial significance, and the other being its close proximity to the corporate offices of many of its exhibitors. New advances in science and technology were brought from all over the world for other researchers to compare their similar products, and for the public to first witness the advancements of the new Golden Age in which they were now living.

Biotechnology took up half the Exhibition, with breakthroughs in medicine that included artificial skin and organs, and advancements in true cybernetic and bionic systems, as well as new methods of organ transplants, living skin tissue and organs, new applications in cloning techniques, and much more.

Among some of the most notable exhibits were the following.

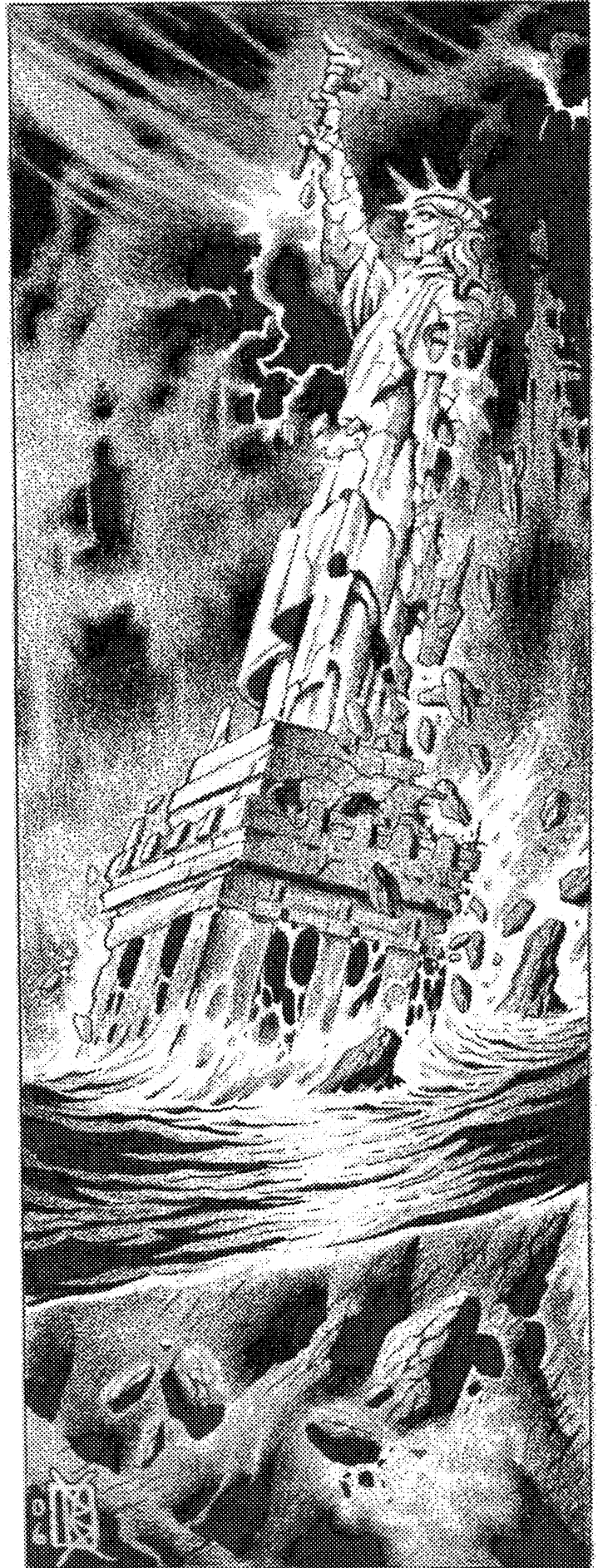
For the first time, people got to see a “real” sci-fi style robot – a life-sized walking, talking, and agile humanoid robot A.I. (artificial intelligence). Its developers told visitors how robots with true A.I. would soon be assisting NEMA and other military and police forces around the world. That robots would be a wonderful aid to humans and might even take the place of human soldiers in war, hazardous environments, fire and rescue, and other applications.

The debut of a new form of nano-tech created (Mega-Damage) concrete from the American Construction Corporation. The concrete material was lighter yet stronger and more durable than steel or any building material ever created before. It offered the promise of hurricane, tornado, tsunami and earthquake proof structures. Not only that, but structures built with the Mega-Concrete should last hundreds of years with minimal deterioration.

New carbon fiber cloth and plates were presented by the new, but promising German company known as *Triax*. It debuted lightweight armor and materials with tensile strengths which were over 100 times stronger than Kevlar and could stop bullets with absolutely no damage to the fabric or plating. The carbon fiber products were being manipulated on a molecular level and new *Triax* nano-tech was modifying the materials for use in automotive, hover vehicle, and construction product lines as well as military applications. The latter included an exoskeleton suit called the *Uni-Max X-003*, providing the suit’s wearer/user with enhanced robotic speed and strength.

Laser and energy devices for communication, 3D holographic systems, medical surgery, and combat uses were a huge part of the Exhibition. It was a revolutionary *laser resistant chrome plate* developed by the KLS Corporation for US military applications, however, that drew massive crowds for every sensational demonstration. These technologies and a plethora of others were premiered at the Exhibition, but research and development on them would continue, only to take a drastically different turn a short time afterwards.

Around 2075, private companies and government agencies started to perfect and promote *human augmentation*. Through chemical and bionic augmentation the researchers found that they could turn ordinary men and women into superhumans.



Likewise, ordinary soldiers could don a mechanical suit and become a walking tank. These areas of augmentation showed immediate and impressive results, and were accepted by the public with great excitement. Manipulation of the genetic structure, however, although the most promising area of research, was looked upon as mad science, unnatural and dangerous. Regarded with fear and suspicion, an international ban on cloning and strict guidelines limiting *human* genetic augmentation to solely medical applications was signed by all nations.

The age of advancement was coming to an end. Technology was increasingly proprietary and nations, as well as corporations, looked upon each other as competitors and rivals. Sharing was gone, replaced by secrets (and lies). What might have ultimately resulted from it will never be known. America thrived, as did its partners, Canada and Mexico. Other global powers rose in China, India and elsewhere. Then it all came to an abrupt end.

The Coming of the Rifts

New York (and the surrounding area), the new technological center of the country, thrived and grew to epic proportions. Its 21 million population hustling and bustling along its gleaming streets.

A few days before Christmas, 2098, the entire world imploded. No level of technology could have predicted it. Only compassion and tolerance might have prevented it. And in its wake, New York City and the New Jersey coastline were wiped from the face of the planet. They never knew what hit them.

One minute the day was like any other winter day. Christmas songs streamed through the air and last minute shoppers filled the stores. The holiday cheer was interrupted by breaking news reports of devastating occurrence in South America. Reports were confusing and contradictory. Some told of a military engagement gone wrong. Others of a violent natural disaster of unknown cause and proportion. Minutes later, New Yorkers experienced the most powerful earthquake in its history. Damage was minimal, but it was followed by several smaller quakes 32 seconds to a minute apart. People froze in prayer and horror at the news that the Yellowstone Super-Volcano had erupted. In fact, the news reported a yet unknown number of other volcanoes in the "ring of fire" along the Pacific tectonic plate line were all erupting. Contact with the entire West Coast was lost. Earthquakes ravaged the continent, and reports of blue lines of energy shooting up from the ground filled the airwaves as frightened workers and Christmas shoppers began to make their way out of stores and workplaces to go home to their loved ones.

A moment later, the first of perhaps a hundred tidal waves crashed into the island of Manhattan and the entire coast of the Eastern Seaboard. Most people never survived to see the raging storms, blue lines or tears in the skies that came afterward.

Long Island saw it first. A massive 300 foot (91.5 m) tall wall of water traveling at an impossible 500 miles (800 km) per hour screamed down upon them. The wave continued down Long Island Sound which acted as a focusing channel for the fury of water, destroying the entire coastline as it went. When the wave opened into New York Harbor it smashed through the glass, steel, and concrete structures, instantly killing millions. And the waves kept coming.

And then came the Collapse. With a rumbling heave that sounded like end of the world, the earth thrust the island of Manhattan and the western edge of Long Island a thousand feet (305 m) into the air and then crashing back down 500 feet (152 m). Even the buildings made of Mega-Concrete twisted, broke in half or toppled over. Less sound structures collapsed inward into a pile of twisted steel and shattered concrete. The earth continued to quake and roll, knocking down buildings, collapsing tunnels, rupturing pipes and wiping out what life remained. New York City and most of the East Coast 100-200 miles (160 to 320 km) inland, experienced total obliteration in less than 30 minutes. Loss of life: 80-99%.

Then came the fires, the smothering ash, snow, freezing winds and the winter that lasted a generation, and that wasn't the worst of it. Freak storms, alien invasions, demon hordes and all manner of weirdness were yet to follow. In a strange way, maybe those who died in the initial chaos of what would come to be known as the Great Cataclysm were the lucky ones.

The survivors along the coast, what few of them there were, fled inland by foot, scurrying through the ruins of one city after another, searching for food, clothing, and whatever they could get to survive and protect themselves. They were in for the fight of their lives, pitted against supernatural foes, monsters and magic, as well as the elements and an environment that was constantly collapsing, shifting and changing into something new or alien . . . or worse.

Erin Tarn's Madhaven Experience

I had heard many stories about the place called **Madhaven**, but for some reason, had never had the opportunity to see it for myself. That changed a few days ago.

I can't tell you how excited I was at the prospect of seeing this legendary and historic site, but nothing had prepared me for the actual experience.

This was a side trip while I tended to other business. Passing so near the fabled ruins, I just had to see them for myself. My brave traveling companions were kind enough to accommodate my wishes, but I could see their uneasiness long before we arrived.

Even as we approached the Madhaven Peninsula the very atmosphere of the air seemed to change. The forest that precedes the region is dense and filled with alien plant life. Barbarians and Shemarrians are said to roam these woods, though I'm glad to say we didn't encounter either.

As you approach the city ruins, the forest thins and suddenly you find yourself in a wide clearing with Madhaven standing before you. The ruins are a tangle of twisted metal, concrete and overgrown vegetation. Despite what I had been told, portions of some buildings still stand, though none of them in their entirety. At least 95% have toppled over or collapsed in on themselves, forming giant piles of rubble the size and shape of hills or tall pillars like the buttes of Utah and Nevada. The sides of buildings that were sheered off during the Great Cataclysm create a network of canyons, walls and overhanging bridge-like edifices connecting one crushed building of the ruins to the next. Grass,

moss, vines and other vegetation have grown on top of the debris piles and up and throughout the standing ruins, but the carpet of green only seems to make the place seem all the more eerie. The entire area has a strange quality about it. Perhaps it is because you know you are walking through the ruins of an ancient, pre-Rifts city, where millions of people perished in the first minutes of the Great Cataclysm. Perhaps it's the weird configuration of the jagged landscape. One minute you are walking among trees or an open valley, and the next there is a lamppost or set of stone stairs or a rusted vehicle jutting out of the underbrush or the side of a hill. Nature has tried to reclaim the ruins, but for some reason, vegetation is light through much of the city. Instead, you travel through a network of hills (each one, once a building), canyons, valleys, and trails among the mountains of debris.

The city toppled and shifted in such a way that you find yourself walking under a tapestry of hanging debris and vines, or through canyons, ravines, and winding trails. The land is uneven, rocky (shattered concrete) and full of obstacles such as boulders, fragments of walls, pipes, steel beams, and vines. One minute the path is clear, the next, there is a wall blocking your way, or an abutment, or set of concrete stairs, or just a mountain of dirt and stone that you know was once a building. I couldn't help thinking that every hill was, in effect, a forgotten burial mound with the remains of hundreds or thousands of our ancestors buried within. In many places, a canopy of steel beams, cable, Mega-Damage concrete and debris hangs overhead; some covered in grass, weeds or vines. This means there are areas of the ruins with many levels of travel above the ground, as well as ground level paths and openings to tunnels below the surface.

All of this creates a tapestry of shadows that put much of the ruins in perpetual darkness that shifts with the movement of the sun. These ever-shifting shadows create an atmosphere of apprehension that quickly turns into a pervasive sense of dread and anxiety. Many of the shadows are so deep and dark that you can't see what may lurk, unseen, ahead or behind you. The canopy of debris overhead makes you wonder who or what may be on the prowl above, just as you wonder what might lurk beneath the ground under your feet; there are giant worms, monsters and mutants all said to live in tunnels underground. Furthermore, the maze of hills and debris present obstacles of giant slabs, piles of steel or stone, jagged outcroppings, jutting walls, giant mounds and sudden turns and drop-offs that force you to travel around them, completely destroying your sense of direction and, again, making you wonder what might be waiting just around the corner. The end result is a constant uneasiness. I've seen my share of strange and dangerous places, so it takes a good deal to rattle me, but I was on edge most of the trip, jumping at every little sound or movement.

We visited the site during the day, and though we caught glimpses of movement, saw a handful of giant rats, found numerous openings to underground tunnels, spied a few mutants in the distance, and heard a titanic battle beyond our range of vision (my guides told me the battle sounded to be a good 3-5 miles/4.8 to 8 km away), we were not attacked or threatened.

Some areas of Madhaven are known to be haunted by ghosts, others are populated by demons, but it is said that no land is stranger or more haunted than Madhaven. Though I did not see a single ghost, I must agree. I know this will sound crazy, but I

couldn't shake the feeling that Madhaven, itself, was alive and watching us. I don't mean alive with life, but that we were walking through the belly of a living being. I swear that even in the quietest moments I could feel the pulse of the ruins throbbing under my feet, and our every move silently observed by invisible eyes. I would hate to spend even a single night in Madhaven and understand why nobody but mutants, ghostly entities and monsters has ever tried to rebuild or settle in the ruins. How adventurers, scavengers, and prospectors can screw up the courage to dig for ancient artifacts, I will never know. It is not inviting, and I don't think I was ever more relieved to leave a place as I was to leave Madhaven before nightfall.

– Erin Tarn, September 109 P.A., in a letter to a friend.

Madhaven, what's in a name?

The room was cold. Very cold. It was as though the icy hand of Death himself was running his fingertips over the smooth cement walls, chilling them almost to the point of frosting over. The single fluorescent lamp overhead occasionally flickered, breaking up the monotony of the bland grey and white surfaces that paneled the entire room except for the single stainless steel door and the large mirror, undoubtedly one-way glass, set into the far wall. In the center of the room, directly under the flickering rail of blinding fluorescence, was a small, sturdy, stainless steel table flanked by two equally sterile looking chairs. Filling one of the squat chairs was a pale, shivering lump reminiscent of a malnourished man clothed only enough to keep his modesty. He curled himself into a tight ball to keep warm, pulling his legs to his chest as though they would run away from him if he should happen to let go. Even in the bitter cold of the room, the man had long streams of sweat running down his back, over his arms, and pouring off of his brow where it became indiscernible from the tears that were flowing from his darting, wild eyes.

Behind the glass, a tall, slender and athletic man stood staring at the person in the chair. Even though he was closer than twenty feet (6.1 m) away, he seemed more distant than the multitude of worlds and dimensions linked to this world. He had been able to persuade his superiors to allow him access to the broken shell of a man shivering on the other side of the glass, and had so far had two successful meetings with him. He hoped he had been building up a rapport of trust. Additionally, he had been allowed to personally oversee the treatment and pharmaceutical regimen of the patient. With a sigh he adjusted the video recorder mounted on the tripod to point toward the table, stepped in front of the lens, switched it on and began to speak.

"The date is January 28, 27 P.A. The time, 08:00 hours. Dr. Christian Brooks' Video Report on the ongoing psychological evaluation of a Corporal Maurice Sawyer, member and last known survivor of the Manhattan Expeditionary Force, sponsored by the State of Chi-Town in September, 26 P.A."

Dr. Brooks paused and cleared his throat.

"This is my third psychological evaluation session with Corporal Sawyer, and I believe that I have earned the trust of the patient enough to start pressing for more detailed answers. Hopefully the patient will be more receptive to my questions than he has been in past sessions. Until this point he has been exhibiting aggressive, anti-social behavior and is suffering from

extreme paranoid delusions. The subject has displayed feral behavior more akin to a savage animal; undoubtedly a disassociative state necessary to survive in the wilds of Madhaven. However, I have seen trace elements of his humanity and intelligence and hope that I can, in time, bring the subject back from the brink of madness."

The doctor pressed a button on a panel by the window which raised a thin video screen that showed the man in the room. With a wave of his pen, the image zoomed in and improved its resolution.

"As you can see by the large amounts of scarring on his arms, legs, neck, and chest, he seems to have been viciously attacked by a dog or other wild animal. Yet I believe these wounds were self-inflicted. When the patient was found, he was naked, covered in dried blood, and was trying to peel off his own skin with his fingernails. A cocktail of tranquilizers is the only thing keeping him from tearing himself apart, yet he still seems fidgety and quite aware of his surroundings."

With another wave of his pen, the image on the screen shifted to a previous session where the man was bound to a table with restraints and was screaming and thrashing about like a wild man.

"As you can see, the patient was completely incoherent. It has taken a massive amount of psychic healing and hypnosis to even enable him to communicate with me. The military intelligence with which I have been provided indicates that there is a belief among the military leadership that holds whatever killed the rest of his squad must have been something truly horrific; something capable of completely destroying the mind of a man, something no one has ever seen before. Three weeks ago, a rescue squad was sent to retrieve the members of our fourth Madhaven Expeditionary Force. Like the team before them, Team MEF-4 disappeared. They have not been heard from since their last transmission, which was ten days ago. Corporal Sawyer is the sole survivor of Team Four. Before Command will send out another team, they want Corporal Sawyer's side of what happened in Manhattan, and that is why we are here today."

A press of the button on the flat paneled screen sent it sliding back to its previous place.

"His erratic behavior has slowly stabilized and, as you can see, he seems to be much more calm. I will now approach the patient and begin my line of questioning."

Dr. Brooks stepped away from the front of the digital video recorder, walked to the simple steel door, and took out his keys.

With a loud clanking and grinding of metal against metal, the tumblers of the lock on the large steel door could be heard moving inside their small steel prison, giving way to allow the thin, lanky doctor to enter. He closed the door behind him, sending a loud ringing echo rebounding around the room from one cold wall to the other. His subject, however, just sat and shivered. Dr. Brooks looked at himself in the mirror, adjusted the collar and sleeves of his white doctor's coat and slicked back his coal black hair with a brush of his hand. When he seemed satisfied with his appearance he turned toward the chair where the lone survivor sat, soaked in his own sweat.

"Good morning, Corporal Sawyer," said the Doctor. "How are you feeling today?"

"I can't sleep." The words, quiet and raspy, escaped the man's mouth with a electrifying intensity, as though he wanted to speak as little as possible, making himself perfectly clear as not to repeat himself.

"Oh?" inquired the doctor. "Is your medication not working?" He knew very well the medication wasn't working at 100%. The amount of tranquilizers taken by Corporal Sawyer was enough to trank a horse, yet here was the Corporal awake and talking.

"I can't sleep because . . . because of the medication," spat Sawyer. "It's not real sleep. It . . . It's something else."

"I see," said Dr. Brooks as he leaned over his clipboard and scribbled some notes about the various medications in the patient's regimen.

"Well, Corporal Sawyer, I was hoping that you would allow me to ask you a few questions today. Is that alright with you?"

Sawyer took his eyes away from whatever phantasm he was glaring at so intently, and for the first time made eye contact with Dr. Brooks.

"Doctor, I'm very cold and very tired. I haven't slept in weeks. I'm not even sure that you are real or if this is another conversation with the wall, but I will answer your questions . . . and then maybe you could answer them yourself."

Sawyer broke eye contact with the doctor and began mumbling incoherently to himself. After making a few notes, the doctor continued.

"You said you're cold. Would you like a blanket or a robe?"

"No."

"Very well, Corporal." Said Dr. Brooks, "First of all, what can you tell me about Manhattan. What were your first impressions?"

"Sad."

"Sad?"

"Yes, yes. I thought it was a very sad place. I feel it in my bones. The sadness. The wreckage and the eyes watching from the ruins. That's all there was, it's all I could see. That's all any of us ever saw." His voice trailed away as the doctor continued to scribble his notes.

"Corporal Sawyer, you said you saw eyes from the wreckage?"

"Noooo. I said you could feel eyes watching you. We never saw the eyes. Never saw them."

"Um, yes. Um, Corporal Sawyer, you told me at one point that you heard noises at night. Not just odd noises, but you also said they were accompanied by strange visions. If you would, please enlighten me as to the things that you saw and heard."

"I don't know if I want to."

"Please. Take your time."

Sawyer didn't move, at first. He simply stayed curled in his fetal position atop the metallic chair and let the request sink in. The light overhead flickered, causing his eyes to dart in its direction. Gradually, he started to become more agitated and began to fidget, releasing his legs for the first time, looking as though he were trying to squirm out of an uncomfortable hole. Sawyer's eyes watered as he stared at the fluorescent light until he was sure the light had calmed and stayed at an even intensity. His gaze went to his feet when he started rambling in a

spout of nonsensical language and gibberish. The doctor tried to keep up, jotting what fragments he could, but the gibberish was too fast. Finally, it stopped and the corporal looked up at him, his eyes, momentarily clear.

"Crying. No, weeping. Sobs of fear or loss, wails of remorse and utter despair. Those are the ones that I can't get out of my head. Not just one person either, but hundreds, maybe. Thousands, maybe. Off in the distance, but you could still hear them. I tried to find the people crying. We all did, but we never could. It was like they were just out of sight, around the next hill, but when we got there . . . the crying had moved. I could always hear the people crying. Oh, and the children. I do remember them. I could hear them too. Sometimes laughing and playing. Sometimes crying. Sometimes asking questions: 'What's happening, Mommy?' 'Why are people running?' 'What's wrong, Daddy?' 'I'm scared.' 'I want to go home.' Me too. Me too. I wanna go home. I don't wanna be here in this terrible place. Something's wrong! We don't belong here! We should get outta here while we can, lieutenant! Lieutenant, where's Jensen? Where's Jensen?! He was just here!"

"Easy, Corporal, easy. You're safe. You are home."

"I am?"

"Yes."

"Really? I'm home? This isn't a dream?"

"Yes, really. You're home and safe."

"I don't have to go back?"

"No," said Doctor Brooks firmly. "You never have to go back."

"Thank God." muttered the corporal, tears streaming from his eyes. "Thank God."

Doctor Brooks leaned back, made some notes and waited for the man to compose himself.

"But we do need to know what happened to you and your teammates."

"Why? I . . . don't like talking about it."

"We need to know so that others who go there are safe."

"No! No one should ever go there. Not ever."

"Please, Corporal Sawyer, tell me why."

"Because it's an evil place haunted by the ghosts of them who's gone and . . . and worse."

"Corporal, we need to know!" demanded Doctor Brooks.

"Yes, Sir," said Corporal Sawyer as he snapped to attention and began a military style report.

"At 10:35 hours, day one, our Psi-Stalker just started screaming and ran off into the ruins. We spent the whole day searching for him. We could hear laughter and crying, but we could not find those responsible, Sir! Sgt. Simpson was the first to see the lights in the sky . . . and we, I saw people moving in the distance, but we were unable to make contact."

Corporal Sawyer paused to wipe the tears flowing from his eyes as though it physically hurt him to recall these memories.

"Take your time, Corporal." said Dr. Brooks.

"Yes Sir, I can continue, Sir. They were looking at us. They were looking at us, and then they disappeared. And then I saw faces, there were faces in the wreckage. Deep underneath it all and they stared at me and reached for us with their hands.

THEY WERE REACHING OUT FOR US!!! Oh God, you should have seen their faces as they came for us. Suppressing fire. That's what the lieutenant ordered. Suppressing fire, but they kept coming. Our bullets did nothing. What? What? Retreat. Fall back? Yes, Sir. Thank God, Sir."

"What were they, Corporal?" Asked Doctor Brooks.

"You were there, Lieutenant." Said Cpl. Sawyer in a delusional state. "Ghosts, Sir. God damn ghosts. You can't fight ghosts with bullets and laser rifles, Lieutenant. You can't!"

"Uh, yes, I know. What happened next?"

"You gave us the order to retreat, and we ran. Only it's hell to navigate those ruins in the daylight, and it's worse at night. All those twists and turns and debris piles. That's when the giant rats jumped Lukowski. Never saw 'em until they attacked. Thank God we were in full armor or Lukowski woulda' died then and there. Of course he was never the same after that. Who would be, you said. Remember? Rest of the night we hid. The voices and the ghosts never found us. Morning never looked so good."

"I see," said Doctor Brooks. "Well, it is my understanding that you successfully made camp at Site 3 that day, your designated waypoint. I also understand that your stay at Site 3 was eventful, to say the least. Can you tell me what happened there, Corporal?"

"Yeah, we reached Site 3. It began to rain as we were making camp. Without our Psi-Stalker we had no idea what was out there, if anything. It rained all night. I can still hear it splattering on the ponchos and makeshift shelters we set up. God, it was wet."

Sawyer closed his eyes. Sweat beaded on his brow and shoulders, causing the doctor to make a quick side note to check the patient for fever.

"I was the first to stand watch, not that it mattered any. We couldn't see past the site because of the downpour and I couldn't hear a damn thing either. And . . . and I couldn't see the ones who were out there. Watching us. Waiting. I'm thankful for that. I would rather not know. I don't want to see them. I don't want to hear them. I just want them to leave me alone."

Cpl. Sawyer opened his eyes, as though he hadn't realized they were closed. It was as if he just awoke from a nightmare, but then his stare met Dr. Brooks'.

"I though I saw something. Just a shadow. But not just any shadow. The shadow danced at the corner of my eye as if it were alive. It stayed there, just at the edge of my peripheral vision. No matter where I looked or turned my head, it . . . it was always in the corner of my eye. Always just out of sight. When I spun around it was gone. Figured I was imagining things."

"Did you tell anyone?"

"Yes, sir, Jamieson was next for watch," said Cpl. Sawyer sadly. "I told him, but he said he wasn't afraid of no shadows. Too bad, cause he died that watch. I woke up when I heard a strange noise, you know? Like the howl you hear from wind inside a cave. Jamieson made a sound too, when he hit the ground. I saw what did it. It was like a woman, but she was white. I mean WHITE like snow. . . or maybe she was pale gray? Oh, but her face I'll never forget. Please!!! Dear God, I want to forget that horrible face!!!"

Sawyer collapsed onto the floor, wailing and sobbing at this point, refusing to continue on any longer. An assistant of Dr. Brooks entered the room and helped the doctor put Corporal Sawyer back into the chair, where the assistant administered psychic hypnosis again. Even when asked about this woman's appearance while under the influence of this hypnosis, Sawyer adamantly refused to elaborate.

In a calm, monotone voice the hypnotized Sawyer continued, "I was so scared. I scurried into a corner of the ruin where we made camp and just watched as she killed . . . killed . . ."

"Yes, Corporal go on. Killed who?"

"Everyone. I don't even know what she did to them. She just reached out with her hands and they just died. They screamed . . . and they died. All of them . . . one after another."

"Didn't they fight back? Try to run away."

"Wha . . . no. They were asleep . . . I think."

"Asleep? Corporal, that doesn't make sense. Asleep?"

"I had to get it off of me. I'm trapped . . . there is no escape . . . no freedom . . ."

It was no good. The corporal had slipped out of reality again and just sat there rocking and muttering incoherently.

Looking back down to his clipboard, the doctor made a couple of corrections in his notes before continuing. Dr. Brooks made sure that his assistant knew to administer Corporal Sawyer's medication just as soon as the effects of hypnosis had worn off and went back into the small room with the digital video recording device, and stepped back in front of the camera. He glanced at his notes made on the clipboard and then set them aside on a small table next to him.

Looking directly into the lens, the doctor said, "Note: Corporal Sawyer's report corroborates other eye witness reports that suggest the land is inhabited by demons, undead, monsters and strange apparitions. After seeing the detrimental effects suffered by Corporal Maurice Sawyer, it is my official recommendation on the topic of Manhattan that all further expeditions be stopped and the location placed in absolute and total quarantine. By all accounts, Manhattan is a wasteland and place of death. Its value, even as a source of historical relevance and lost technology, does not warrant further loss of life."

— Doctor Christian Tyler Brooks

Memorandum

Date: February 11th, 27 P.A.

To: Dr. Christian Brooks

From: Chi-Town Command

Re: Manhattan A.K.A. "Madhaven"

Dr. Brooks,

After reviewing your notes, analysis, and personal video footage, we at the High Command have cancelled all further exploratory and salvage missions slated for the region of Manhattan, also known as "Madhaven." Your detailed evaluation of Corporal Maurice Sawyer and the information you have obtained from him have led us to unanimously concur that any incursion into that locale would be ill-advised. We agree that our soldiers and resources can be better used elsewhere.

High Command would like to thank you for your dedication and hard work as a patriot of this great nation, and would like to

express regret over the suicide of Corporal Sawyer while under your observation. Please keep in mind that this event will have no repercussions on your position or level of service, as your observations and research have saved countless human lives. We hope that we can call upon your services again when required.

Sincerely,
Chairman Joseph Prosek

Madhaven

It is widely known among modern scholars that Madhaven is little more than a deathtrap. Still, many adventurers wish to test their mettle against the unknown horrors that lie among the rubble. For some of the daredevils who venture into the haunted land, they have something to prove or believe they will enhance their reputation and gain recognition and glory by having "survived Madhaven." Most come seeking treasure.

Countless are the tales of lost treasure said to lay buried among the hills and shattered ruins of old Manhattan. Some are tales of real life heroes who beat the odds and came out of Madhaven sane, whole and with trucks full of gold, ancient weapons, valuable artifacts or ancient technology worth a fortune. They are the exception, not the rule, but their good fortune fuels the dreams of others who come seeking treasure.

Most of the stories about treasure are based on pure myth and imagination. Rumors and speculation about what was in the city when the Great Cataclysm struck and what must still be there buried under tons of debris and 300 years of dirt and vegetation. Steeped in legend, Madhaven is somewhat akin to the lost city of El Dorado or Atlantis. The twist to this particular story is, that while people know where the city of Manhattan once stood, nobody knows where any specific treasure trove might be located. Pre-Rifts maps don't work, because the majority of buildings have been transformed into giant debris mounds and the shifting earth has caused places to slide and shift. No streets remain intact, and any signage that survived is buried with everything else. Most identifying signs, markers and loose individual items like computers, file cabinets and furniture was *swept away* by the hammering tidal waves. In fact, many scholars have tried to point out that as much as 80% of the sought after treasure was probably swept out to sea, or a few hundred miles (kilometers) inland by successive tidal waves and storms. According to such experts, any serious salvage operation should be conducted in the waters around the Madhaven Peninsula and up and down the coast. Of course, any underwater relics and treasure would be covered in debris as well, not to mention 300 years of silt and sand. Furthermore, corrosion from the water would have already destroyed at least half the items and turned most others into junk and trinkets. They may have historical significance for a museum or a scholar, but beyond that, nothing. Still, fortune hunters come to Madhaven fueled by the promise of discovering ancient secrets and pre-Rifts treasure.

Everyone as far as Chi-Town has heard stories about Madhaven, and some come to see what it's all about. Old-timers

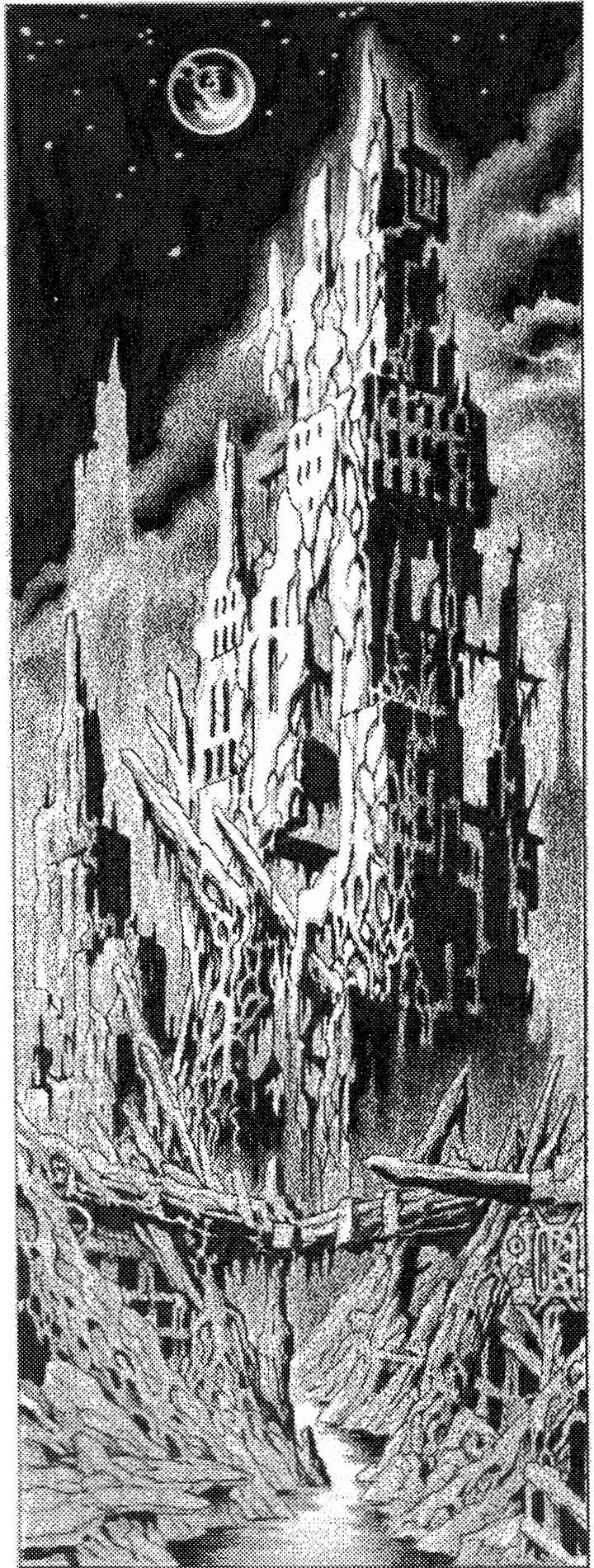


living in surrounding villages know that every couple of years, some foolhardy adventurer or treasure-hunter comes into the area, claiming that they're different; they're not like the rest. Surely they'll succeed where others have failed, but they seldom do, for Madhaven swallows, scars or scares everyone who enters its domain. Stories about monsters and mutants also attract Horune Pirates, Splugorth Slavers, and the curious. The pirates and slavers come to capture warriors and creatures for the slave pens and gladiatorial arenas of Atlantis. The curious come to see a place that is nothing short of legendary. Some to see monsters or ghosts, some to see mutant freaks, some just to be frightened or to prove their bravery. At least one third of all who come perish for their efforts. Another third are scared out of their wits – often suffering permanent insanities. A small faction come to join the evil that lurks in the ruins or to hide from those too smart to pursue them into the haunted ruins. An even smaller number are made up of heroes who sometimes arrive with the goal of clearing the land of monsters and making it safe for humans and D-Bees. All have failed. A hero may also enter the forbidden land to rescue a child gone missing or women kidnaped by mutants, or acquire information from one of Madhaven's cursed denizens.

The heavy presence of magic energy, as well as the millions of dead who are buried within the hundreds of hills that are grass covered, collapsed buildings, have attracted hundreds of thousands of ghostly Entities of all types. **Haunting Entities** are by far the most common, and thankfully the least dangerous. However, there are many others, and they all have but one purpose: to torture and destroy the living. **Poltergeists** will toss rubble at intruders, and throw their belongings out into the ruins. **Syphon Entities** become trapped inside items that treasure-seekers might find valuable. **Possessing Entities** try to turn teammate against teammate, or lead his friends to their damnation. **Tectonic Entities** form enormous bodies out of the wreckage of collapsed structures and physically assault anyone nearby. And while adventurers battle spirits and ghosts, they are being watched by others.

A place of sorrow and madness

In addition to the mutants, monsters and ghostly inhabitants, the psychic imprint of the millions who died in the Great Cataclysm has been burned into the land like an invisible open wound. Consequently, there is an almost tangible sense of apprehension, dread, sorrow, and fear. The emotions hang over the land like the ocean mist. Psychics are the most vulnerable to the psychic imprint, cyborgs the least sensitive, but all feel it in one way or another. Most non-psionics feel on edge, uncomfortable, as if a thousand eyes were watching them. This makes every sound, movement and shadow seem ominous and threatening, and over time, can lead to paranoia, phobia and obsession. Psychics and individuals with low Mental Endurance (M.E. 9 or less) feel an even greater dread and actually hear the sounds of people crying (a soft snuffle to crying and weeping), children laughing, people shouting or speaking, noises in the distance (again, usually the sounds of rustling and movement, to laughter, talking and crying, though often the words cannot be distinguished clearly). They may also see lights in the night sky, and experience hallucinations most commonly involving moving shadows, shifting landscapes and calls for help (often from a



child). Some also see visions in dreams that warn of a coming danger (a danger that is sometimes real, sometimes imagined). For the most vulnerable, it gets to a point where they can't tell what is real and what is not. Danger lurks in every shadow and the very world around them seems to twist, bend and close in on top of them. It is a terrifying experience.

Most of those who make it out of Madhaven are forever changed. They are quieter, do not boast of their experience, and are reluctant to even talk about what they saw in Madhaven. Any insanities they picked up will most likely stay with them for the rest of their lives, and they will always have nightmares whenever they are forced to think about that place. Whatever treasures they might have found seem unimportant or not worth the price paid when they escape the ruins. Madhaven has left a stain on them or made them face fears that have changed them, for the better or worse.

Characters with a strong M.E. don't experience the full impact of the emotions and don't experience the voices and hallucinations until they have been in the ruins for awhile. Every M.E. point above 10 represents the number of days a character can go before the psychic imprint begins to overwhelm him. Thus, a character with an M.E. of 11, is good for one day. But the second day, things begin to get worse. A character with an M.E. of 15 can go five days before feeling the full debilitating effects, an M.E. of 20 means 10 days, and so on. *HOWEVER*, even characters with strong Mental Endurance will feel uncomfortable, on edge and a bit short tempered. This applies to most O.C.C.s, including practitioners of magic, and most races (i.e. D-Bees and R.C.C.s). Notable exceptions are listed below.

Major and Minor Physical Psychics (those with only or predominantly physical psi-powers), Juicers, Crazies and Headhunters/Partial Cyborgs are unaffected for double the amount of time per each M.E. point above 10.

Major and Minor Sensitive Psychics, Healers, Psi-Stalkers and Dog Boys have it the worst, and must maintain a constant Mind Block, otherwise they immediately hear the voices and feel the full weight of the emotional malaise that permeates Madhaven. Problem is, one cannot maintain a Mind Block in his sleep, which means many psi-sensitives try to stay awake. Likewise, meditation is extremely difficult as the deep emotions, fears, voices and visions fight to penetrate their psyche. Thus, the amount of rest and recovery of I.S.P. and Hit Points is half the usual level from meditation.

Mind Melters can close themselves from the psychic imprint by spending 50 I.S.P. per 24 hours and can still use their other abilities, including psychic sensitive ones, without ill effect or danger of insanity. Furthermore, they can survive in Madhaven indefinitely, provided they spend the 50 I.S.P. per day to blunt the overwhelming emotional attack from the land itself.

Mind Bleeders believe themselves to be completely unaffected by the psychic boiling pot that is Madhaven, but they are wrong. It makes them more aggressive, violent and sadistic. **Note:** A half dozen small bands of Mind Bleeders (2D10 per group) make their home in the ruins of Madhaven and the Jersey coast.

Necromancers feel strangely at home in Madhaven, although they are as susceptible as anyone else to the emotions, voices, hallucinations and madness, but they are not scared of Entities or death. In fact, Necromancers are able to animate and

control twice as many of the dead as normal and the duration of their Necromantic magic is 50% longer in Madhaven. Ultimately, this means any Necromancer driven insane at Madhaven is more powerful than usual.

Nega-Psychics are completely immune. Furthermore, their disruptive aura reduces the effects of the ruins by half to all within a 100 foot (30.5 m) radius of them.

Psi-Nullifiers are also completely immune to Madhaven's psychic influence, and disrupt/negate the negative psychic emotions for everybody within double the normal range of the character's nullifying effect. Those within the Psi-Nullifier's range of influence are completely shielded. Of course, they cannot use any psionic or magic powers within that doubled range. The Psi-Nullifier's disruptive influence is doubled, because he subconsciously feels under constant attack and instinctively radiates a stronger defensive aura.

Psi-Ghosts, like physical psychics, are unaffected for double the amount of time per each M.E. point above 10. Furthermore, their ability to become intangible makes them feel less afraid and they seldom succumb to paranoia or phobias.

Psi-Druids feel sorrow and death everywhere except in Central Park, the only place in Madhaven where they can use any of their psionic powers! The Psi-Druid's powers are blocked everywhere else on the peninsula and they not only hear the voices but feel powerless and vulnerable.

Psi-Slayers, Mystic Knights, Bursters and Zappers constantly feel on edge and paranoid, as if they are being not only watched, but stalked. As a result, they are constantly on the offensive, quick to anger, and argue and fight at the slightest provocation. These emotions also make them ruthless in combat and quick to kill their enemies. They succumb to the voices and hallucinations in half the time as a physical psychic – meaning each M.E. point above 10 only protects these characters for only 12 hours before the psychic emanations of Madhaven begin to dominate them.

Psi-Tech are surprisingly susceptible to the psychic imprints of the Madhaven, though in a different way than other people. The ruins represent the pinnacle of science and technology and it was reduced to rubble by the Coming of the Rifts. This makes the Psi-Tech immediately feel incredibly small, insignificant and vulnerable, especially to the supernatural and magic. Feelings of paranoia, sorrow and, for the Psi-Tech, failure, are constant. Consequently, it costs the Psi-Tech double the usual I.S.P. to use any of his psionic abilities, all technical and mechanical skills are performed with a -25% penalty, and bonuses to save vs magic do NOT apply as long as the character remains in Madhaven and the New Jersey coastline within sight of Madhaven.

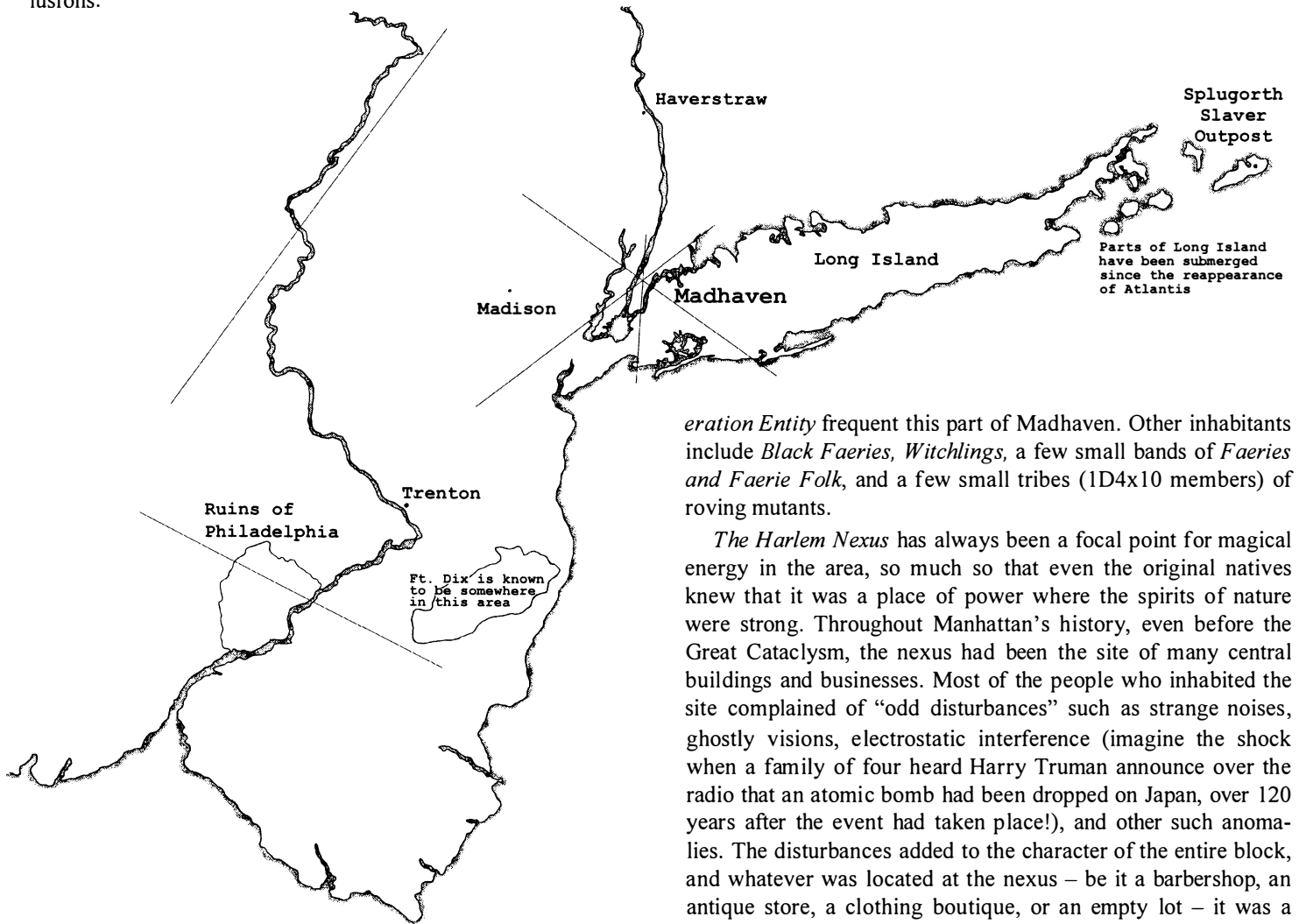
Psi-Warriors, for all their mental and physical discipline, feel targeted for attack and even death while in Madhaven. The feeling is constant after their first day in the dreaded land, making them paranoid, jumpy and suspicious and distrusting of others, even friends. As a result, their combat bonuses are all reduced by half and all psionic abilities function for half their normal duration.

Full Conversion Combat Cyborgs are immune to the psychic emanations one day for every M.E. point.

Characters in power armor and M.D.C. robots and vehicles are completely vulnerable to the emanations of Madhaven. Their armor provides NO defense whatsoever.

Haven Mutants insist they operate here without the ill effects of Madhaven. While it is true they don't hear the voices of the dead nor hallucinate, they are highly aggressive, violent, suspicious of strangers, and many behave oddly, with strange quirks and odd habits. They are, however, impervious to the psionic attacks of Entities, impervious to possession, and mentally very strong, making them resistant to psionic attacks and illusions.

Harlem was once a bustling urban neighborhood, but today is a land of low, rolling hills (all once buildings), grass, fields of weeds and a large nexus point connecting three different ley lines which has formed a clearing around the rubble. Scholars speculate that this is the originator of the mystic energies that caused the mutations of the Haven Mutants and opened the doorway which allowed thousands of ghosts and Entities to flood into and inhabit Madhaven. It stays quiet most of the time, with the occasional flare-up and ley line storm. *Tectonic Entities, Haunting Entities, Madness Ghosts,* and even a *Conglom-*



eration Entity frequent this part of Madhaven. Other inhabitants include *Black Faeries, Witchlings,* a few small bands of *Faeries and Faerie Folk,* and a few small tribes (1D4x10 members) of roving mutants.

The Harlem Nexus has always been a focal point for magical energy in the area, so much so that even the original natives knew that it was a place of power where the spirits of nature were strong. Throughout Manhattan's history, even before the Great Cataclysm, the nexus had been the site of many central buildings and businesses. Most of the people who inhabited the site complained of "odd disturbances" such as strange noises, ghostly visions, electrostatic interference (imagine the shock when a family of four heard Harry Truman announce over the radio that an atomic bomb had been dropped on Japan, over 120 years after the event had taken place!), and other such anomalies. The disturbances added to the character of the entire block, and whatever was located at the nexus – be it a barbershop, an antique store, a clothing boutique, or an empty lot – it was a popular hangout, though known as "that place where weird things happen." As was the nature of Harlem residents, the disturbances were taken in stride, and appreciated.

The Harlem River is dry, having been lifted above sea level when Manhattan rose from the sea. The river bed is a large, relatively flat, open plain overgrown with tall grass and weeds. With the connection of Harlem to the Bronx, Madhaven has ceased to be an island and is now a peninsula, attached to the mainland. With the large amounts of *Tectonic Entities* roaming through Madhaven, forming bodies out of debris and rubble and shifting the terrain, the river bed is barely visible anymore.

TriBeCa is named for being the "Triangle Below Canal St." In pre-Rifts times, this was once a thriving area of town, but now it's just more low hills and mounds that were once buildings and a large open area that is overgrown with weeds and wildflowers. It is bordered to the west by (what was once known

An Overview of the Ruins

Tectonic Entities, the occasional Elemental, adventurers, combat, magic and shifting debris can change the landscape of an area overnight, but the following are key areas of note.

Sectors of Madhaven

The entire island of Manhattan suffered from incredible earthquakes during the Great Cataclysm. Tsunami waves bashed the shoreline and toppled the great skyscrapers. The continental plate under the island shifted and rose. Manhattan's shoreline shrank as it was lifted out of the New York Bay. The Statue of Liberty and other pre-Rifts landmarks are *gone*. Nothing looks like one might imagine.

as) the *Hudson River*, to the north by *Times Square*, to the east by what was once *Greenwich Village*, and to the south by what was the *Financial District*. It is a favorite place to “rumble” – fight – between rival mutant gangs.

The Financial District is the southernmost tip of Madhaven. Once the economic center of the entire Western Hemisphere, little remains of the once great New York Stock Exchange and City Hall. The ruins and mounds in this part of Madhaven are particularly high because of the enormous skyscrapers built during the Golden Age of Man. Buildings that dwarfed the greatest edifices of the 20th Century. This is also one of the areas where there is a multi-level canopy of debris, bridging ruins, toppled buildings, buttes, canyons and ravines. Ironically (or maybe not so), there are more *Gluttonous Entities* in this area than in the rest of Madhaven.

Times Square, once the tourist center for all of New York City, is an area of long, narrow canyons, mountainous tall hills, toppled buildings, jagged debris walls and a canopy of dangling ruins, rusted infrastructure, concrete and steel. Buried deep in the ruins are tons of key chains, T-shirts, collector beer mugs, and tiny replica Statues of Liberty, just waiting to be claimed and sold to collectors in the Domain of Man. *Beautiful Entities* frequent this area, making many scholars believe that they are representations of the glamorous people and tourists who regularly attended the theater.

Penn Station, located west of Times Square (42nd and 7th) and *Grand Central Station* (east on Park) were both transportation hubs for Manhattan and the surrounding boroughs. Both connected to dozens of subway tunnels below the city. Tunnels unearthed and excavated by the Haven Mutants, and the old station hubs becoming something of an unofficial gathering place for the mutants. From either one, any of their tunnel networks are accessible. The mutant tribes and gangs consider the two hub stations to be *neutral territory*, though the Lower Manhattan Clan has been charged with keeping the Grand Central Station free of Entities, the undead and outsiders (like the player characters).

The rest of the city has all fared roughly the same. The sturdiest Mega-Damage skyscrapers toppled or snapped in half, all other structures were reduced to debris mounds, rubble or washed away by tidal waves and terrible storms. Most of the old shops, galleries, museums, quaint neighborhoods and tourist landmarks were obliterated and are long forgotten memories. The **Empire State Building**, **Chrysler Building** and other 20th Century icons never had a chance of surviving the Great Cataclysm, and many of the great M.D.C. skyscrapers created after them, during the Golden Age, toppled and crushed or buried buildings that stood in their wake.

Surprisingly, **Central Park** has survived, though parts of it have become an overgrown forest and alien vegetation has taken root. Central Park – now known as “the Garden” or the “Knights’ Garden,” holds great importance to the Mystic Knights of the White Rose. They have collected (and still collect) priceless artifacts from the surrounding mountains of debris (an ongoing excavation continues in the ruins of what was once the Museum of Natural History). But more important, the Order of the White Rose has reclaimed much of Central Park, established farms and places where people can live. For whatever reason, the Knights’ Garden is free of all but a few wander-

ing Entities and demons, and the psychic scar that drives people mad is *not* imprinted over Central Park. Here, psychics are free of the haunting voices, depression and hallucinations felt all around the park.

The Statue of Liberty was obliterated during the Great Cataclysm, and its pieces sunk to the bottom of the bay. For unknown reasons, a band of Haven Mutants rebuilt the statue during the Dark Age. Unfortunately, only a few of the original pieces from the statue were recovered and reused, so the mutants were forced to improvise with whatever was laying around at hand. Thus, Lady Liberty is a twisted, featureless patchwork of metal and concrete in the vague shape of the old statue.

Over the years, what passes for the Statue of Liberty has lost whatever meaning it had to the original survivors of the Great Cataclysm. No longer a symbol of freedom and democracy, it has become an *idol* to the Haven Mutants. Through careful manipulation, Mutant Shamans have turned the statue into a target of religious worship. In order to instill a sense of unity and organization (and therefore, control) among all of the mutant clans, the Shamans proclaimed that Liberty Island is a “holy place,” and the statue an earthly representation of a goddess who protects mutants. They say that, it is the *Mighty Lady* who drives outsiders mad and drives them from the land. However, should she become angry with mutants, they would lose their souls and minds to the ghosts of Madhaven.

Of course, there is nothing sacred, holy or magical about Liberty Island or the *Mighty Lady*, except in the minds of the Haven Mutants. There is no goddess protecting them. The Shamans concocted the story in order to keep themselves in control of all the clans. Exposing the truth might have had an impact on the clans a long time ago, but the story is very old and has become a fundamental part of mutant society and their belief system. Besides, they don’t much trust or believe anything “outsiders” have to say. Even if they were to be proven wrong, they’d still cling to their beliefs. Recently, though, the Egyptian Goddess, *Isis*, appeared to the Shamans, who were absolutely dumbstruck at the resemblance to their *Mighty Lady*, and believe that their ancestors had a vision of Isis and that she *is* their patron god! Most of the Shamans are now starting to truly believe in the existence of the goddess and are reforming their old ways of manipulation, and, in turn, becoming actual religious and spiritual leaders for their wayward people.

All of the Mutant Shamans live on Liberty Island. No other mutant is allowed on the island without a Shaman accompanying him or without permission.

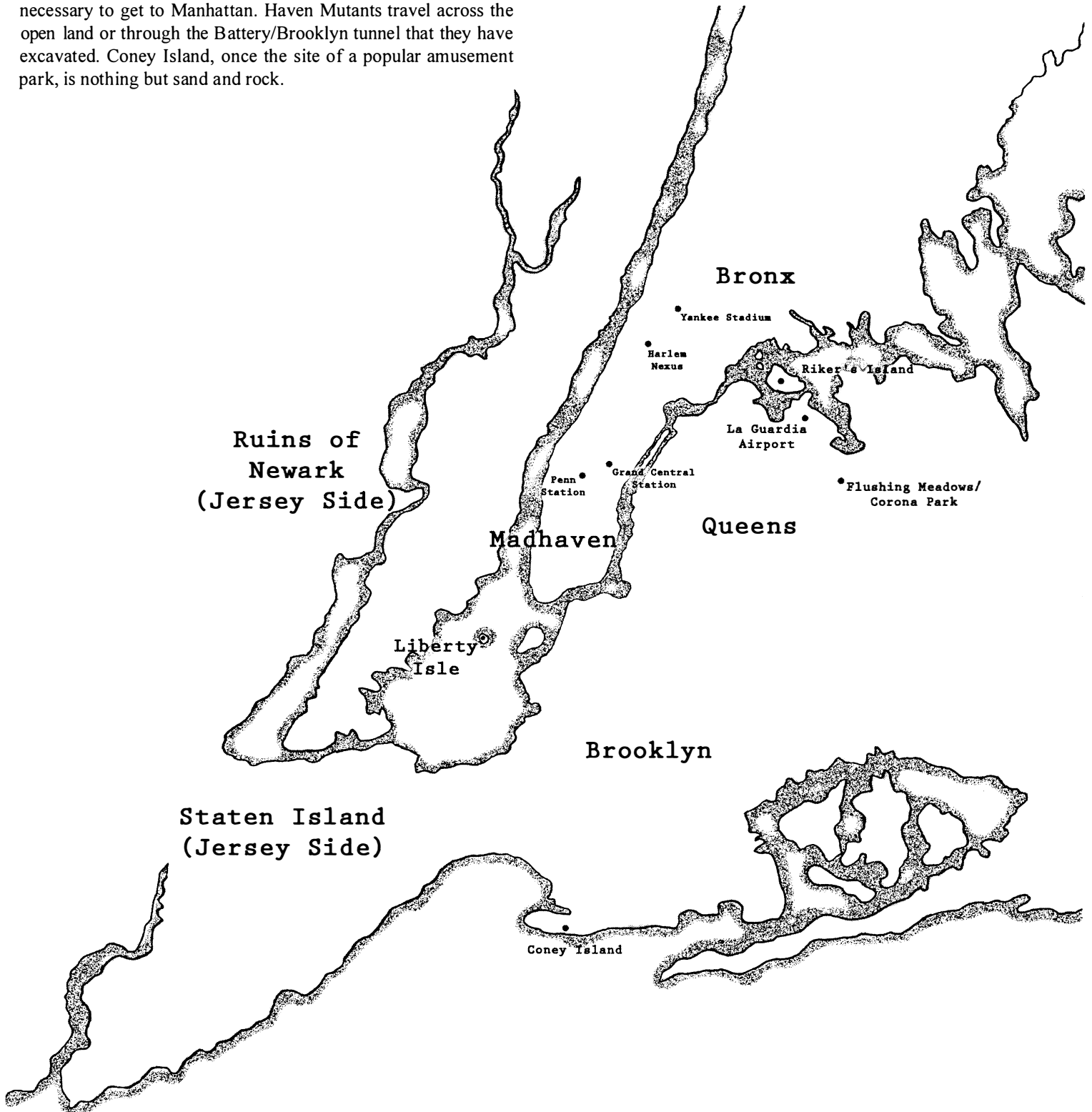
The Boroughs & Other Notable Locales

Surrounding Madhaven are what are known as the Boroughs. In pre-Rifts times, the Boroughs expanded upward and became more massive and more densely populated than ever. Since the Great Cataclysm, the Boroughs, like Manhattan, have been reduced to rubble and ruin. Apartment buildings, housing complexes and office buildings have all been replaced by mounds of debris that have been reclaimed by nature. Much more so in the Boroughs than in Manhattan itself, a traveler is likely to find large areas of light forest, meadows, and grassy fields. However, while less ominous in appearance, they are just as dangerous.

Entities, monsters and Haven Mutants inhabit the Boroughs, and no mutant anywhere in Madhaven likes or welcomes outsiders.

Brooklyn. The land upon which the Borough of Brooklyn once stood rose during the Great Cataclysm and is now attached to Jersey Side by way of **Staten Island**. A large land bridge almost 2 miles (3.2 km) across separates Old New York Bay from the Atlantic Ocean. The parks have completely reverted to nature and much of Brooklyn is a hilly terrain covered in grass, wildflowers and light forest. Of course, most of the hills are the ruins of tall buildings that collapsed during the Coming of the Rifts. *The Brooklyn Bridge* and all bridges are long gone, though the rearrangement of land masses no longer makes them necessary to get to Manhattan. Haven Mutants travel across the open land or through the Battery/Brooklyn tunnel that they have excavated. Coney Island, once the site of a popular amusement park, is nothing but sand and rock.

The Bronx. During the Golden Age, much of the Bronx was renovated and built up. A super-modern system of suburbs and gated communities stretched far up into Westchester, north of the Bronx. The majority of these places did not survive the Dark Ages, and were overtaken by nature. There are still plenty of ruins down by the dried out **Harlem River**, and Yankee Stadium is somewhat intact, and is a popular place for Haunting Entities and Poltergeists, many emulating sports fans from centuries long past. Haven Mutants sometimes use the field (now full of weeds, tall grasses, and large bushes) for friendly contests of strength and combat. Today, the Bronx is a combination of low hills and ruins of partially standing and toppled buildings almost



completely overgrown by vegetation. Much of the flora is alien in nature and includes a field of giant, edible mushrooms, and a forest of giant ferns that stand 20-50 feet (6.1 to 15.2 m) tall. At least one Neuron Beast lives in the fern forest, the occasional Witchling and demon is also known to prowl the Bronx.

Queens is directly across the now East River from Madhaven, and shares Long Island with Brooklyn. All of Queens lies in ruins, and the remnants of the bridge that once led to Riker's Island exist only as the stand pylons; the rest of the bridge is gone. Riker's was a prison that existed for generations. Today it is crawling with hundreds of ghosts and Entities. The Haven Mutants living in Queens are concentrated around the ruins of La Guardia airport – now a giant field of tall grass, weeds, wildflowers and scattered trees – and the old neighborhood of Astoria. The Queens clans of mutants are among the most antisocial, and even see other Haven Mutants as rivals and enemies. Outsiders are captured, used for slave labor or sold off to Slavers. Increasingly territorial, Queens mutants often attack without provocation. Just being in their territory is enough to provoke an attack. Skulls and skeletons hung from poles and trees around their border serve as a warning to all visitors to “stay out!” **Note:** They have trapped the old subway tunnels that didn't collapse during the Great Cataclysm, to snare and kill intruders. Unlike most of the other Haven Mutants, the Queens clans don't use tunnels much.

In 1939 and 1964, Flushing Meadow-Corona Park at the eastern edge of Queens was the site for the World's Fair. They were both grand spectacles, showcasing wonders of science and technology the likes of which the world had never seen. Many of these technologies became integrated into the lives of the people at the time very quickly, and were considered commonplace after only a few short decades. The World's Fair returned one last time in 2064, a full century since the last fair in Flushing Meadows. It was here that the great technology of the Golden Age of Mankind was first revealed to the eyes of the public. Although the park and its attractions were destroyed during the Great Cataclysm, many artifacts dating back to the 20th Century can be found here, including the Unisphere and its adjacent platform towers. Of even more importance are three “time capsules” deposited in cement during each of the World's Fair events. The contents of each capsule, if found, could offer great insight into the people of the early 20th and 21st Centuries. To a collector or historian, such a find would be worth millions of credits.

Staten Island is now connected to Brooklyn and the Jersey Side by way of a large land bridge. In the 50 years before the Great Cataclysm, Staten Island became heavily developed by industry and high tech companies who built large skyscrapers to house their corporate offices and employees. Some developers even started a campaign to change the name to “Little Manhattan,” because these towers began to rival the borough across the harbor, but the residents of both areas fought to keep their individuality.

Today, Staten Island has some of the largest and most treacherous mountains and valleys of debris in Madhaven. They serve as something of a natural barrier against foreign invaders and look haunting and frightening from a distance. The Staten Island tribes of mutants have taken up the task of defending the land bridge from invaders and have numerous places to stage ambushes and jump outsiders. *Beast Men*, *Dyno-Men* and *Savage*

Lummox all lurk in the shadows of these ruins and hunt Giant Ruin Rats and other animal in the deep valleys, ravines and tunnel networks of the island. Outsiders who enter their territory can be certain to be stopped and questioned. Outsider with a nefarious purpose in the area can expect constant strife from the intolerant inhabitants.

Long Island is not traditionally considered to be one of the five Boroughs, but its western edge does contain Brooklyn and Queens. Before the Coming of the Rifts, the residential, industrial, and commercial zones extended far beyond the Boroughs, but the farther a person traveled in Long Island, the sparser it became. Long Island of Rifts Earth is nothing but mountains of rubble and debris as far as halfway up the island, but outside the borders of the old Boroughs the island has returned to nature and is a mixture of dense forest, and occasional patchy grassland. For the most part, travel by visitors on the island is uneventful but the farther west one travels the greater the likelihood that Mutants or Entities will be encountered.

Note: On the eastern shore is a very small Splugorth outpost which occasionally sends slaving expeditions across Long Island and into Madhaven and Jersey Side. Slavers from the outpost hunt Barbarians and wildlife on the mainland for resale in the Splynn slave markets and as fighters and monsters in the gladiatorial arena. They also, secretly, stalk Haven Mutants, and especially “outsiders” who come to explore Madhaven. The Splugorth Slavers know nobody is going come looking for anyone who “never returns” from this haunted land, and the Haven Mutants don't usually care about what happens to outsiders, making picking them off easy and without consequence. Oddly enough, this is one of the only areas where Shemarrians have been spotted in any number greater than a pair. The warrior women seem to spy on the Splugorth minions on a regular basis, and sometimes attack or interfere with the minions' operations. However, since the Shemarrians have only been known to enter the region from the south, how they get into the middle of Long Island is a mystery.

A few notes on the area. Manhattan was once an Island separated from the Bronx by the Harlem River. Since the Coming of the Rifts, the Island now sits elevated 500 feet (152 m) above the surface of the rivers and waterways that surround it. This has caused the Harlem River to dry up and become an open grassland.

Although Manhattan was a separate and distinct location in the days before the Great Cataclysm, the Coalition States and most outsiders consider the entire area, including all the Boroughs. Some people even include Jersey Side as being part of Madhaven.

In the center of Madhaven is the “Crater of the Damned” which is actually “the Garden” (Central Park) concealed by the illusion of the Order of the White Rose and their base of operation.

Nicknames of local areas common among the Mutants

Greenwich Village is *The Itch*.

The Bronx is *Bugberg* because it is dominated by the Mantis Men mutants.

Brooklyn is *Broke Land* (jagged natural rock formations and shattered buildings make this a local name).

Central Park is the *Crater of the Damned* and also the secret and concealed location of *the Garden* (home of the Knights of the White Rose).

The Land Bridge is *Broke Land Bridge*.

Harlem is *Hardmen* because it is home for clans of Metal Morphs and Savage LummoX.

Manhattan is *Madhaven*, but to the outside world, Madhaven includes all the places listed here under the umbrella name for the region. Madhaven is also known as "Haven" by the mutants who live in the area.

Might Lady is the rebuilt (and deformed) Statue of Liberty representing the patron goddess of the Haven Mutants.

Queens is *Guardia* so named because of the war-like mutants residing at LaGuardia.

Staten Island area is *the Stacks*.

Jersey Side

Jersey Side is a catch-all phrase used for the western shore between the Hudson River and Madhaven. It stretches from Fort Lee, just across the river from Harlem, to Staten Island. The sprawling ruins of *Jersey City*, *Hoboken*, *Elizabeth*, *Hackensack*, *Bayonne*, and *Newark* all shared a similar fate as Manhattan. Hammered by tidal waves and storms, they actually seem to have fared even worse than Manhattan, with large por-

tions of these cities completely erased from the face of the planet. While there are toppled mega-buildings and massive debris mounds, at least half of the buildings and relics from the past have been washed away and carried out to sea as well as scattered inland by tidal surges.

This region has reverted back to forest. However, pieces of the past in the form of toppled buildings, partially standing buildings, foundations, smokestacks and other bits of debris still poke out among the trees or from hills that are really debris mounds throughout the area. A few major ruin sites where massive cities once stood, contain ruins that resemble Madhaven, but on a smaller scale. Consider too, that for centuries, humans and D-Bees have been literally tearing apart the ruins of old cities, taking wood, plastic, metal, concrete, bricks and other salvage as building materials for their own homes, forts and new towns. As a result, except for the biggest, strongest, and Mega-Damage structures, most of what's left of many of the pre-Rifts cities in the eastern United States is concealed, buried underground or covered by at least 1-10 feet (0.3 to 3 m) of dirt and vegetation.

Jersey Side has its share of Haven Mutants, Entities, and monsters, but at a small fraction compared to the number found in Madhaven. Unlike Madhaven, it is not cursed with the psychic imprint that drives visitors at Madhaven insane. In fact, many historians, excavators and treasure seekers who claim to have been to Madhaven have really only gone as far as the Jersey Side, grabbed whatever pre-Rifts artifacts they could find, and hightailed it out of there. Important artifacts and pre-Rifts



treasures can still be found at Jersey Side, and no truly major or expansive excavation has ever been tried, not even by the CS. Of course, Jersey Side is also home to barbarian tribes, bands of Shemarrians, and a host of monsters, demons and D-Bees, making it a hostile wilderness.

Waterways of Madhaven. In Pre-Rifts times, the rivers and bays of New York were constantly busy with traffic of trading ships, leisurely boaters, and ferries carrying people from one island to the next.

Dutch traders were the ones who first colonized Manhattan Island, and named it “Nieuw Amsterdam” in the early 17th Century. The city grew quickly into one of the major ports of the New World. In fact, Lower Manhattan was the shipping capital of the world throughout the 19th Century. At the height of the Golden Age, thousands of ships docked and left Manhattan every week.

The Great Cataclysm permanently altered Manhattan’s waterways. The shifting continental plates and the return of Atlantis pushed Manhattan and the Boroughs high above sea level, destroying some waterways and changing others. While many coastal areas of the Eastern Seaboard are completely underwater, the shores of Madhaven have gained a little over a half mile (0.8 km) of land and the raising of the land area means Manhattan is no longer an island, but a peninsula attached to the Jersey shore.

The Harlem River has completely disappeared and become a long field of grass, weeds and scattered trees. Most of the new shoreline is rocky sand, however, with no or little plant life at all.

Other areas have changed too. There is now a large land bridge connecting Brooklyn and Staten Island. Much of the Long Island Sound and the East River is too shallow for ships to cross, scraping rocks on the bottom or hitting a sandbar. The New York Bay and the Hudson River, however, are both deep enough for large ships to navigate. A collection of ships that have run aground over the centuries are found along the Jersey Side shoreline. Some even sit out in the open air as rusted and crumbling wrecks. Ships that run aground are quickly targeted by local barbarian tribes, mutants and opportunists who might happen to be in the area at the time.

Mystic Knights of the Order of the White Rose

By Brandon Aten & Kevin Siembieda

“Do not fight the battle that you know you can win. Fight the battle that needs to be fought.”

-Credo of the Order of the White Rose

Throughout the Magic Zone there are stories and tales that many have dismissed as rumors and hearsay. Stories that tell of a group of Mystic Knights who broke away from the ranks of their evil brethren and wander throughout the world protecting

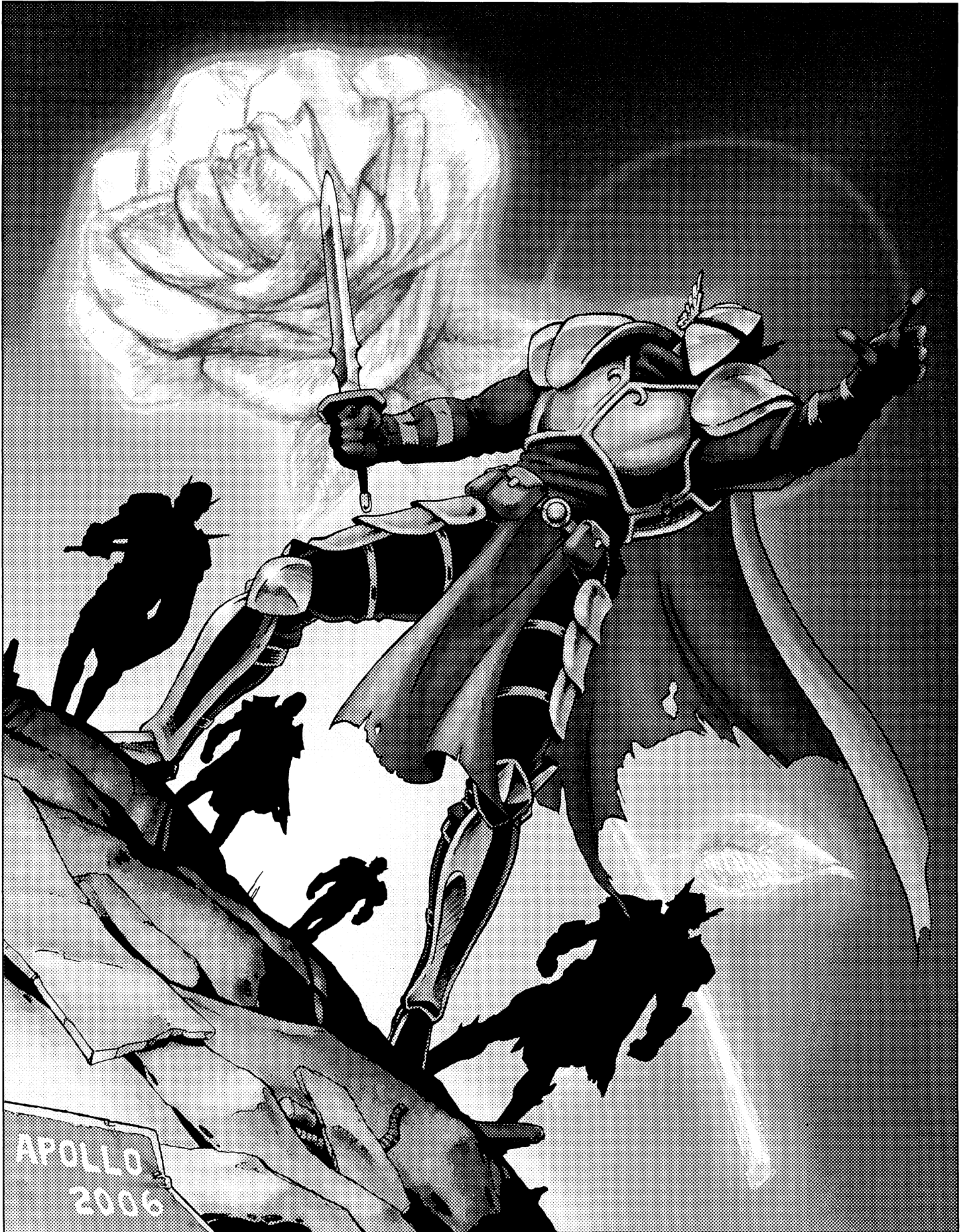
An unfortunate byproduct of the Golden Age of Mankind was an increase in pollution from the population and manufacturing boom of the 21st Century. The Great Cataclysm only made things worse, dumping toxic chemicals into the water. For the first century or two after the Great Cataclysm, the bay and rivers around Madhaven were toxic to humans, and many believe it is the polluted water and other chemicals, toxins and radiation dumped into the land that mutated the inhabitants of Madhaven, turning them and their descendants into the odd creatures they have become.

In the last few generations, the waterways have recovered and become clean. The water is totally safe, with only trace amounts of harmful material that still filters down from the ruins and up from the wreckage that has washed into the bay. Freshwater fish of many varieties swim in copious numbers, which form the staple of the Haven Mutants’ meals. The mutants also swim (although they must keep moving or their heavy bones will cause them to sink like a rock and drown) in these waters, and build crude boats and rafts out of junk material to travel from Madhaven to Liberty Isle and along the coast.

There is, however, great danger lurking below the water. Sea monsters from the Rifts make their home in the bay and rivers. They eat mostly fish and other freshwater creatures, but also enjoy gobbling up humanoid seafarers and Haven Mutants. The Giant Ruin Worms are notorious for this, as they can swim about as half as well as they can tunnel, and learned a long time ago that Haven Mutants and visiting humans and D-Bees are tasty food. *Aqua-Hydras*, *Horned Demon Fish*, *Maelstrom-Makers*, and *Water Serpents* (see **Rifts® Sourcebook Four: Coalition Navy** for details about these beasts) are also regularly seen in the Long Island Sound and the surrounding coastal waters, but the largest threat is the *Devil Kraken* which makes its home in the Sound. *Agenor River Serpents* inhabit only the East and Hudson Rivers, nowhere else. It is unknown how they got here, since this species is only found in Central America and Mexico. The *Devil Ray* and *Trelque-Huecuve* are also common, the Devil Ray being particularly deadly since it will pursue food on land. (Check **Rifts® South America** and **Vampire Kingdoms** for details on these last few creatures.)

the innocent, fighting supernatural monsters and destroying the evil among their own kind wherever they may present themselves. It is said these mysterious, good White Mystic Knights have survived the persecution of evil and seem to appear out of nowhere, fight the evil at hand and return from whence they came without any trace or sign of who they are other than the eyewitness accounts of a lucky few.

Some people claim that these accounts prove the legends of an elite group of rogue Mystic Knights, known as the **Order of**



the **White, Rose** are true. Others dismiss them as fairy tales and fireside stories meant to give hope to the hopeless, and frighten evildoers, yet these “rumors and legends” not only persist, but continue to grow in number.

Indeed, these rumors and stories are true. There are Mystic Knights who do, in fact, oppose their evil brethren and have championed just causes for more than twenty years. Their roots can be traced to the **Order of the Mystic Knights**. Vile Mystics who have taken their innate psionic and magic abilities and honed them into the killing weapons of the most hated and feared mercenary force in the Magic Zone and, perhaps, all of North America. The Mystic Knights sell their services to every manner of wicked human and inhuman masters without remorse. They have slaughtered thousands, from Coalition soldiers to entire villages of innocent people. They are said to care only about themselves and riches, and have no regard for any life except their own. Somehow in this garden of evil, hope arose in the form of a rebel band who decided to choose a nobler path, the Order of the White Rose.

Nobody outside of the Mystic Knights or the Order of the White Rose knows for sure how the Knights of the White Rose formed, and the Mystic Knights insist they were wiped out a generation ago. To mention the Order of the White Rose to an evil Mystic Knight is to invite death. The Mystic Knights are not of the school of “forgive and forget,” and the Order of the White Rose has proven to be their greatest embarrassment. After all, the Mystic Knights are supposed to be the most fearsome magic-wielding mercenaries on the continent. They serve Demon Lords, Dark Gods and the nefarious Lord Dunscon, as well as countless other demonic and despotic masters. They fear no man nor monster, have battled the Coalition Army and won, defy the Cyber-Knights and have vanquished all who have ever opposed them, and yet they cannot quash a tiny insurrection from within their own ranks. It makes them look weak, and suggests the Knights of the White Rose may be even more resourceful and powerful. Consequently, the Mystic Knights are constantly in search of their traitorous White Rose brethren and destroy them (if they can) whenever they are found. However, the evil Mystic Knights have been unable to locate where the White Rose hides, and rankle at the notion that these heroes could be smarter or better than they.

The Origin of the Order of the White Rose

Details are sketchy, but an army of Mystic Knights once discovered a town called Bloom. A place populated by humans and D-Bees someplace deep in the Magic Zone. A town like many others that have come and gone over the centuries since the Coming of the Rifts except for one thing: they grew the fabled White Rose. An extremely rare, white rose-like flower that was not native to Rifts Earth. A flower widely sought after by practitioners of magic and alchemists for its legendary magical properties to heal. A flower so rare that many, even today, insist it is a myth and never existed at all.

According to the legend, the Mystic Knights knew the White Rose was worth a fortune, and here was a backwater town that grew them, literally in groves. Hundreds of rose bushes, thousands of White Roses for the taking. If the supply was con-

trolled by a frugal businessman with contacts throughout the Magic Zone and beyond, and with the power of the continent’s most fearsome mercenaries, such as they, a person could make a fortune beyond imagination. The leader of this band of Mystic Knights imagined himself as this person. He camped his men outside of town where they could be seen, but without taking up a siege position, and approached the City Council with an offer. He outlined his plan to market the rare flower and make them *all* rich. Of course, he and the Mystic Knights would get the lion’s share, but the town would prosper and enjoy their protection. The Commander had no desire to harm these people and needed them to nurture and grow the valuable commodity. All the town had to do was give him and the Order of the Mystic Knights control over the flower supply. The council asked for one week to deliberate on the matter. The Commander agreed, knowing that they’d never turn down such a great opportunity. When they met again, the elders came back saying the offer was appreciated, but rejected. Not one to be denied, the Commander rode back to his army of Mystic Knights and miscreant foot soldiers and prepared to wipe the townspeople from the face of the Earth, allowing only a few dozen to live as slaves to tend his gardens. This wouldn’t even be a fight. These people had nothing. No weapons or magic or mighty defenders, it was a joke. In his arrogance, the Commander and his men celebrated their impending triumph with three days of drunken celebration before they gathered their wits and weapons and marched on the town. They didn’t even go in formation or engage any military strategy, because the people were defenseless before them. This would be a walk in the park, more fun than work.

To their surprise, two of their own stood in their way. A young Knight by the name of *Sir Rolden Stonefist*, and *Sir Colt*, a legendary figure even among his fellow Knights. Sir Colt stepped forward and made a call out to his brethren to turn back. He stated that he was tired of killing and doing only what they were paid to do whether they agreed with the cause or not. It was time, he said, to wipe the blood of the innocent off their hands and plant the seeds of a new and better future. His fellow Mystic Knights and their legion of henchmen stood silent and stunned. When Sir Colt spoke again, he simply asked the Mystic Knights to consider their actions and leave or face him and those who stood at his side in a battle to the death.

The Commander of the siege scoffed at Sir Colt and motioned for his troops to press forward. Several other Mystic Knights stepped out from their hiding places in support of Sir Colt and braced for battle. The Commander paused for a moment. There had never been a mutiny among the Mystic Knights. Then he smiled and ordered the attack. This was no mutiny, he reasoned, but a power play for control of the fabled White Roses. Greed he could appreciate and understand. So be it.

Details after that point are sketchy if not absent altogether. The facts are these. That day, the Mystic Knights suffered the greatest defeat in their history. The Siege Commander was slain. That day the Order of the White Rose was born.

As the legend goes, the triumph would be short-lived, and Sir Colt and his men knew this. They destroyed the gardens of White Roses, took a handful of the plants with them, gathered all the townspeople, every last one, and fled before the full retribution of the Order of the Mystic Knights could befall them. In-

deed, the town of Bloom is on no map and there is no record that it has ever existed. The truth of what followed that fateful day has never been spoken of outside of the Order of the Mystic Knights or the Order of the White Rose, but legend has it that the Mystic Knights followed and tried to destroy the traitors and the people of Bloom for the next several years. The Mystic Knights claim they finally cornered the traitors and their followers and wiped them out as they do to all who dare oppose them. Legend and hearsay suggest otherwise.

Diaspora

Many historians and scholars believe the mutiny that day had been long in coming. The Mystic Knights named in the rebellion had been uneasy with the direction that the Order of the Mystic Knights had been taking, and wanted to refocus the group around the protection of those less fortunate, and not monetary gain. The Knights, Sir Colt among them, had expressed their displeasure of the leadership of the Mystic Knights and how they'd like to be more like the Cyber-Knights. Of course, their suggestions for reform fell upon deaf ears and earned them mockery and ridicule. The Knights who desired this reform had already banded together into a loose network of allies, to support each other and to discuss the idea of breaking off from the Order of the Mystic Knights. However, like most gangs, they knew the Order would never allow them to leave the organization alive. Dashed hope to change the organization from within gave way to frustration and anger. Bloom only served as the catalyst that sparked rebellion. Most historians suspect that Sir Colt saw this as his last stand. A way to make a point and go out in a blaze of glory. When word spread throughout the network of dissidents, they joined him, but none expected to win the day. When they vanquished their fellow Mystic Knights and their rabble horde, still hung over from their binge of revelry and unprepared for any real resistance, they accidentally started a movement. It would take time for the events at Bloom to reach other Mystic Knight leaders, and more time before they could gather and launch a retribution attack. It was enough time to make their move: gather the townspeople, dig up several dozen of the rose bushes, collect flowers from the ones to be destroyed and left behind, and flee. Flee to someplace where they could hide, establish a base and start their own Order.

The problem was, where could they go, even in the wilds of North America, where the long reaching arm of the Mystic Knights couldn't find them? It was a problem that would plague them for years and lead to an exodus in which bands of Mystic Knights would find them many times and fight to destroy them. That the Order of the White Rose managed to survive and keep moving is a miracle in and of itself. At this point, the value of the White Rose flowers meant nothing. This was about honor, saving face and revenge. The campaign of retribution became an obsession among the Mystic Knights to find and destroy the rebels and the people of Bloom. It was a black eye to the Order to have suffered defeat at the hands of a few dozen rebel Knights and let an entire town slip out of the grasp of the "great and powerful" Mystic Knights.

The exodus of rebels, from that point forward calling themselves the *Order of the White Rose*, ran throughout the Magic Zone through Michigan and into Canada. No established community dare let them stay, though many secretly gave them sup-

port by way of food and basic necessities. For 18 months the Knights of the White Rose and the people of Bloom trekked in search of a home. During that time they suffered many battles and many losses. The unrelenting attacks by the Mystic Knights were wearing them down and they seemed doomed unless they could find a safe haven. They hoped Lazlo would be that place. Then providence entered the picture. En route to Lazlo the caravan of heroes and refugees got caught in a fierce Ley Line Storm on the outskirts of Windsor. They were sucked into a dimensional Rift and appeared someplace unknown. At first they thought they had been whisked away to one of the eastern forests, but beyond the trees spread before them in the form of morbid destruction were the ruins of Madhaven. Mountains of metal, glass, earth and concrete surrounded the wood. Unknowing of what perils lay ahead of them, but fully prepared for the worst, they made camp in the woods and the Knights forged on into the ruins to get the lay of the land.

Soon they realized they had been given a mixed blessing. They were in the belly of Madhaven, but the forest, a place that was quickly dubbed "the Garden," appeared to be the eye of the storm where relative peace and calm existed. With surprising unity, the group decided they were home. Nobody, not the Mystic Knights nor anybody else bore witness to the Rifting at Windsor. Nobody knew where they had gone, and nobody would even imagine that they would take refuge in one of the most dangerous and frightful places on the continent.

Of course, life in Madhaven would take its toll. Until they could reach a lasting peace, there were many bloody battles with the Haven Mutants. Some gangs still resent the Order of the White Rose and look at everyone living in the Garden as invaders who stole "their" land. A number of White Knights and Bloom refugees succumbed to madness before they came to realize that the Garden was a buffer zone against the radiated psychic madness that filled the rest of the ruins, and that as long as they remained in the Garden and took only short treks into the ruins, they were safe from the madness. The Curtain defense and true peace would come years later, but it would come. The first order of business was to build a safe home for the 238 remaining refugees and 72 White Knights; a little less than one third the number they had started with. Second, was to plant the precious White Roses and see if they'd grow in their new home. Third order of business, conceal their presence (a la the Curtain and other defenses). Fourth order of business, recruit new Knights into the Order. And lastly, go back into the real world and slowly, carefully, work to protect people in the outside world from the evil Mystic Knights and destroy them whenever possible. The last is a long term plan that has only just begun and requires great care not to lead the Mystic Knights back to their sanctuary (yet another *haven* for another group of misfits) in Madhaven.

The surviving Knights of the White Rose and Bloom refugees have rallied around Sir Colt to build a new home amongst the ruins. Their private paradise, as many refer to it. The Knights and their comrades created a governing council early on, known as the **Council of Seven**. The Council keeps records and basically runs the civilian part of the community in the Garden. It was the Council of Seven who encouraged the handful of Techno-Wizards and practitioners of magic in their group to unleash their imaginations and devise a way to create a large illusion, big enough to cover and conceal the entire area of the

Garden. The project was the largest to be started by the Order of the White Rose, and served to occupy much of their time and resources for the first few years. By using what seemed to be ancient lampposts as a physical focus, the Techno-Wizards were able to draw power from the Harlem ley lines and infuse the lampposts with mystic energy. This has, in effect, made the Garden an extension of the Harlem ley lines, and provides the power to create and maintain a massive illusion over all of Central Park (the Garden).

The powerful illusion makes the Garden appear to be a giant crater devoid of life and filled with thousands of ghosts circling the area. The terrifying sight of an open expanse of blasted land plagued by a massive cloud of menacing ghosts keeps most outsiders away in droves. Even the name of the place, **Crater of the Damned**, is frightening. This massive, perpetual illusion, known to the Order of the White Rose as *the Curtain*, has helped the Knights and their community stay hidden to the outside world and maintain their own little Shangri-la amidst the desolation of Madhaven.

The TW lamppost network does more than create and maintain the illusion, however; it also keeps out all lesser supernatural beings just like a magical Circle of Protection. Only the most powerful supernatural beings can enter the Garden. (See the description of the Curtain in the section describing Techno-Wizard devices.) It also lets the Mystics who are the Knights of the White Rose and other practitioners of magic draw on ambient mystic energy to fuel their own powers (10 P.P.E. is available per melee round).

Since establishing their secret kingdom in the Garden, the Knights of the White Rose have recruited others into the fold, trained other Knights, and have, in the last few years, begun going out into the world. However, they keep their personal identities secret, their faces covered, and take great pains to never lead an enemy, especially the Mystic Knights, back to their secret home in Madhaven.

The Mystic Knights are as powerful as ever and a force to be reckoned with. However, the Knights of the White Rose plan to lead by example, oppose their evil brethren whenever they can, and cut them down when they clash in combat. Slowly, they hope, they can either bring reform to the Mystic Knights or destroy them. That, however, is a campaign that is likely to take generations to accomplish, if ever.

Meanwhile, the Order of the White Rose is quietly making contacts in the Magic Zone, Lazlo, New Lazlo, Dweomer, and various other places around the continent (they even had established a branch in Tolkeen shortly before it fell to the Coalition States). This is, of course, all conducted under a veil of secrecy, false names and cover identities. One such cover operation is **Bethesda Mercenary Enterprises**, named after a large fountain discovered in the Garden. Bethesda contacts relay information and potential mercenary work for good causes to the White Knights, who then respond to the situation with utmost efficiency and professionalism. The Bethesda contact handles all contracts, accepts payment for the job (keeping 10% for his role in all of this), and puts the rest in various accounts accessible by key agents within the Order of the White Rose. The money from "jobs" is used to buy food, supplies, and other necessities and amenities for the Order and inhabitants of the Garden. The Knights of the White Rose also intercede on their own volition

in matters involving the evil Mystic Knights, and other nefarious plots where innocent people are endangered or suffer great injustice. These heroes are especially sensitive to matters involving the Mystic Knights, the Federation of Magic, and other dark forces rooted in the Magic Zone.

Order of the White Rose Breakdown by Guild

Knights of the White Rose - 491 (but half are usually away).

Squires of the White Rose - 662 (but half are usually away).

Gateways - 103

Keepers of the Garden - 138

Loyal Techno-Wizards, Shifters, and Mystics - 114

Does not include civilian residents in the Garden (approx. 390).

Total: 1508

White Knight O.C.C. of the Order of the White Rose

Throughout the Magic Zone and the Eastern Half of the Old American Empire, rumors persist that there exists a splinter group of the nefarious *Mystic Knights*. Heroes known as the Order of the White Rose who oppose their evil brethren. Though hunted and persecuted by the Mystic Knights, arguably the most deadly mercenary group in North America, the *Order of the White Rose* has managed to survive destruction and continue to right wrongs and pick-off Mystic Knights one by one. So despised is this Order of the White Rose that more than one innocent soul has found himself run through with the magic blade of a Mystic Knight for the mere mention of their name.

If a person is lucky enough to find a Mystic Knight willing to talk about the Order of the White Rose, the response is short and swift, "Every member of this rogue group has been hunted down and exterminated, and stories to the contrary are pure myth." The Mystic Knights lie.

The Order of the White Rose is unusual. For one, they were born from evil and chose the path to enlightenment and goodness. They are hunted by Mystic Knights, one of the most powerful, most ruthless mercenary groups in North America, and yet the number of new recruits grows every week. Somehow the Order has turned adversity into hard fought success. In many ways, the Knights of the White Rose continue to function as *mercenaries*, only they limit their client base to good people in need of help. Whenever possible, they take jobs that put them in direct (or indirect) opposition to the evil Mystic Knights and their foul (often supernatural) masters. The Order generally fights evil and wrongdoing wherever it can be found, and only charges communities and individuals who can afford their services; others get them free of charge. Although the Order of the White Rose is not nearly as famous nor influential as the Cyber-Knights, they are carving a name for themselves in the East and particularly in the *Magic Zone*, where they are most active and most needed.

The Order of the White Rose has chosen the *Magic Zone* as their primary area of involvement for three reasons: **1)** It was their home and, as such, they know it well; **2)** the Magic Zone is the base of operation for the evil Mystic Knights; **3)** the Magic

Zone is in desperate need of heroes. The influences of dark magic and supernatural evil are so pervasive in the Magic Zone that few Cyber-Knights or other heroes dare to venture there on a sustained basis. That means there is a large void for champions of justice and defenders of the innocent. The Knights of the Order of the White Rose mean to fill that void.

The Knights of the White Rose strive to be heroes and do, indeed, fight injustice and destroy evil, but they are every bit as clandestine, deadly and ruthless as the classic Mystic Knight. Much like their evil brethren, the members of the Order of the White Rose are masters of martial and magical combat, and they secretly recruit others into their Order. New recruits are taught the mystic arts, the channeling of mystic energy, the ways of espionage and ruthlessness in the face of evil. Though they fight in the name of goodness and justice, their training uses almost exactly the same techniques employed by the evil Mystic Knights, including strength of mind. They are a bit more educated and compassionate, and fight on the side of the angels, but they are, for the most part, Mystic Knights of a good alignment. This has given some people reason to fear them. Their fear: what might happen if the Order one day turns from the light and chooses the dark ways of their brothers before them? For now at least, the Knights of the White Rose are heroes among the people of the Magic Zone and the sworn, mortal enemies of the Mystic Knights.

Using guerilla tactics and subterfuge, the Order of the White Rose has made it their duty to infiltrate and undermine the evil Mystic Knights and to disrupt their plots whenever and wherever they are uncovered. The tenacity and vindictiveness of the evil Mystic Knights and the evil order's overwhelming number, however, make this an uphill battle and leave the future of the

Order of the White Rose an uncertain one. The evil Mystic Knights' search for the White Knights' base of operation is relentless. Should they ever discover its location, they will lay siege to it and wipe out every last Knight, man, woman, and child associated with the Order. The Knights of the White Rose know this and accept it as their cross to bear. Those who see the Knights as heroes also know this and strive to help keep their secrets. This includes the mutants of Madhaven who have, over time, come to respect if not entirely accept the Knights. The mutants know that someday, the evil Mystic Knights may come to their Haven in a campaign to wipe out the Order of the White Rose. And on that day, the Haven Mutants also know that they will rise up to crush the invaders. Not to help the White Knights crush evil, but to defend their homeland and to show the world that not even the powerful and fearsome Mystic Knights may invade their home for any reason. On that day, the mutants will become a power to be reckoned with, so have the Shaman of the Mighty Lady prophesied.

Special O.C.C. Abilities of the Knights of the Order of the White Rose

1. P.P.E. Channeling: This is a unique power that sometimes resembles spell casting. The character can channel and convert P.P.E. into other types of energy with the following effects:

- Can power most, comparatively simple electronic items simply by holding them in his hand and desiring them to function. Such items include: flashlight, radio, video camera, portable computer, language translator, electric shaver, etc. No P.P.E. cost.



- Recharge most types of batteries: One small, S.D.C. energy battery per level of experience at a total cost of one P.P.E. point.
- Recharge large S.D.C. battery (the equivalent of an automobile battery): 2 P.P.E. points.
- Standard E-Clip (M.D. Energy): 12 P.P.E.
- Long E-Clip (M.D. Energy): 18 P.P.E.
- Energy Canister or Rail Gun: 30 P.P.E.
- Recharge a High-Powered energy cannon with one blast (1D6x10 to 2D6x10 M.D.; two blasts if the energy beam does 6D6 to 1D4x10 M.D.): 30 P.P.E.
- Recharge P.P.E. Clip: 60 P.P.E.

2. Fire Energy Bolts: The Mystic Knight of the Order of the White Rose can fire 4D6 M.D. blue energy bolts (+1D6 at levels 4, 8, and 12), 1000 feet (305 m), from hands or eyes. P.P.E. Cost: 5 per blast. An additional 1000 feet (305 m) of range can be added for the cost of 10 P.P.E.

3. Steal & Redirect Ley Line Energy: The Knight can prevent others from drawing on ley line energy at a particular location along that line; 50 foot (15.2 m) length per level of experience. He can also steal P.P.E. being summoned by one or more mages during a time of power (eclipse, solstice, ritual, etc.) by redirecting the flare of energy into himself instead of the person(s) who drew it out in the first place. Likewise, at the key moment of the ceremony, the Mystic Knight can steal 1D6x10% of the energy and draw it into himself. He can then use the stolen energy for his own magic. **Note:** In all cases, the character must know who is drawing on the energy, have line of sight visual contact, and be within 200 feet (61 m). This extra energy can be held and used for ten minutes per level of experience, after which, any energy beyond his normal P.P.E. base/capacity is harmlessly released.

Using his channeling and redirection abilities, he can draw upon double the usual amount of P.P.E. typically available to practitioners of magic at ley lines and nexus points.

4. Impervious to Energy: The Mystic Knight is impervious to lasers, ion blasts, particle beam weapons, plasma bolts, electricity, fire, heat, and radiation.

Magically created energy and Ley Line Storms inflict half damage.

Rune Weapons, and most magical weapons of all kinds do *full* damage. Likewise, ordinary swords, clubs, spears, etc. as well as bullets, arrows, Vibro-Blades, thrown rocks, falls, punches, and most kinetic based attacks do *full* damage.

5. Masters of Combat – O.C.C. Bonuses: The training of the Knights of the Order of the White Rose is *similar* to their evil Mystic Knight brethren, but there are differences. One being more emphasis placed on speed and reaction time than brute force. Bonuses are in addition to attributes and skills: +1D4 to P.S., +1 to P.E., +1 to P.P., +1D6+10 to Spd, and +20 to S.D.C.

+1 attack per melee round, +1 on initiative at levels 1, 3, 5, 7, 9, 11, and 15, +2 to disarm, +1 to roll with impact, +2 to pull punch at levels 2, 4, 6, 8, 10, 12, and 14, +3 to Perception Rolls, +5% to save vs coma and death, +1 to save vs disease and poison, +3 to save vs Horror Factor.

6. Ley Line Walker Abilities: *Sense Ley Lines and Magic Energy* the same as the Ley Line Walker ability (see #1 under

Ley Line Walker abilities on page 113 of **Rifts® Ultimate Edition** or page 83 of the **Rifts® RPG**). Also possess the abilities of *Ley Line Phasing* and *Ley Line Rejuvenation* the same as the Ley Line Walker.

7. P.P.E.: Like spell casters, the Mystic Knight has a considerable capacity to hold magic energy. Base is 2D4x10 + P.E. attribute. They get an additional 2D6 per level of experience. Like the spell casters, they can draw additional P.P.E. from Ley Lines and Nexuses, but can draw twice as much energy.

8. Additional Spell Knowledge: Being “Mystics,” the Knight’s spell knowledge, like everything else, comes from within the character himself on an *intuitive level*. The character spends years pondering life, his place in it, and how magic might help him find his place in the world. Then, when he is ready to find or make his place in the world, the Mystic enters into a three day period of fasting and meditation or virtually nonstop fighting or bloodletting. At the end of this period, he somehow knows the following spells: Magic Shield (6), Armor of Ithan (10), Aura of Death (12), Tongues (12), Energize Spell (12), Fists of Fury (10), and Power Weapon (35). These are part of the Mystic Knight’s permanent spell casting capabilities.

9. Learning New Spells: The Mystic Knight will intuitively sense when he has reached a new metaphysical plateau (new level of experience). At each new junction in life (experience level), the character will find the time to meditate on combat, justice in the world, personal goals, and magic. At each subsequent level of experience, the character can select two spells from invocation levels 1-6.

Unlike other magic O.C.C.s, the Mystic Knight *cannot* be taught nor can they purchase additional spell knowledge. In fact, the character never even tries to learn additional spells. He or she simply does not have the mastery of magic to go beyond this point, and the Mystic accepts this without question or regret. Mystic Knights may use Techno-Wizard devices and covet magical weapons and armor, especially rune weapons.

10. Psionic Powers: See the Invisible (4), Sixth Sense (2), Resist Fatigue (4), Mind Block (4), and three psionic powers of choice from the Sensitive or Physical category.

Select one additional psychic ability from the Sensitive or Physical category for each new level of experience starting at level two. The Knight of the White Rose can select one ability from the Super category at level four and another at level nine.

11. I.S.P.: Roll 5D6+4 plus the character’s M.E. number to determine the base Inner Strength Points. The Mystic Knight is considered a *major psionic*, so he or she receives another 1D6+1 I.S.P. per each additional level of experience.

12. Connection to their Squire: The psychic nature of the Knights and their strong emotional ties to their Squire partners eventually creates a sort of psionic connection between the two. Thus, the Knight and the Squire can sense when each other is in serious peril and in need of help (“Something’s wrong. Justin is in danger. I have to go, now!”) The Knight will also have a general idea where the Squire is and if there is a question of which direction, room, vehicle, etc., the Squire may be located, there is a 01-90% likelihood the Knight will make the right choice. Range: 10 miles (16 km). Link Manifestation: Appears after working with each other for a year; six months if the two were friends to begin with. P.P.E./I.S.P. Cost: None, automatic and constant.

The Knight and the Squire can also sense each other's emotional state and can tell if something is wrong, if the other is lying, and similar markers of trouble.

Code of the Knights of the Order of the White Rose

- Protect the lives and liberties of the innocent.
- Champion justice and equality for all.
- Fight evil in all its guises and against all odds.
- Destroy the Mystic Knights and their evil masters.
- Seek enlightenment, goodness and nobility.
- Dare to tread where others fear to go and where justice is most sorely needed. (Namely the Magic Zone and the Eastern wilderness.)
- Never betray a member of the Order of the White Rose, and never reveal the camp's secret location even under torture and threat of death.

Knight of the White Rose O.C.C. Stats

Alignment Restrictions: Any good or selfish alignments. The Order goes to great lengths to ensure that there are *no* evil members.

Attribute Requirements: P.E. 13, M.E. 10 and a desire to fight evil, and protect the lives and liberties of the innocent. Despite the vendetta of the evil Mystic Knights against them (or perhaps because of it), a surprising number of people with the hearts of heroes willingly seek to become a Knight of the White Rose.

Race Restrictions: None, however a character must have psionic and magic capabilities. The majority of the Order of the White Rose are human, because that's how they started as Mystic Knights, but about one third of the Order is composed of D-Bees.

O.C.C. Skills:

Language: American (+30%)
Language: Two of choice (+20%).
Literacy: Native Language (+20%)
Horsemanship: Equestrian (Knight)
Horsemanship: Exotic Animal (+20%)
Lore: Magic (10%)
Lore: Demons and Monsters (+10%)
Boxing or Kick Boxing
Forced March or Physical Labor
Running
Swimming (+10%)
Land Navigation (+10%)
Espionage: Two of choice (10%).
W.P. Sword
W.P.: Two Ancient of choice.
W.P.: Two Modern of choice.
Hand to Hand: Martial Arts

O.C.C. Related Skills: At first level, the character can select six other skills, plus one additional skill at levels 3, 6, 9, 12, and 15.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: Any (+5%).

Horsemanship: None, other than above.

Mechanical: Basic Mechanics only.

Medical: First Aid and Paramedic only (+5%).

Military: Any.

Physical: Any.

Piloting: Any, except Robots and Power Armor, Robot Combat, Tanks & APCs, Ships, Warships, Helicopters and Jet Fighters.

Pilot Related: Any.

Rogue: Concealment, I.D. Undercover Agent, Roadwise, Seduction and Tailing only.

Science: Math only (+10%).

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any (+5%).

Secondary Skills: Select three Secondary Skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**, plus two additional skills at levels 3, 7, 10, and 13. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: Starts with two sets of traveling clothes, ceremonial robes, one set of dress clothing, one set of black clothing for covert operations, utility belt, two canteens, backpack, knapsack, tent, three weeks of food rations, 50 feet (15.2 m) of strong cord/rope, 1D4 flares, a flashlight, compass, pocket knife, gas mask/air filter, tinted goggles, hatchet, silver cross, a 12 inch wooden cross, 1D4+4 wooden stakes, a wooden mallet, and a first aid kit.

Body Armor: Any of the Body Armor types described in the equipment section of this book. **Note:** The traditional demon helm design of the Mystic Knights can still be found among the Knights of the White Rose, and is usually issued to Knights on special missions of infiltration or impersonation of evil Mystic Knights. However, many White Knights have abandoned the horned demon motif for traditional medieval body armor styling and an angelic motif, such as feathered plumes and wings on the side of the helmet and similar. The armor and the helmet are made either of composite M.D.C. materials with plates and padding, or are the product of Techno-Wizard enchantment. The armor is NOT environmental.

Weapons: A magic sword of choice and a TW Barrier Shield (see equipment section), three ancient weapons of choice, and one weapon for each W.P. plus 1D6+6 extra E-Clips for each. Modern weapons may include TW weapons with the G.M.s approval. The Knights of the White Rose love magic items, especially TW and Rune weapons.

Magic Healing: Two petals from the White Rose per level of the Knight's experience, two thorns, and two healing potions. Additional healing items made from the White Rose *may* be provided for special missions. **Note:** The White Rose and its healing properties are described under the *Keeper O.C.C.* elsewhere in this section.

Transportation: A horse with M.D.C. barding. May also have a second mount that is an exotic animal such as a Phantom Wolf, Ruin Lizard, War Bird or Dragon-Cat (the latter is found in *Rifts® Psyscape*). All have become respectable and desired exotic riding animals, but they are uncommon and sometimes difficult to acquire. Hovercycles, motorcycles and robot horses are common, modern alternatives.

Money: The White Knight starts with 1D6x100 credits and 2D6x1000 credits' worth of precious metals, gems and/or ancient, pre-Rifts artifacts. They generally try to barter for goods and services rather than pay using credits. The less of a money trail their enemies have to follow, the better. Furthermore, living in hiding at Madhaven offers limited resources and ways to earn money, and Knights in the outside world tend to spend their money on helping those in need.

Cybernetics: None. The Knight will avoid cybernetics at all costs.

Squire of the White Rose O.C.C.

Not everyone who desires to fight evil, destroy the Mystic Knights or help others possesses the psionic and innate magic abilities of a Mystic to become a Mystic Knight of the White Rose. Those with the heart of a warrior, the spirit of an adventurer and the courage to take a stand, may join the Order of the White Rose and accompany a Knight on his sojourn as a Squire.

Squires of the White Rose are not wannabe Knights or second-rate servants, but heroes and support personnel in their own right. They have basic combat training and an area of speciality (usually Communications, Mechanics, Medicine or Technical) that fills in some of the Knights' weaknesses. Knights, after all, are focused on combat, and that means they may be lacking in other important areas.

Not every Knight wants the responsibility of having a Squire as his partner, but the majority (65%) actively seek to have 1-4 Squires assist them in their exploits. These Knights consider it an honor to have one or more Squires as valuable members of their team and think of them as Technical Officers. Most important, Squires are as loyal and dedicated as any Knight of the White Rose and can be trusted with any secrets and strategic data. They live by the same code as the Knights.

A Squire should not be confused with a Knight in training. Squires have no chance of becoming a Knight of the White Rose because they are not Mystics. They are, however, dedicated to the cause and fight like tigers alongside their Knight partner. Knights of the White Rose may also associate with, hire or ally with other Men at Arms, Adventurers, Practitioners of Magic, Psychics and heroes of any ilk.

Special O.C.C. Abilities of the Squires of the White Rose

1. Skilled Combatant (O.C.C. Bonuses): The training of the Squire of the Order of the White Rose is more rigorous than most armies, with the exception of special forces.

Bonuses in addition to attributes and skills: +1D4 to P.S. or P.E., +1 to P.P. or M.A., +1D6+2 to Spd, and +10 to S.D.C.

+1 on initiative at levels 2, 6, and 12, +1 to parry and dodge, +1 to disarm, +2 to roll with impact, +1 to pull punch at levels 1, 4, 8, 12, and 15, +1 to Perception Rolls.

2. MOS Areas of Specialty: Each Squire may select ONE of the following area of expertise. May select *two* MOS if he or she is willing to sacrifice *all* other O.C.C. Skills except the W.P.s and Hand to Hand: Martial Arts.

Animal Wrangler MOS:

Animal Husbandry (+5%)
Breed Dogs (+10% and may have one as a pet/companion)
Breaking and Taming Wild Horses (+10%)
Herding Cattle (+5%)
Lore: Cattle & Animals (+20%)
Rope Works (+15%)
Skin & Prepare Animal Hides (+10%)
Track & Trap Animals (+10%)

Communications MOS:

Barter (+12%)
Basic Electronics (+10%)
Electronic Countermeasures (+10%)
Public Speaking (+15%)
Radio: Basic (+20%)
Two Communication skills of choice (+10%).

Explosives Expert MOS:

Basic Electronics (+10%)
Basic Mathematics (+15%)
Basic Mechanics (+15%)
Demolitions (+12%)
Demolitions Disposal (+15%)
Demolitions: Underwater (+10%)

Field Medic MOS:

Biology (+20%)
Brewing: Medicinal (+15%)
Holistic Medicine (+10%)
Paramedic (+20%)
Pathology or Chemistry (+10%)
Xenology (+10%)

Lore Master MOS:

Literacy: American (+20%)
Creative Writing or Computer Operation (+10%)
History: Post-Apocalyptic (+10%)
Five Lore skills of choice (+15%).

Mechanic MOS:

Automotive Mechanics (+20%)
Basic Electronics (+15%)
Computer Operation (+10%)
Locksmith (+10%) or Salvage (+15%)

Mechanical Engineer (+15%)
Vehicle Armorer (+10%)
One Mechanical or Electrical skill of choice (+10%).

Pilot MOS:

Automobile (+20%)
Combat Driving
General Repair & Maintenance (+10%)
Hover Craft or Hovercycles (+20%)
Land Navigation (+15%)
Roadwise (+20%, Madhaven & Jersey Side, plus one place of choice, such as Dweomer or a 'Burb).
Four Piloting skills of choice (+15%), only robot and power armor related piloting skills are NOT available.

Technical MOS:

Basic Electronics (+10%)
General Repair & Maintenance (+15%)
Research (+10%)
Sensory Equipment (+15%)
Four Technical or Science skills of choice (+15%).

Thief MOS:

Concealment or Find Contraband (+12%)
Palming (+15%)
Pick Locks (+12%)
Prowl (+10%)
Three Rogue skills of choice (+10%).

Trail Cook MOS:

Appraise Goods (+20%, but limited only to meat, vegetables, fruit, nuts, other produce, spices, baked goods, processed foods, cookware, cutlery, and similar food and cooking related items).
Brewing (+15%)
Cook (+25%)
Gardening (+12%)
Fishing (+15%)
Identify Plants & Fruit (+15%)
W.P. Knife

3. Connection to their Knight: The psychic nature of the Knights and the strong emotional ties between the Squire(s) and Knight eventually creates a sort of psionic connection between them. Thus, Squire and Knight can sense when each other is in serious peril and in need of help. ("Something's wrong. Sir Zachary is in trouble. I have to go, now!") The Squire will also have a general idea where the Knight is and if there is a question of which direction, room, vehicle, etc. the Knight may be located, there is a 01-75% likelihood the Squire will make the right choice (01-40% when trying to locate other Squires or teammates). Range: 10 miles (16 km). Link Manifestation: Appears after working with each other for a year; six months if the two were friends to begin with. P.P.E./I.S.P. Cost: None, automatic and constant.

The Squire and the Knight can also sense each other's emotional state and can tell if something is wrong, if the other is ly-

ing, and similar markers of trouble. Squires are especially good at picking up on hints and suggestions from their Knight partner.

4. Acceptance into the Order of the White Rose: The Squire becomes a member of the Order of the White Rose when he is initiated into the Sect of the Squires. This means they are loyal members of the Order, live by the same code as the Knights, and are a cut above other loyalists and residents of the Garden, and the protectors of all who live within the Garden. However, many Squires seek adventure in the world beyond Madhaven and enlist to go on adventures and campaigns with Knights of the White Rose. The Council of Seven is responsible for making the final assessment as to whether or not a Squire should be assigned to a Knight and be allowed to venture with him out into the world as a warrior and helper. Typically, it is the Knight who petitions for a particular Squire to be part of his field team, however, other times a worthy Squire who has asked to be assigned to a field team is assigned to the Knight. The Knight has the final say in accepting any Squire assigned to him; the same is true of young Knights in training.

Squire of the Order of the White Rose Stats

Alignment Restrictions: Any good or selfish alignments. The position is an honor, and the candidates are sought out individually based on moral character, loyalty, courage and special skills. The Order makes sure there are *no* evil members.

Attribute Requirements: P.E. 10, M.E. 9 and the heart to fight for goodness and justice along side a Knight of the White Rose. **Note:** A Squire always looks to the Knight he is assigned to as the team leader.

Race Restrictions: None. A third are D-Bees, 10% are Haven Mutants!

O.C.C. Skills:

Horsemanship: General
Land Navigation (+10%)
Language: American (+20%)
Language: One of choice (+10%).
Literacy: American (+10%)
Lore: Magic or Lore: Demons and Monsters (+5%)
Radio: Basic (+10%)
Forced March or Physical Labor
Running
Swimming (+10%)
Wilderness Survival (+10%)
W.P.: Two Ancient of choice.
W.P.: Two Modern of choice.
Hand to Hand: Expert; can be changed to Hand to Hand: Martial Arts at the cost of one O.C.C. Related Skill. Hand to Hand: Assassin is not available for selection.

O.C.C. Related Skills: At first level, the character can select eight other skills, plus two additional skills at levels 3, 7 and 11.

Communications: Any (+5%).
Cowboy: None, except as MOS.
Domestic: Any (+10%).
Electrical: Basic Electronics only (+5%).

Espionage: None.

Mechanical: Basic Mechanics only.

Medical: First Aid only (+5%).

Military: Camouflage only.

Physical: Any, except Acrobatics and Kick Boxing.

Piloting: Any, except military vehicles, ships, aircraft, Robots and Power Armor, and Robot Combat. MOS skills are the exception.

Pilot Related: Any.

Rogue: None, except as MOS skills.

Science: Any (+5%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: The character gets to select four Secondary Skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**, plus one additional skill at levels 2, 5, 9, and 12. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: The character starts with two sets of traveling clothes, ceremonial robes, one set of dress clothing, utility belt, two canteens, two water skins, backpack, knapsack, tent, three weeks of food rations, 50 feet (15.2 m) of strong cord/rope, 1D4 flares, a flashlight, compass, pocket knife, gas mask, air filter, tinted goggles or sunglasses, hatchet, silver cross, silver dagger, note pad, two markers, and a first-aid kit.

Body Armor: Squire armor or some other light to medium armor. The suit is not environmental.

Weapons: One for each W.P. plus 1D4+2 extra E-Clips. May include TW weapons or other magic weapon or item, but only with G.M. approval.

Magic Healing: Two petals and three leaves from the White Rose and one healing potion. Additional healing items made from the White Rose *may* be provided for special missions. **Note:** The White Rose and its healing properties are described under the *Keeper O.C.C.* elsewhere in this section.

Transportation: Typically starts with a horse with M.D.C. barding. Squires with the Pilot MOS start with one car and one other vehicle in which they have a skill. Other vehicles may be available from the Order upon assignment or may be “acquired” in the field.

Money: The Squire starts with 1D4x100 credits and 3D6x100 credits’ worth of tradable ancient artifacts. They generally try to barter for goods and services rather than pay using credits. The less of a money trail their enemies have to follow, the better.

Cybernetics: None. The Squire will avoid cybernetics at all costs.



Gateway Knight O.C.C.

The Order of the White Rose went through what many of its members consider Hell on Earth in the process of escaping the slaughter that awaited them at the hands of the horde of evil

Mystic Knights. When they stumbled upon the lush, fertile valley in the middle of the mountains of treacherous rubble, many vowed never to venture out into the horror of Madhaven again, content to live out the rest of their lives in the solace of the Garden. When they further explored the massive Garden they stumbled upon a giant obelisk surging with magical energy which, unbeknownst to them at the time, would be their portal out of the Wasteland surrounding them. (See *Cleopatra's Needle* in the section on *the Garden*.)

Further research by mages and scholars revealed specific Mystic Knights (about one in 20) could bond with the obelisk, granting them special teleportation abilities in and out of Madhaven. The Knights of the White Rose who can link to the mysterious magic energy of the obelisk forsake many of their usual energy channeling powers but gain the power to *teleport*. Members of the **Guild of Gateways** are hand selected for their ability to utilize this unique power and inherent ability to understand the nature of channeling Teleportation magic. The Gateways undergo the same basic training as any Mystic Knight, after which they undergo a bonding ritual with the obelisk that forever changes them. Although Gateway Knights are trained warriors, they hardly ever engage in direct combat. They are too valuable to risk, and they are the means by which most Knights of the Order of the White Rose leave Madhaven without a trace. Likewise, the Knights and their team usually rendezvous with a Gateway to return home, without leaving a trail back to Madhaven.

Gateway Knights also practice the arts of subterfuge and espionage, because their teleportation abilities make them ideal as thieves, spies, infiltrators, and rescuers. Whenever a mission is slated for outside of Madhaven, one Gateway is ALWAYS assigned to the team to 'port them to their destination. When the mission is expected to be done, the team will have prearranged a rendezvous time and location with a Gateway to get them out. If the mission is especially important or involves dealing with their evil Mystic Knight brethren, the Gateway will stay with the team, using his powers for the benefit of the team and getting them to safety (or home) whenever needed. Gateway Knights are always a member of any rescue team, especially operations involved with rescuing Knights or innocent people from captivity.

The Gateways are so vital to the Order of the White Rose that Knights and Squires always protect the Gateway Knights above all others and will, if necessary, sacrifice themselves to save the life of a Gateway. As much as some Gateways hate this preferential treatment, they know that it is done out of necessity.

Special O.C.C. Abilities of the Gateway Knight

1. P.P.E. Channeling for Teleportation: Like any Mystic Knight, the Gateway has the ability to channel magic energy, however, those who become Gateways channel the magic to teleport rather than the traditional uses. **Note:** All teleportation channeling counts as two melee attacks/actions and costs the designated P.P.E.

Teleportation: Self (P.P.E. Cost: 10). The Gateway Knight can flawlessly teleport himself and up to 60 pounds (27 kg) of gear up to 100 miles (160 km) per level of experience!

Outdoors this applies to places the Gateway has never visited, but for which he knows the approximate location via an ac-

curate map or reliable written or verbal directions. This might include teleporting to the City of Dweomer or Chi-Town on a map, or some location he has frequented many times. The Gateway always appears on the outskirts of the target destination, but without fear of appearing inside a tree, vehicle or obstacle.

He can also teleport to any specific location he can see clearly from where he is currently standing.

To appear inside a specific building, room, cave, or other particular location, the Gateway must be very familiar with it (i.e., home, workshop, the Garden, etc.), having personally visited the site at least four times and spent some time there each visit (an hour is ideal). **Note:** All other conditions of magical Teleportation apply the same as magic invocations. Teleport Self means exactly that, no passengers. The Gateway cannot teleport with even one tiny, intelligent passenger hiding in his pocket. The P.P.E. is spent, but nothing happens. The one place a Gateway can *always*, flawlessly teleport *himself* to is the obelisk in the Garden at Madhaven.

Teleportation: Others to a Familiar Location (P.P.E. Cost: 20). The Gateway Knight can teleport one person (plus an additional 100 lbs/45 kg per person) per level of experience, to another location that he *knows well*, provided he does not teleport with them. In this case, the Gateway Knight functions as the anchor at the starting point and channels energy from where he is to send other people to the familiar destination point. He can follow afterward. Range is 50 miles (80 km) per level of experience. Rate of success is 99%. Adding one person more than he can normally teleport reduces the success rate by -20% per extra person and should NEVER be attempted except under the most desperate of circumstances, because people are likely to die.

Everyone to be teleported must be gathered close together and touching to create a circuit of bio-energy that is magically transmitted to one location. If the circuit is broken the instant the spell is cast, the chance for a successful teleport to the target location is reduced to 01-49%. Any percentile roll above 49% means the people being teleported are separated. Only one character arrives at the intended destination, all others are scattered 1D6x10 miles (16-96 km) all around it. If teleporting only one person, that character must touch the Gateway to complete the circuit for teleportation. **Note:** People who don't want to be teleported can try to break free of the group circuit (remember, everyone must be connected via physical contact) or roll to *save vs magic*, but need to roll a *16 or higher without* benefit of any saving throws vs magic. Saving throw bonuses do not apply if the individual is not conscious and aware that he is about to be teleported someplace. Also note that people can NOT be teleported into midair and dropped, put deep underwater or dropped into a boiling volcano. The destination must *always* be someplace of safety on solid land where the Gateway has, himself, visited and stood many time.

Teleportation from the Obelisk. The Gateway can teleport double the number of people and extra weight, and at double his usual range when he is physically touching the obelisk known as Cleopatra's Needle, located in the Garden. The success of the teleportation is the same as the spell Teleport: Superior. If the location is familiar to the Gateway Knight, the teleportation is flawless; 100%.

2. Fire Energy Bolts: The Gateway can fire 1D6 M.D. energy bolts (+1D6 at levels 4, 8, and 12), 1000 feet (305 m), from

hands or eyes. P.P.E. Cost: 5 per blast. An additional 1000 feet (305 m) of range can be added for the cost of 10 P.P.E.

3. Steal & Redirect Ley Line Energy: The Gateway can attempt to prevent others from drawing on ley line energy at a particular location along that line; 20 foot (6.1 m) length per level of experience. There is a 50% chance of success (+3% per level of experience). He can also steal P.P.E. being summoned by one or more mages during a time of power (eclipse, solstice, ritual, etc.) by redirecting the flare of energy into himself instead of the person(s) who drew it out in the first place. Likewise, at the key moment of the ceremony, the Gateway can steal 1D4x10% of the energy and draw it into himself. He can then use the stolen energy for his own magic. **Note:** In all cases, the Gateway must know who is drawing on the energy, have line of sight visual contact, and be within 200 feet (61 m). This extra energy can be held and used for five minutes per level of experience, after which, any energy beyond his normal P.P.E. base/capacity is harmlessly released.

Using his channeling and redirection abilities, he can draw upon double the usual amount of P.P.E. typically available to practitioners of magic at ley lines and nexus points.

4. Resistance to Energy: The Gateway Knight takes *half damage* from lasers, ion blasts, particle beam weapons, plasma bolts, electricity, fire, heat, and radiation.

Magically created energy and Ley Line Storms inflict full damage, as do Rune weapons, and magical weapons of all kinds.

Likewise, ordinary swords, clubs, spears, etc. as well as bullets, arrows, Vibro-Blades, thrown rocks, falls, punches, and most kinetic based attacks do full damage.

5. Bond to Cleopatra's Needle: Upon touching the obelisk known as Cleopatra's Needle, the fledgling Knight receives a special bond and inner transformation that turns him or her into a Gateway Knight. The bond grants the Gateway the power to teleport (see above) as well as an array of teleportation and dimensional warping magic spells.

Teleportation Spell Magic: The bond grants the following spells at the vastly reduced P.P.E. cost listed in parentheses. Distant Voice (4), Mystic Portal (30), Teleport: Lesser (5), Teleport: Superior (100), D-Step (15), Dimensional Teleport (200), Re-Open Gateway/Rift (50), and Rift Teleportation (60). This is in addition to the Gateway's innate Teleportation abilities described in #1.

Special: Always knows the direction of and distance away from Cleopatra's Needle. This can be used as a sort of compass always guiding the Gateway home, but also a point of reference in order to triangulate his position.

6. P.P.E.: Like spell casters, the Gateway has a considerable capacity to hold magic energy. Base is 2D6x10 +P.E. attribute number. They get an additional 1D6+5 per level of experience. Like the spell casters, they can draw additional P.P.E. from Ley Lines and Nexuses, but can draw twice as much energy.

7. Additional Spell Knowledge & Learning New Spells: The ability and spell knowledge in the ways of teleportation as listed under #5 above, is the sum of the character's magic abilities.

8. Ley Line Walker Abilities: *Sense Ley Lines and Magic Energy* the same as the Ley Line walker ability (see #1 under Ley Line Walker abilities on page 83 of the **Rifts® RPG** or

page 113 of **Rifts® Ultimate Edition**). Also possess the abilities of *Ley Line Phasing* and *Ley Line Rejuvenation* the same as the Ley Line Walker.

9. Psionic Powers: Alter Aura (2), Ectoplasmic Disguise (12), Meditation (0), Mind Block (4), See the Invisible (4), Sense Time (2), Sense Magic Dimensional Anomaly (4), and two psionic abilities of choice from the Sensitive or Physical category.

Select one additional psychic ability from the Sensitive or Physical category for each new level of experience starting at level two. The Gateway can select one ability from the Super category at level 5 and another at level 10.

10. I.S.P.: Roll 5D6+6 plus the character's M.E. number to determine the base Inner Strength Points. The Gateway Knight is considered a *major psionic*, so he or she receives another 1D6+1 I.S.P. per each additional level of experience.

11. O.C.C. Bonuses: Gateways are skilled combatants and courageous warriors. Bonuses are in addition to attributes and skills: +1 to P.S., +1 to M.E., +1 to M.A. +1 to P.P., +1D4+3 to Spd, +15 to S.D.C.

+1 attack per melee, +1 on initiative at levels 1, 3, 7, 11, and 15, +1 to parry, +2 to dodge, +2 to disarm, +1 to Perception Rolls, +3 to roll with impact, +1 to pull punch at levels 1, 3, 6, 9, and 12, +5% to save vs coma and death, +2 to save vs illusions, +1 to save vs magic, +2 to save vs disease and poison, +3 to save vs Horror Factor.

Gateway Knight Stats

Alignment Restrictions: Any good or selfish alignments. The Order makes sure that there are no evil members among its Knights.

Attribute Requirements: P.E. 10, M.E. 10 and a desire to aid the Knights of the White Rose.

Race Restrictions: None. The majority are human, but about 20 of the Gateways are D-Bees and 2% are Haven Mutants.

O.C.C. Skills:

Basic Math (+10%)

Language: American (+30%)

Language: Two of choice (+15%).

Literacy: American (+15%)

First Aid (+10%)

Horsemanship: Knight (+5%)

Horsemanship: Exotic Animal (+20%)

Land Navigation (+20%)

Law: General (+15%)

Lore: Magic (+15%)

Lore: Demons and Monsters (+10%)

Running

Wilderness Survival (+10%)

W.P.: Two Ancient of choice.

W.P.: Two Modern of choice.

Hand to Hand: Martial Arts

O.C.C. Related Skills: At first level, the character can select nine other skills (at least 3 must be from the Espionage or Rogue categories), plus two additional skills at level 3, and one additional at levels 6, 9, 12, and 15.

Communications: Any (+5%).
Cowboy: None.
Domestic: Any (+5%).
Electrical: Basic Electronics only (+5%).
Espionage: Any (+5%).
Mechanical: Basic Mechanics only.
Medical: None.
Military: Any (+5%).
Physical: Any except Acrobatics (+5% when applicable).
Piloting: Any except military vehicles, robots and power armor.
Pilot Related: Any.
Rogue: Concealment, Find Contraband, I.D. Undercover Agent, Palming, and Tailing only (+5%).
Science: Any (+5%).
Technical: Any (+10%).
W.P.: Any.
Wilderness: None.

Secondary Skills: The character gets to select four Secondary Skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**, plus one additional skill at levels 2, 4, 6, 8, 10, 12 and 14. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: The character starts with two sets of traveling clothes, ceremonial robes, one set of dress clothing, one set of black clothing for covert operations, utility belt, two canteens, backpack, knapsack, tent, three weeks of food rations, 50 feet (15.2 m) of strong cord/rope, 1D4 flares, a flashlight, compass, pocket knife, gas mask/air filter, tinted goggles, hatchet, first-aid kit, silver cross, small silver cross on a chain worn around the neck, pocket mirror, and some personal items.

Body Armor: Standard Gateway Armor, but may use any armor depending on the assignment.

Weapons: A TW Inferno Sword, a pair of Mutant Bone Knives, one weapon for each W.P. plus 1D6+4 extra E-Clips.

Magic Healing: Four petals and three leaves from the White Rose, and two healing potions. Additional healing items made from the White Rose *may* be provided for special missions. **Note:** The White Rose and its healing properties are described under the *Keeper of the Garden O.C.C.*, next in this section.

Transportation: A horse with M.D.C. barding, or if the G.M. allows it, an exotic animal like a Phantom Wolf or War Bird. In the alternative, any light vehicle (provided he has the piloting skill for it) or robot horse.

Money: The Knight starts with 1D6x100 credits and 2D8x1000 credits' worth of precious gems and/or tradeable, pre-Rifts, ancient artifacts. They generally try to barter for goods and services rather than pay using credits. The less of a money trail their enemies have to follow, the better.

Cybernetics: None. The Gateway will avoid cybernetics at all costs.

Keeper of the Garden O.C.C.

Every garden needs its gardener, and that is precisely the role of the Keepers of the Garden. The Guild of the Keepers of the Garden serve as the primary caretakers and groundskeepers for the lush and fertile Garden in which the Order of the White Rose resides. They and the Squires also tend to the riding animals and other animals in the Garden.

Keepers are Knights of the White Rose who use their psychic and magical abilities to make sure the Garden is protected from the dangers of the surrounding environment – the Entities in the ruins, bandits and invaders. Most, importantly, they are the keepers and protectors of the fabled *White Rose*.

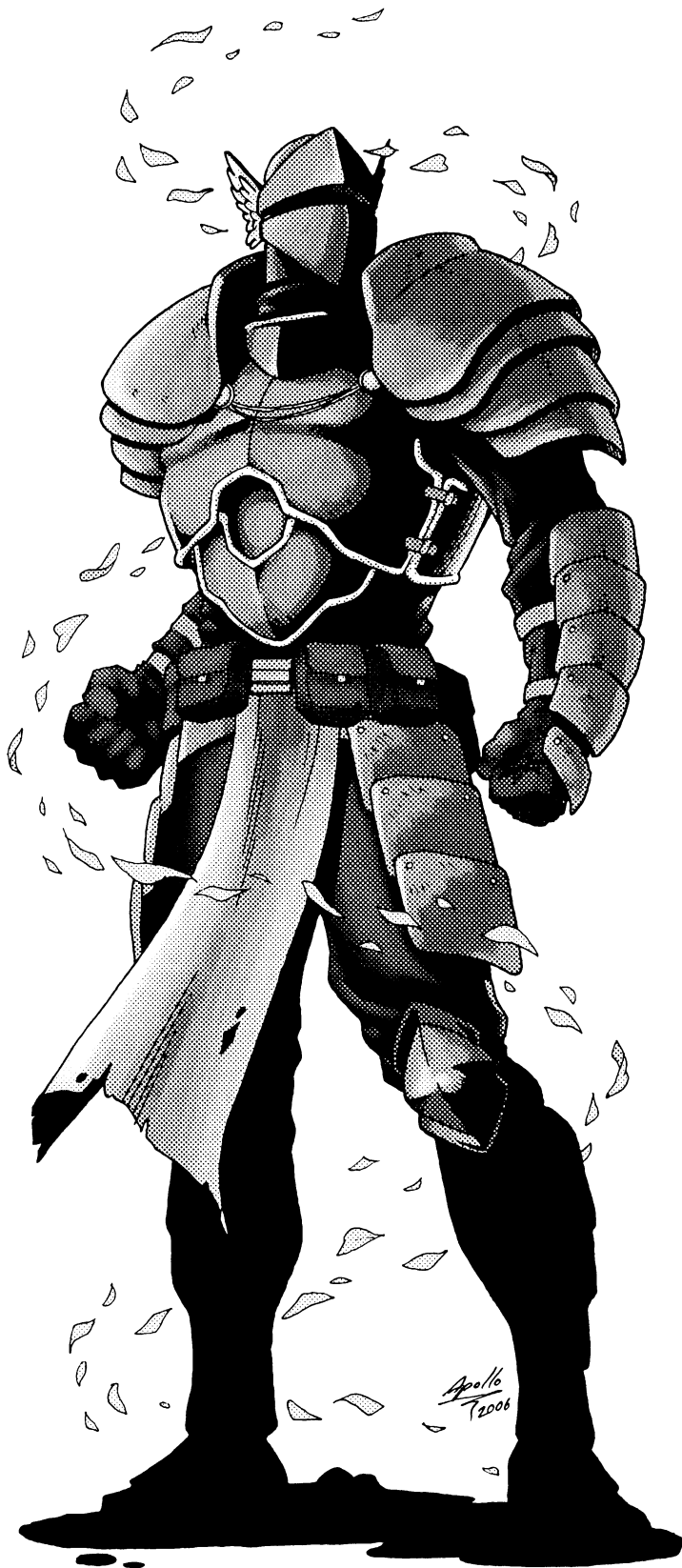
One can often find one or more Keepers in the stables, among the crops or tending to the rare and magical White Rose bushes. The Keepers of the Garden have learned to grow, care and tend to the rare flower from the original inhabitants of Bloom. Many of the original caretakers assist them in this task and train other Knights to take up the mantle as necessary, however it is the Keepers who control the use and distribution of the magical White Rose. Their dedication and focus on the care of the White Rose has led to the Keepers developing an entirely new range of magic spells that help them tend to their gardens.

The Guild of the Keepers of the Garden have become one of the most respected within the Order, as they work very well with the other guilds and freely lend their aid and sword to any other member of the Order. They also have a reputation for their compassion, camaraderie, healing abilities, and genuine concern for the future of the Knights and the people of Bloom.

The White Rose

The plant over which so much controversy has arisen is a mystery. Its origin is unknown. The White Rose is assumed to be an alien species similar to an Earth rose, only with the incredible power of magical healing. The plant looks very much like a small, common, Earth rose bush and is easily mistaken for one. Under closer scrutiny, however, or under inspection by a trained botanist, Earth Warlock or Splugorthian Bio-Wizard, it is evident that the plant is not of this planet and is coursing with magic energy. The plant itself is never affected by typical botanical maladies, nor is it ever eaten or destroyed by parasites, so each of the leaves and flower petals on every plant looks pristine and perfect, almost as if sculpted from marble rather than grown in the dirt.

Aside from its natural beauty, the White Rose is treasured for its amazing healing properties, which are among the most potent and effective in the known Megaverse. The plant is *known* to only a handful of beings, the Knights of the White Rose (who have them), their evil brethren in the Order of the Mystic Knights (who saw them at the town of Bloom), the Splugorth and their Minions, True Atlanteans, Chiang-Ku dragons, and a few wandering alchemists, elder dragons and Herbologists of England. None of these people, other than the Knights of the White Rose, know that any White Rose plants exist on Rifts Earth. (The evil Mystic Knights suspect some plants have sur-



vived, but all they know for sure is that dozens of the plants were destroyed before the White Knights and people of Bloom left on their exodus.) If word should leak out, the Splugorth of Atlantis, the Federation of Magic and hundreds of others, wicked and good, will all want to get their hands on these plants.

The White Rose is extremely rare because it is incredibly hard to cultivate and grow. It was a rare experience for the delicate rose bushes to have taken root in the Magic Zone at the

town of Bloom, rarer still that a couple families learned how to tend the plant, and miraculously any specimens survived the trek from Bloom to Madhaven and took to growing in the Garden.

Each bloom takes at least 5 years to reach maturity, the buds and leaves staying fresh and alive even in winter. In the wild the plants rarely grow in patches of more than 1D4+2 bushes (each with a maximum of 1D6+6 blooms) unless cultivated in a place like in the Garden and tended to by those who understand the flower's care. Alchemists have found it growing sparsely on other worlds in the Megaverse, but whenever they are discovered there is the risk that all the blooms will be stolen, the plants treated harshly in the process and die. Those who respect and value the plant will only take a few petals or a single bloom, leave the rest of the plant behind and keep its location secret. The locations are ALWAYS kept a secret to prevent such a powerful resource from falling into the hands of those who would use it for evil. Ah, but if word does get out, the individual with even a single petal may be hunted down, captured and tortured into revealing how and where he got the precious White Rose. For there to be two dozen White Rose bushes, each with 2D6+12 blooms and an equal number of buds, flourishing in the Garden is unparalleled in recent millennia.

Magic Healing Properties of the White Rose

1. Chewing the leaves or drinking a tea made with the steeped leaves of the bush will eliminate fever, nausea, diarrhea, and headaches within 15 minutes. Furthermore, the drinker of a single cup is +2 to save versus disease, lethal poison, non-lethal poison, harmful drugs and possession for 24 hours. **Note:** Drinking multiple cups provides no additional bonuses or benefit other than it tastes delightful.

2. The stem of the plant can be snapped, making a trickle of sap run from it. The sap can be rubbed on open wounds from scrapes and cuts, to serious lacerations, as well as on a rash, burn, or irritation. Burns, rashes, ringworm, shingles, rickets, and other skin maladies are instantly soothed and disappear within 1D6 hours. Infection in open wounds is removed, blood clots to stop bleeding, the cut completely heals in 1D4+4 hours, there is no or minimal scarring, and the patient regains 2D6 Hit Points and 3D6 S.D.C., or 1D6 M.D.C. if a Mega-Damage creature.

3. The thorns of the White Rose react in a similar manner as the sap, but in a more dramatic fashion. By placing a thorn inside gashes, bullet wounds, deep stabs, and even holes and burns from laser blasts can be healed in 1D4 hours. Placing a thorn inside such a wound causes root-like tendrils to grow and spread until they fill the wound. Over the next several hours they magically become flesh and the wound is healed. Restores 3D6 Hit Points and 5D6 S.D.C. in the process. The thorn is absorbed into the injured character's body and disappears.

4. The petals from the actual flower can be stored indefinitely (legend says 1000 years, most believe 100 years is more likely), and will always appear to be as though it were just plucked.

A single petal placed on the tongue or put in hot water instantly dissolves. Both produce the same effect, with potions remaining potent for at least 100 years. A White Rose Healing Potion stops any internal bleeding, completely restores all lost S.D.C. and one third of lost Hit Points. Pouring it into the mouth

of a coma victim has a 01-75% chance of reviving the person to full consciousness. Healing the body from muscle atrophy and injury may require additional usage of the White Rose or other medical treatment.

5. Combining a White Rose petal, leaf and thorn in a healing brew or made as an elixir creates a potion that can instantly negate all poisons and toxins, including those from supernatural monsters, and instantly restore 2D6+6 S.D.C. and 1D6+3 Hit Points. This potion can also be used as a precautionary measure, providing the drinker with a bonus of +6 to save vs disease, all poisons, and drugs for 1D4+3 days.

6. Two petals sprinkled with a pinch of pollen can be made into a *salve* that when placed on the bite of a vampire, dispels any control a vampire might have had over the person and completely heals the wound. A new vampire bite will be as if it were the first, not a second or third.

7. Making a super-healing potion out of the entire flower will make a potion that will cure any disease or parasite based illness from the common cold to the flu, plagues, infection, cancer and similar, restoring all lost S.D.C. and Hit Points! In fact, it is one of the only known ways to remove a Bio-Wizard parasite without doing harm to the person with it! If an M.D. creature, the super-healing potion will restore half of the lost M.D.C. instantly.

Other cures from the super-healing potion:

01-25% chance of curing a Phobia or Obsession.

01-55% chance of expelling a Possessing Entity.

01-90% chance of expelling a Madness Entity.

01-95% chance of instantly restoring all Hit Points and S.D.C. caused by injury from a Rotting Entity. This potion will also temporarily restore a character made ill by the Contagion Entity, but until the Entity is found and destroyed, the sickness will start again after each healing.

01-75% chance of reviving someone who has been dead for less than two hours, healing all wounds and injuries and restoring one quarter of the S.D.C. and Hit Points. +10% chance of success if the victim has been dead for less than 30 minutes. Only a 01-40% chance if the deceased has been dead for 1-7 days. Doesn't work if the victim has been dead longer than that. A character who imbibes this super-healing potion is also immune to disease and poisons for 1D6 weeks thereafter.

8. Clipping a stem and flower from the bush does no harm to the plant. The bloom will stay fresh, alive and smells wonderful for 1D6 years without water, 1D6x10+40 years if place in a vase and kept in water. The scent of the White Rose is subtle and wonderful, and reminds one of summertime and sunshine. A single flower in a typical living room-sized enclosure will absorb all foul odors and keep the room smelling fresh and clean. Its scent also keeps away sad and angry ghosts/Entities, Poltergeists, cockroaches, termites, carpenter ants, silverfish, and mosquitoes. Outdoors the blooms attracts bees, butterflies and songbirds and keeps destructive insect pests and plant diseases to a minimum on all vegetation within a 500 foot (152 m) radius of a single rose bush.

Note on Value: A single petal can command 10,000-30,000 credits; a thorn double. A full blossom 600,000 to 2 million credits! A sprig (stem, 3D4 thorns, and a single blossom) commands 1.2 to 3.7 million credits. A single leaf, 1,000-6,000

credits. Any of the simple potions, salves, ointments and brews, 10,000-30,000 credits per dose.

The resurrection potion, on the other hand, easily commands 1-10 million credits, maybe more, depending on the buyer.

An entire bush with six or more blooms and a dozen buds is priceless, commanding anywhere from 50 to 200 million credits; the trick is keeping the plant alive especially after it is uprooted. (01-06% chance of success unless a rare expert like the gardeners and Keepers of the Garden tend to the plant; they have a 01-60% chance of success. The same percentage applies whenever taking the plant out of the natural environment where the plant is found growing.)

Special O.C.C. Abilities of Keepers

1-7 are the same as the Knight of the White Rose.

8. Additional Spell Knowledge: As a "Mystic," the Keeper's spell knowledge comes from within the character himself on an *intuitive level*. Since this character's focus is on healing, protecting others and nurturing the White Rose, his magic reflects this. When he is ready to become a Keeper, the Mystic enters into a three day period of fasting and meditation or non-stop frenzy of caring for plants in a garden or crops in the field. At the end of this period, he somehow knows the following spells: Armor of Ithan (10), Aura of Death (12), Breathe without Air (5), Cleanse (6), Cure Minor Disorder (10), Cure Illness (15), Extinguish Fire (4), Globe of Daylight (2), Heal Wounds (10), Magic Shield (6), Negate Poison (5), Purification (Food & Water; 20), and Tongues (12). These are part of the Keeper's permanent spell casting capabilities.

9. Learning New Spells: The Keeper will intuitively sense when he has reached a new metaphysical plateau (new level of experience). At each new junction in life (experience level), the character finds time to meditate on life, purpose, justice, personal goals, and magic. At each subsequent level of experience, the character can select one new spell from *Earth Warlock Magic levels 1-4*, particularly spells that involve growth, plants and life.

Unlike the other magic O.C.C.s, the Keeper *cannot* be taught nor can they purchase additional spell knowledge. Keepers may use Techno-Wizard devices, other magical weapons and armor, rune weapons, and dream of getting any magic item from a Millennium Tree.

10. Psionic Powers: Intuitive Combat (10), Mask I.S.P. and Psionics (7), Mind Block (4), Nightvision (4), Object Read (6), See the Invisible (4), Resist Fatigue (4), and Resist Thirst (6), plus two psionic abilities of choice from the Sensitive category.

All future psionic abilities come from the *Healing* category; select one additional psionic ability for each new level of experience starting at level two. The Keeper of the White Rose can select one ability from the Super category at levels 4 and 9.

11. I.S.P.: Roll 6D6+6 plus the character's M.E. number to determine the base Inner Strength Points. The Keeper is considered a *major psionic*, so he receives another 1D6+1 I.S.P. per each additional level of experience.

Keeper of the Garden Stats

Alignment Restrictions: Any good or selfish alignments. The Order makes sure that there are *no* evil members.

Attribute Requirements: M.E. 11, M.A. 11, P.E. 11.

Race Restrictions: None. The majority of the Keepers are human, but about 10% are D-Bees.

O.C.C. Skills:

Language: American (+30%)
Language: One of choice (+15%).
Literacy: American (+15%)
Animal Husbandry (+20%)
Appraise Goods (+20% when plants, flowers, vegetables and produce is involved).
Brewing (+20%)
Brewing: Medicinal (+15%)
Horsemanship: General (+10%)
Horsemanship: Exotic (+10%)
Lore: Cattle and Animals (+10%)
Lore: Demons and Monsters (+10%)
Outdoorsmanship
Climbing (+10%)
Physical Labor
Swimming (+5%)
Wilderness Survival (+15%)
Identify Plants and Fruits (+20%)
First Aid (+10%)
Holistic Medicine (+10%)
W.P. Blunt
W.P.: Two Ancient of choice.
W.P.: One Modern of choice.
Hand to Hand: Expert (CANNOT be changed).

O.C.C. Related Skills: At first level, the character can select 8 other skills, plus two additional skills at levels 3, 6, 10, and 14.

Communications: None.
Cowboy: None.
Domestic: Any (+15%).
Electrical: None.
Espionage: Detect Ambush, Detect Concealment and Tracking only (+5%).
Mechanical: None.
Medical: Entomological Medicine, Field Surgery, Paramedic, Pathology, and Veterinary Science only (+10%).
Military: Camouflage and Recognize Weapon Quality only (+5%).
Physical: Any.
Piloting: Automobile, Truck, Hover Craft, and Hovercycle only.
Pilot Related: Navigation only (+5%).
Rogue: None.
Science: Any (+10%).
Technical: Any (+10%).
W.P.: Any.
Wilderness: Any (+10%).

Secondary Skills: The character gets to select three Secondary Skills from the Secondary Skills list on page 300 of **Rifts®**

Ultimate Edition, plus one additional skill at levels 3, 7, 10 and 13. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: The character starts with two sets of traveling clothes, ceremonial robes, one set of dress clothing, one set of black clothing for covert operations, utility belt, two canteens, watering can, backpack, knapsack, tent, three weeks of food rations, 50 feet (15.2 m) of strong cord/rope, 1D4 flares, a flashlight, compass, pocket knife, gas mask/air filter, tinted goggles, hatchet, small silver cross worn on a chain around the neck, first-aid kit, sketch book or note pad, 1D6 pencils, one eight inch wooden cross, 2D6 wooden stakes, wooden mallet, pocket mirror, folding shovel, pruning clippers, water can, and a roll of duct tape.

Body Armor: Standard Light Body Armor, but may wear any of the armors when going into battle or defending the Garden.

Weapons: TW magic weapon of choice, a Mutant Bone Sickle or Axe, silver plated dagger, one weapon for each W.P., plus 1D6+6 extra E-Clips for each. Love magic weapons and items.

Magical Healing: 2 Petals, 3 leaves and one thorn of the White Rose per level of the character's experience. Three potions of healing, two negate poison, one vampire bite curative salve, and one super-healing potion! **Note:** Has access to all White Rose healing and components, but never uses them for his own profit, but to carefully help others.

Transportation: A horse with M.D.C. barding, or an exotic riding animal. The Keepers have first choice of riding animals and prefer to ride an animal rather than drive in a vehicle.

Money: The Knight starts with 1D6x100 credits and 2D6x1000 credits worth of pre-Rifts artifacts, plus the medicine and healing abilities are worth a small fortune in and of themselves. They generally try to barter for goods and services rather than pay using credits. The less of a money trail their enemies have to follow, the better.

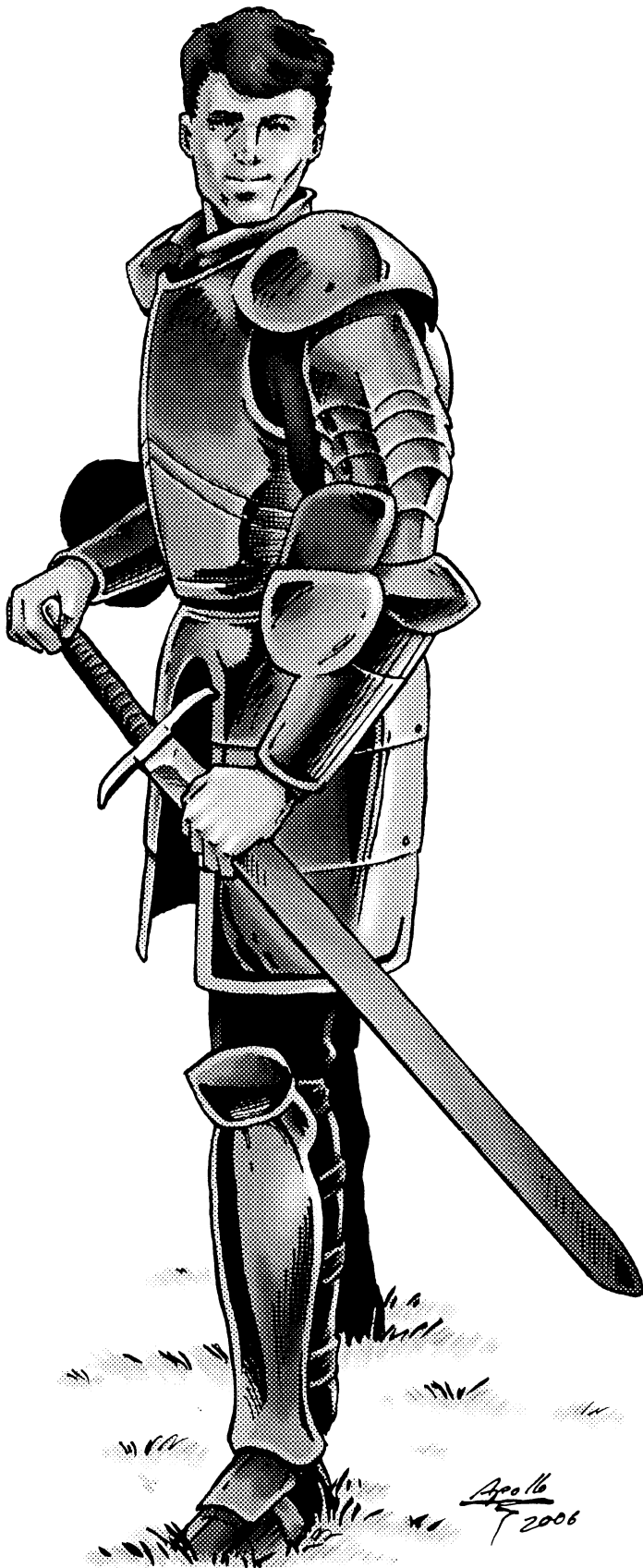
Cybernetics: None. The Keeper of the Garden will avoid cybernetics at all costs.

A Few Notable Knights

Sir Geoffrey Colt

Geoffrey Colt was born and raised in a small town on the outskirts of the Magic Zone. The child of a Vagabond woman and a Cyber-Knight, his home life was good and he was trained in basic swordsmanship and fighting techniques, while also receiving a basic education from his versatile mother and a Rogue Scholar who lived in the community and taught people languages, reading, writing and math. When he was only 12 years old, Colt's father was killed in battle by some of Lord Dunscon's henchmen. The loss of his father left him and his mother crushed emotionally and financially.

Lost to utter poverty, Colt worked a variety of odd jobs in order to help make ends meet, and even turned to a life as a highwayman robbing from traveling merchants and adventurers,



until he eventually tried to rob a pair of Mystic Knights. The Knights quickly put him in his place and could have slain the lad, however, they were very impressed by his combat abilities, especially in someone so young, and offered him the opportunity to travel with them.

Over the coming months, the Mystic Knights trained Colt in the ways of their secret Order. Colt became a full-fledged member of the Order of the Mystic Knights within a year, and began to engage in more dangerous and challenging missions. He proved himself to be an excellent fighter and a natural leader, which helped him quickly move up the ranks. Respected in the eyes of many of the other Mystic Knights, Sir Colt was becoming a power to be reckoned with. If there was any doubt, it lay among a handful of veterans who felt he was too merciful and lacked the killer instinct.

When it became evident that the Mystic Knights were the hired guns of the most terrible and wicked practitioners of magic, Demon Lords and despotic kingdoms, some of the Mystic Knights expressed their dissatisfaction. The money was great and the Order had become the most feared mercenaries in and around the Magic Zone, perhaps throughout the entire country east of the Mississippi River, but for some, their triumphs and position felt empty. Some began to suggest taking on nobler pursuits and talked about the ramifications of having become the hit men and enforcers of monsters. Some even spoke of secession from the Order of the Mystic Knights. Sir Colt felt dissatisfied and conflicted, but would have no part in talk about secession. He continued to voice his disapproval of the Order in private and with friends, while searching his soul for answers to the emptiness that ate away at him. When the Order decided to wipe out half the townspeople of Bloom and enslave the rest to grow the rare, magic White Rose, something just snapped inside Sir Colt. Suddenly, he knew the Mystic Knights were tyrants and somebody had to stand up against them. His only surprise was that it was him taking the stance. Other disenchanted Knights quickly joined him and the rest, as they say, is history – or in this case, myth and legend.

The noble Knight has never questioned his decision nor looked back with regret at anything he has done. The Order of the White Rose is good and Sir Colt is fulfilled for the first time in his life. Since that fateful day at the town of Bloom, Sir Colt has led the Knights of the White Rose with distinction and extreme bravery, often leading some of the most daring and dangerous missions against the Mystic Knights and supernatural evil in the world. He truly considers it an honor to be on the Council of Seven and in a leadership role within the Order of the Knights of the White Rose. He cares about his fellow Knights, the survivors from Bloom and all who stand against evil. Sir Colt will do whatever it takes to grow the Order until it rivals or surpasses the Cyber-Knights, and crush the superhuman forces that plague the continent and prey upon humanity. The term “humanity” is an all encompassing one that includes D-Bees, Haven Mutants and any intelligent being who dreams of freedom and peace. And as the Mystic Knights and evildoers throughout the East have discovered, Sir Colt most definitely has a killer instinct when it comes to stopping tyranny, injustice and evil.

Sir Geoffrey Colt Stats

“The Ascended” and Leader of the Order of the White Rose, Head of the Council of Seven

Name: Geoffrey Colt.

Alignment: Principled.

Attributes: I.Q. 17, M.E. 15, M.A. 13, P.S. 31, P.P. 24, P.E. 17, P.B. 17, Spd 39; physical attributes are considered to be supernatural.

Hit Points & S.D.C.: Replaced by M.D.C.

M.D.C.: 302!

P.P.E.: 313. **I.S.P.:** 97.

Awe Factor (H.F. to his enemies): 14

Height: 6 feet, 4 inches (1.9 m). **Weight:** 218 pounds (98 kg).

Age: 44.

Occupation: Mercenary and Knight of the Order of the White Rose.

Level of Experience: 15th level Mystic Knight.

Appearance: Tall and well built, Sir Colt is an attractive man with steel blue eyes and yellowish blond hair. He seems to be in wonderful shape and has the body of a person half his age. Ever since his recent transformation which he calls his "Ascension," Sir Colt has been more distant and meditates on his place in the world. His physical body is now simply a shape taken by the mystical energy that forms his true self. When upset or preparing for battle, his eyes glow so brightly that they cannot be seen in their sockets, rather a bluish-white light glows with fierce intensity, causing flickering tongues of wispy energy to trail from them.

Disposition: Generally, Sir Colt is a quiet and introverted man who often thinks about building a better future for his people. He is a strong leader, good strategist and tactician, compassionate and merciful. He has put aside feelings of hate, revenge and ruthlessness, but remains a decisive leader and dedicated fighter.

He is becoming increasingly concerned that the secret home of the Order of the White Rose will be discovered, bringing war to Madhaven. The Mystic Knights and the Order of the White Rose have become mortal enemies; the yin and yang of Mystic Knights, and not even he knows how it might all end. Sir Colt only hopes the Order of the White Rose will become a lasting legacy for truth, justice and goodness.

Natural Abilities: Nobody, including Sir Colt, understands how or why he has been transformed into a Mega-Damage version of the Mystic Knights. The accepted *theory* among the Order of the White Rose is that Sir Colt has attained a level of enlightenment and empowerment that can be achieved by any Mystic Knight, at least those of a good alignment, and that Sir Colt is just the first to attain this level. However, nobody knows if any of that is true or if some other mysterious force may be at work within the Knight.

He is called the "Ascended" and possesses all the P.P.E. Channeling and abilities of any Knight of the White Rose, but at double the usual damage and range, and can draw three times as much energy from ley lines as normal. He is a Mega-Damage being (see M.D.C.), possesses Supernatural P.S. and P.E., heightened speed and agility, and bio-regenerates 1D6 M.D.C. per melee round.

Attacks per Melee Round: 10

Bonuses (total): +5 to initiative, +7 to strike, +13 to parry, +13 to dodge, +8 to roll with impact, +4 to disarm, +2 to entangle, +8 to pull punch, kick attack (1D8+2 M.D. + Supernatural punch damage), body flip, knockout/stun 18-20, auto-

matic knockout on Natural 20, critical strike 18-20, critical strike or knockout, x3 damage from behind, deathblow on a Natural 20, +4 to Perception Rolls, +7 to save vs Horror Factor, +4 to save vs poison, impervious to disease, +4 to save vs possession, and +2 to save vs magic.

Skills of Note (Includes I.Q. bonuses): Cook 45%, First Aid 98%, Horsemanship: Knight 98%/98%, Horsemanship: Exotic 98%/98%, Pilot: Hovercycle 98%, Interrogation 75%, Land Navigation 78%, Lore: Magic 90%, Lore: Demons & Monsters 90%, Hand to Hand: Martial Arts, Boxing, Running, Detect Ambush 95%, Wilderness Survival 90%, Tracking 85%, Palming 85%, Pick Pockets 90%, Prowl 90%, Trap Detection 90%, Sniper, Climbing 85%, Athletics, Wrestling, Swim 98%, and Streetwise 64%.

W.P. Skills (bonuses in addition to hand to hand): Sword +5 strike/parry, Shield +3 to strike/+8 to parry, Paired Weapons, Energy Rifle +7 to strike, and Energy Pistol +7 to strike.

Languages: American, Spanish, Dragonese, and Demongolian, all 98%.

Psionic Powers: See the Invisible, Sixth Sense, Resist Fatigue, Mind Block, Sense Evil, Sense Magic, Intuitive Combat, Astral Projection, Empathy, Telepathy, Total Recall, Telekinesis, Telekinetic Leap, Telekinetic Punch, Telekinetic Push, See Aura, Alter Aura, Commune with Spirits, Resist Hunger, Resist Thirst, Summon Inner Strength, Psi-Sword (14D6 M.D.), Telekinesis: Super.

Magic Knowledge: Magic Shield, Armor of Ithan, Aura of Death, Tongues, Energize Spell, Fists of Fury, Power Weapon, Magic Pigeon, Power Bolt, Create Water, Shadow Meld, Blind, Carpet of Adhesion, Wave of Frost, Climb, Chameleon, Invisibility: Simple, Lifeblast, Fly, Heal Wounds, Mental Blast, Swim as Fish: Superior, Call Lightning, Cure Illness, Fireball, Teleport: Lesser, Reduce Self, Time Slip, Armor Bizarre, Magic Net, Domination, Compulsion, Blinding Flash, Globe of Daylight, Death Curse, Control/Enslave Entity, Rift Teleportation, Magic Warrior, Meteor, and Light Blade.

Equipment of Note: Sir Colt has many books and personal belongings, but ever since his early days as a Mystic Knight he has carried two things on his person at all times. The first is a copy of "Traversing our Modern World" by Erin Tarn. The pages are yellowed, dog eared, and curled, and the margins are full of notes and corrections that he has made. The second item is a journal that he writes in daily. He never misses a day in his journal even if it means writing something as simple as "Busy Day," until he has the opportunity to sit and write more. He has gone through dozens of journals during his time as a Mystic Knight, all of which are kept with his other personal belongings.

Weapons: Two TW Conduit Swords, TW Storm Rifle, and has access to any TW weapon made by the Techno-Wizards of the Order. He also has personal access to the *Lockdown* in the Met if he so desires, but he likes to rely on his own abilities and his pistols, "The Twins." **The Twins - Greatest Rune Weapons** that appear to be a pair of flintlock pistols. The Twins are the ONLY modern weapons that have ever been known to be Rune weapons on Rifts Earth. They were originally created by a master gunsmith during the 18th century and given to a woman of the French aristocracy before the

bloody French Revolution. During the Revolution, the Twins were stolen and sold to a weapons collector in England, whose son eventually took them to America and donated them to the Metropolitan Museum of Art after becoming an independently wealthy businessman and philanthropist.

The Twins, named *Isabella* and *Mariana*, grant the wielder some phenomenal abilities, but each one absolutely refuses to work without the other being present. Lose one gun, and lose all abilities. Feminine in nature, the pair can be stubborn and will not tolerate the use of one by another person if the other is still in the possession of the original wielder (i.e., Sir Colt). They work together or not at all. They constantly try to win the affections of the wielder, so when Sir Colt refers to the “women in his life” he more often than not is talking about them.

Powers when Wielding Both Weapons

Eight Standard Abilities: Both of the weapons possess all eight of the standard abilities of Lesser Rune Weapons. Isabella has an I.Q. of 14 and Mariana has an I.Q. of 13. Both can only be used by a person of Principled alignment.

Paired Weapons: Pistols – Counts only when using the Twins. Wielder is +2 on initiative, +5 to strike (no other W.P. strike bonuses to apply), and has the Trick Shooting skills of accurately shooting while riding or in a moving vehicle, dodging, rolling and come up shooting, and ricochet shot.

Healing Abilities – Heal Wounds: 2D6 Hit Points and 2D6 S.D.C. or 1D6 M.D.C. if a Mega-Damage creature, six times per 24 hour period. Plus, Remove Curse: a 56% chance of success, two times daily, duration is four hours.

Energy Blasts – The Twins are each capable of firing invisible blasts of telekinetic force doing 5D6 M.D. each. When the trigger is pulled, the flintlock pulls back and slams down against the steel, resulting in a shower of sparks and the smell of black powder, though none is used. Rate of Fire: Equal to the hand to hand attacks of the wielder. Range: 2000 feet (610 m).

Body Armor: Heavy, Maximilian-style, TW Body Armor is preferred, but Sir Colt still has his original Mystic Knight Armor which was issued to him upon his admission into the Order.

Cybernetics: None.

Money: Sir Colt has access to up to 100,000 credits at any given time through his contacts at the front company, *Bethesda Mercenary Enterprises*, and 2D6x10,000 credits' worth of pre-Rifts artifacts, yet he has very little need for money, other than to supply and help his people and others in need.

Allies: The Order of the White Rose, and various contacts throughout the Magic Zone.

Enemies: Sir Colt and the rest of the Order are in hiding from the Order of the Mystic Knights and the evil masters they serve. Counted among those unhappy and concerned about the Order of the Whiter Rose are Lord Dunscon and many other key players working their evil in the Federation of Magic and the Magic Zone. They all hope the Order of the White Rose has, indeed, been destroyed, but they all know in their hearts the Order survives and grows in power. Lord Dunscon and the Head of the Mystic Knights have both offered a reward worth 100 million credits (half in cash, half in

magic items) for the accurate location of the Order's secret location. Thus, many seek the lair of the White Knights, but none look in Madhaven.



Sir Gabriel Prescott Davenport

Gabriel Davenport is a human mutant who heralds from an alternate Earth dimension. The son of a wealthy media mogul in New York City, Gabriel often found himself studying at private schools and whisked away in the summer to exotic beaches and expensive resorts, all at his father's expense. He struggled with an inability to respect authority, but managed to graduate and go on to study International Business in college.

While studying at New York University, Gabriel began experiencing some very distinct changes. His already attractive physique became more firm and defined, his face more youthful and vivacious, and his ears became slightly elongated and pointed. Gabriel had seen his share of mutants in the various schools he had attended, but was surprised to realize he could be one of them. Not wanting to be the target of any hate crimes, Gabriel kept quiet about his powers and did his best to hide his mutant nature. This became a real task after he grew wings made of pure white light, but he managed to learn to control the formation of his wings at will and grew his hair long to hide his elongated ears. However, Gabriel hated living a lie, and the guilt about the deception constantly nagged at his conscience. He turned to the one place he had always found peace and solace his entire life, the Church, to find the answer.

Isolated and secluded, he prayed, meditated and pondered his fate. As odd as it was, Gabriel began believing he belonged on another world. At the very core of his being, he felt he belonged elsewhere. There was another calling too, a call to fight evil and injustice wherever they showed their faces. Thus he decided to take his battle to the streets of New York where he would don his “Angelic” form by night to fight crime and other super beings, and pretend to be an ordinary college student by day. While this felt better, Gabriel still believed his calling was elsewhere. He found that place a few months later when he locked horns with an insane sorcerer trying to bring a demonic horde into the city through a mystical gateway.

In a flash of bright blue energy, the young man suddenly found himself in another world. A world of disaster and monsters. A place where humans and aliens struggled against evil and supernatural forces, and rippling tears in space and time opened to unleash new dangers on a regular basis. Though Gabriel spent some time searching for a way back home, he soon realized this (Rifts Earth) was where he was meant to be. When he met up with the Knights of the Order during their exodus, he was taken in, accepted, and trained in the ways of the Mystic Knights. They taught him to harness the magic energies that abundantly flowed through this world to create energy weapons, and taught him martial arts combat and the chivalric code of these White Knights. The training also helped him control his natural abilities through focus and willpower. However, he was never able to harness the psionic or magic capabilities that are innate to the rest of the Mystic Knights. Still, his own super abilities which include winged flight, Supernatural P.S., Heightened P.E., and Invulnerability (which became M.D.C. on Rifts Earth), combined with the energy powers of the Knights, makes him a demigod among men. When he takes flight, his magic swords blazing in each hand and energy bolts flying from his eyes, Gabriel is a truly marvelous sight to behold.

Gabriel believes he has found his place in the Megaverse at the side of the Knights of the White Rose. He has been a tremendous asset to the Knight on several levels, including knowing the Manhattan peninsula and the rest of the boroughs better than any of the other Knights, even though they lay in ruin. For one, he knows what New York City was like (in his world) before the Great Cataclysm, and for another, Gabriel has spent long months exploring and studying the landscape of the ruins from above and from within.

Alas, Gabriel is not without his failings. The trauma of dealing with being a mutant, being ripped from his native world and brought into a hostile alien, alternate Earth, has left the hero with the delusion that he is the incarnation of a real angel from heaven. And not just any angel, but the *Archangel Gabriel*. Thus, *Gabriel Prescott Davenport* is a character in a different lifetime to be forgotten like a dream. On Rifts Earth, he is the Archangel Gabriel, a champion of justice and righteousness, and destroyer of evil. Whereas some would expect someone with this delusion to be a religious zealot, this is not the case for Gabriel. He may believe that he is the herald of a divine being, but he strictly views his purpose as that of a soldier, warrior, and defender of the innocent, and not a preacher or evangelist. Gabriel very rarely even mentions God or any religious tenants other than the belief that it is his *divine purpose* to eliminate the evil and injustice in the world. Believing he is an angel compels Gabriel to be the personification of the values of the Order of the White Rose.

Gabriel has repeatedly shown his dedication and allegiance to the Order of the White Rose, which has helped him move up the ranks of the organization to his current seat on the Council of Seven. As a member of the Council, his decisions help shape the future of the Order, but often his positions and votes can be interpreted as being rather cold. Sometimes it may seem as though he forgets how frail human beings are, but his compassion for the oppressed and downtrodden masses generally outshines his shortcomings in the decision making process. Gabriel respects and trusts every member of the Order of the White Rose, and

knows that they look to him as a guiding force, which is neither a position he takes lightly nor one he particularly wants. He has come to accept his rank and position as a secondary leader and tries to lead others by his own good example.

Sir Gabriel Stats

Also Known As: The Angel of Light, Gabriel the Good.

Name: Gabriel Prescott Davenport.

Alignment: Principled.

Attributes: I.Q. 17, M.E. 14, M.A. 22, P.S. 31, P.P. 31, P.E. 15, P.B. 30, Spd 20; P.S. is Supernatural.

Hit Points: See M.D.C. **S.D.C.:** See M.D.C.

M.D.C.: 178

P.P.E.: 191. **I.S.P.:** 4.

Horror/Awe Factor: 16

Height: 6 feet, 1 inch (1.8 m). **Weight:** 181 pounds (81.5 kg).

Age: 28

Occupation: Mercenary and Knight of the White Rose.

Insanity: Deep rooted psychotic delusion in which he believes he is the Archangel Gabriel sent to Earth to crush evil. Nothing can shake this belief.

Disposition: Good, kind, caring, compassionate, merciful, fair, just, honest and trustworthy. There is nothing Gabriel despises more than those who prey on the weak and powerless. This is one reason he fits in so well with the Knights of the Order of the White Rose and joined them in their crusade against the Mystic Knights. He is a very empathetic person who is always genuinely concerned about the problems and concerns of others, but he never lets this cloud his judgement when making life and death decisions. He can appear to be rather cold when it comes to important decisions, but he always makes choices that are very well thought through and serve the greater good. When encountering an evil adversary, Gabriel fights savagely and without quarter, yet he is never reckless nor endangers innocent lives.

Level of Experience: 1st level Mega-Hero and 8th level Mystic Knight of the White Rose (but with limited abilities).

Natural Abilities: P.P.E. Channeling, Fire Energy Bolts, Steal and Redirect Ley Line Energy, Impervious to Energy, Sense Ley Lines and Magic Energy, Ley Line Phasing, Ley Line Rejuvenation, and Connection to Squires, but no psionics or spell casting.

Also has wings made of light (320 M.D.C. each, they are impervious to energy attacks and regenerate 1D6 M.D.C. per melee round), flies at a speed of 360 mph (576 km) +200 mph (320 km) in a dive, blinding flash, radiate light (equal to a 100 watt light bulb, energy beam 2D6 M.D., recovers 4D6+12 M.D.C. per six hours of rest or one hour of meditation. Unusual characteristic: Angelic face and appearance.

Super Abilities (Heroes Unlimited™, 2nd Edition): Physical Perfection, Mega-Wings, and Energy Expulsion: Light (which manifest as wings of light and provide the abilities above to radiate light, blinding flash, etc.). Energy beams come from being a Knight of the White Rose.

Psionic Powers and Magic Knowledge: None. Gabriel has learned to harness P.P.E. and wield it in a variety of ways, but he was not born with the mystical abilities of the Knights and therefore cannot cast spells or use psionics.

Attacks per Melee Round: 9

Bonuses (total): +4 to initiative, +10 to strike, +12 to parry, +12 to dodge, +8 to roll with impact, +4 to disarm, +2 to entangle, +7 to pull punch, kick attack, body flip, knockout/stun 18-20, automatic knockout on Natural 20, critical strike 18-20, critical strike or knockout, x3 damage from behind, death blow on a Natural 20, and invoke trust/intimidate 65%.

Bonuses in Flight: +1 attack per melee, +2 to initiative, +2 to parry, +2 to dodge if flying under 90 mph (144 km), +6 to dodge if flying over 90 miles per hour, +4 M.D. per 20 mph (32 km) of speed, hold breath for 8 minutes, zero to maximum speed in 15 seconds.

Skills of Note (Includes I.Q. Bonuses): Hand to Hand: Expert, Horsemanship: General 90%/80%, Pilot: Motorcycle 62%, Pilot: Sailboats 62% (but mostly flies, which is why his Horsemanship is only General), Land Navigation 78%, Interrogation 75%, Mathematics: Basic 72%, Mathematics: Advanced 47%, Business and Finance 62%, Computer Operation 67%, Law (General) 52%, Research 77%, Basic Electronics 57%, Radio: Basic 72%, T.V./Video 57%, Optics Systems 57%, Lore: Magic 90%, Lore: Demons & Monsters 90%, Boxing, Running, Wilderness Survival 90%, Tracking 85%, Climbing 90%/80%, Athletics, Wrestling, Streetwise 64%, First Aid 98%, Cook 45%, Boxing, and Gymnastics.

W.P. Skills: All are at 8th level. W.P. Sword, W.P. Shield, Paired Weapons, and W.P. Energy Rifle.

Language Skills: Speaks Japanese, Spanish, (pre-Rifts) German and Italian, all at 80%, plus Dragonese 65%. Speaks American 98% and Literate: American 90% and Spanish 55%.

Equipment of Note:

Weapons: Two TW Inferno Blades, TW Fireburst Rifle, TW "Angel Fire" Shotgun (the same as the Hellfire Shotgun, but he insists on calling by the other name).

Body Armor: Gabriel's armor is the magic item that he took from the museum upon his ascension to the council of seven. It is sparkling silver with gold inlay of ivy scrolling across the armor. It has 300 M.D.C., regenerates 4D6 M.D.C. per hour, is weightless, magically silent, and impervious to fire (normal and Mega-Damage).

Cybernetics: None.

Money: Has access to up to 100,000 credits at any given time through his contacts at the front company Bethesda Mercenary Enterprises. Gabriel is the person responsible for orchestrating and micro-managing the company behind the scenes and has helped the company in numerous ways.

Allies: The Order of the White Rose, and various heroes and allies throughout the Magic Zone.

Enemies: Any force of evil, supernatural or otherwise.

The Garden

Base Camp for the Order of the White Rose

During the Great Cataclysm, the towering skyscrapers of Manhattan were brought crumbling down, burying much of the museums, galleries, and theaters and transforming them into massive tombs of a lost culture. The tidal waves and storms that continued to bombard the region carried a great deal out to sea, but a lot remains locked under layers of concrete and debris that has preserved them to this very day. It seems obvious to those who think about it, but some random magic force (the Harlem ley lines or the magic in the Met) obviously preserved Central Park, for it is as lush and fertile today as ever. Perhaps enriched by the layers of volcanic ash deposited in the soil from the Yosemite Super Volcano.

It was only after months of exploring, luck and research that the Knights of the White Rose realized what they had actually stumbled upon. The park was a natural safety zone of some kind. Not only did it survive the Great Cataclysm, but it continues to be an oasis of safety among the landscape of ruination. Even before the lamppost defense system known as *the Curtain*, Lesser Entities seldom came into Central Park and even Greater Entities, demons and other supernatural beings tended to stay away or not linger for more than 1D4 hours before leaving. Many of the sculptures throughout the park were spared the full devastating wrath of the Great Cataclysm and even some of the buildings suffered less damage than the rest of the city.

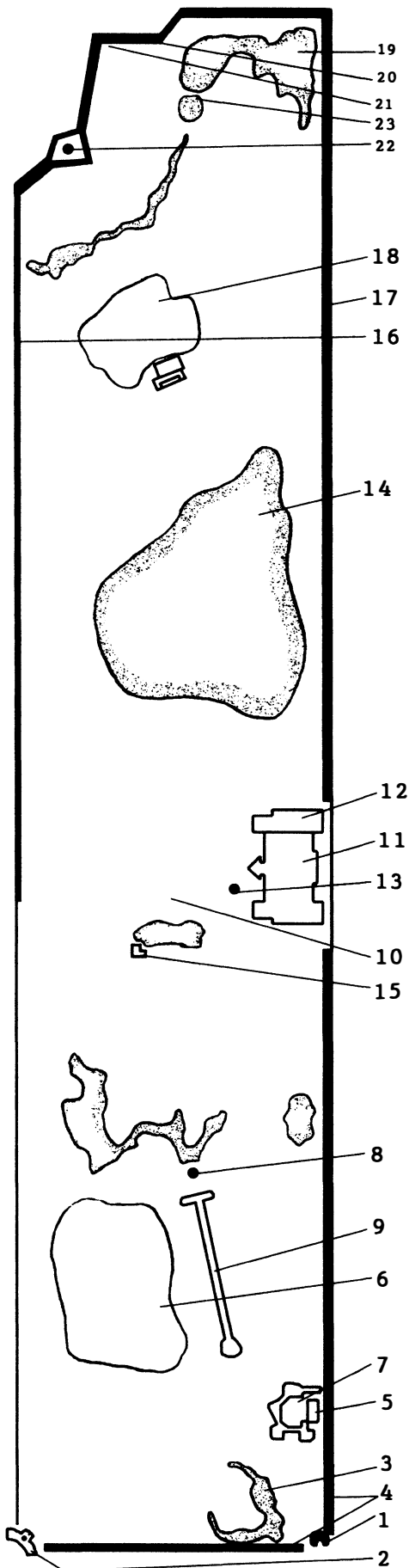
The Knights of the White Rose have gone to great lengths to explore, excavate, and rebuild many of the buildings in the park, while trying to make it as hospitable an environment as they can when everything else in the surrounding area on all sides is nothing but desolate ruins. The Garden (Central Park's new name) now has areas that are farms, stables, dormitories, homes, bunkers and training grounds all concealed by the Curtain and belonging to the Knights and their supporters. With so few people living in the Garden (around 2000), the Order of the White Rose has plenty of room to grow and develop.

The Garden

(once known as Central Park)

Note: Except when described otherwise, most of the Garden is a forest broken by the occasional field of flowers or meadow.

1) **Tecumseh Ridge.** Completed in 1916, *Grand Army Plaza* was at one time considered to be one of the prominent focal points of midtown Manhattan. The plaza gracefully and effortlessly eased one into the park from the hustle and bustle of the lively city around it. Today, the Grand Army Plaza offers the easiest access to the ruins of southern Madhaven from the safety of the Garden. When one walks out of the park and out from under *the Curtain*, a steady rise of debris mounds stretches out before them. It is named *Tecumseh Ridge* after a massive bronze statue of Civil War Union General William Tecumseh Sherman that survived. The massive bronze equestrian statue of General William Tecumseh Sherman was removed from the rubble at the base of Tecumseh Ridge and replaced in a more prominent posi-



Lakes and ponds noted with speckled areas.

tion in the plaza. Virtually none of the Knights of the Order of the White Rose know who General Sherman was, nor anything about the United States Civil War, but they understand that the statue must represent a mighty warrior from Earth's past.

A winding path meanders southwest from the statue to lead travelers a few city blocks south of what used to be *Times Square* and directly into the area claimed by the Lower Manhattan clans of Haven Mutants.

The centerpiece of the Grand Army Plaza is the Pulitzer Fountain, designed by Karl Bitter and dedicated in 1916. Renamed the *Fountain of Good Graces* by the current park inhabitants, it serves as an integral part of the goodwill the Knights show the Haven Mutants. The massive fountain is designed in such a way that its six granite basins rise upward, decreasing in size, and crowned with a graceful bronze figure of *Pomona*, Goddess of Abundance. The fountain was cracked and disfigured during the Great Cataclysm as debris from the collapsing buildings tore across its finish. The Techno-Wizards of the Order of the White Rose have taken the battered fountain, repaired it and permanently enchanted it with the *Create Water* spell, so that it constantly flows with fresh, clean water. It is not uncommon to see Haven Mutants stopping at the fountain to refresh themselves and refill their water skins.

2) Merchants' Gate. The southwest corner of the Garden is dominated by a large plaza known as the Merchants' Gate. The gate is very rarely used as an actual entryway, but it is a common point of meditation. The Merchants' Gate is a mere 20 feet (6.1 m) from the edge of the *Lamppost Protection Circle* and the illusion cast by the Curtain, so one can sit at the Merchants' Gate and see the ruins that stretch out from there. Fifty feet (15.2 m) from the Gate is a massive wall of debris rising 120 feet (36.6 m) into the air. *Tectonic Entities* and *Poltergeists* regularly throw debris onto the wall to build it higher, as well as at passerbys who come within 100 feet (30.5 m) of the edifice. Beautiful Ghosts are also found in the area.

The Wall, as it is known, helps to shield the Garden/the Crater of the Damned (the illusion) from the eyes of intruders and the Entities help to chase them away. Among one of the great treasures that the Wall helped to protect was the colossal monument that commemorates the sinking of the battleship *Maine* in 1898. The monument is in almost pristine condition compared to some of the other items around the park, and is one of the pieces of history that is commonly taught to those members of the Order. Sir Gabriel was a yachtsman and thus knows the story of the *Maine* very well, and tells the tale of how its destruction threw the entire nation into war. The monument itself is a massive, 44 foot (13.4 m) limestone pylon topped with a gilded bronze sculpture of *Columbia Triumphant* in a seashell chariot pulled by three seahorses. At the base of the pylon are sculptures representing Victory, Peace, Courage, Fortitude, and Justice, all virtues taught and practiced by the Order of the White Rose.

3) The Pond. This small, crescent shaped body of water is often used as a place for bathing and cleansing by those who live in the Garden. The Pond is part of a picturesque landscape where members of the Order also come to sit and relax, and even fish. It has a small assortment of fish, but nothing too worthy of eating. The Pond is shallow enough to make it suitable for wading and swimming by the civilians. There is also a small

waterfall and cascade on the western side of the Pond where the water is deepest (about 10 feet/3 m).

4) The Battlements. Along the eastern side of the Garden, in an area formerly known as *Wein Way*, the Knights of the White Rose established rudimentary battlements – a 15 foot (4.6 m) tall, 4 foot (1.2 m) wide wall made of stone, M.D.C. concrete and scrap metal. It stretches from the stables (#7) all the way to Tecumseh Ridge (#1) and around to the southern edge of the park (#2). A small portcullis is located every 300 feet (91.5 m), where a pair of Knights armed with TW Fireburst Rifles or TW Nova Rifles stand guard. The wall has 230 M.D.C. per 50 foot (15.2 m) section. These battlements act as a buffer zone for the stables in case of an attack from the south or southeast, from which the Knights and their allies may have some advantage in defense. The area is elevated and cut off from the rest of the paths and is only accessible from the stable area by way of doors in the large wall.

5) The Arsenal. Being one of the only buildings in the Garden which actually predates the existence of the park itself, one would like to believe that the Arsenal is a testament to the stability and resilience of the architecture of a lost age. In actuality, two years before the Coming of the Rifts, the old historical structure was in danger of being destroyed; torn down to make room for a newer, more space efficient structure. Through countless hours of conversations and months of petitioning, the Arsenal was spared destruction. In fact, the Arsenal was returned to its roots as both a center of meteorological experimentation and an arsenal of small arms for the local militia. As such, it was retrofitted with super-dense Mega-Damage, ceramic bricks, and the roof was re-shingled with special, light M.D.C. plates designed to channel and disperse electrical energy from the occasional lightning strikes attracted to the lightning rod array on the roof. During lightning storms, the Arsenal is struck repeatedly by lightning, which powers a large capacitor powerful enough to power 30 city blocks/the entire park.

The M.D.C. structure has eight towers (800 M.D.C. each) with thin window slits, and three floors and a basement/cellar. It is used as a guild house for the Keepers of the Garden, and the third floor holds the chambers for meetings and the offices of the Guild leadership. The first and second floors contain offices and housing for the Keepers who tend to the stables. Melee and modern M.D. weapons and basic gear for 60 men are stored in the cellar along with 2D8x10+40 basic healing potions, 1D6+6 super-healing potions, a box of 3D6x10 White Rose petals, two dozen thorns, and 1D8 roses in full bloom.

6) The South Fields. This area was known as the Sheep Meadow in pre-Rifts times, but is now a lush garden where crops are grown in the fertile soil. The South Fields are commonly tended to by members of the civilian population and select Squires, and operations overseen by the Keepers of the Garden. A full one third of all the crops grown and harvested by the Keepers for consumption by the Order are grown in the South Fields, making them a very important part of the Garden. Corn, potatoes, carrots and all sorts of vegetables are grown. A small grove of apple, pear, and cherry trees is located just north of the South Fields, close to Bethesda Terrace and the lake.

7) The Stables. The Central Park Zoo, later renamed the Central Park Wildlife Center, has been turned into the Knights' stables. The area still houses a large amount of animals and ex-

otic creatures, but no longer are they kept as zoo animals, but as riding animals. A veterinary hospital, granary, and training area are all located on site. At any given time one can expect to find 4D6 Keepers of the Garden tending to the daily needs of the wide variety of creatures here, including War Birds, Phantom Wolves, Dragon Cats, horses, dogs and other pets.

8) Bethesda Terrace. *"Now there is at Jerusalem by the sheep market a pool, which is called ... Bethesda ... whoever then first after the troubling of the waters stepped in was made whole of whatsoever disease he had."* – John 5:2-4

Bethesda Terrace is a place of relaxation for the many members of the Order, and a place of healing. The concrete and brick walkway overlooking the Bethesda fountain, also known as the *Angel of the Lake Fountain*, is Bethesda Terrace. Nearby is a rebuilt band shell used as an amphitheater and public forums, and many pretty gardens dot the manicured landscape. This area is also used as an outdoor meeting place where the entire community can gather for civic meetings and festivals. Knights of the Order frequent this place to reflect, meditate, recover spent P.P.E. and I.S.P. and summon forth their healing energies after a mission. The water from the fountain is fresh, cool and suitable for drinking.

The fountain itself was the only sculpture commissioned as part of the original design of Central Park. The winged woman topping the fountain seems to be blessing the water of the fountain with one hand and holding a lily (which happens to be a symbol for purity) in the other. **Note:** Among the flowers are rose bushes. The red ones are ordinary plants, as are most of the white ones, but nestled among the white roses are a half dozen magical White Rose bushes hidden in plain sight.

9) The Cathedral. The section that used to lead up to Bethesda Terrace, once called the "Mall," is still relatively intact. The 40 foot (12.2 m) wide walkway is flanked on either side by four rows of massive elm trees that have continued growing and are now each at least 150 feet (45.7 m) tall. Anyone with the Botany skill will automatically recognize these trees as *American Elms* and will be able to tell you the exact age of the trees by doing a simple core sample drilling. The elm was one of the original park designers' favorite trees and provides, as they envisioned, a living cathedral ceiling high over the walkway; therefore this area is now known as *the Cathedral*.

The high vaulted canopy established by the boughs and leaves of the massive elms provides enough shade to give the illusion of being indoors, yet one can look up and often see falcons and War Birds perched in the branches. The Keepers of the Garden love the Cathedral and dozens can be found sitting, talking, meditating, or resting in its shaded promenade. Druids, Psi-Druids, Psi-Stalkers, Wilderness Scouts, Dog Boys, Native Americans and most wilderness folk would all feel right at home in and around the elm Cathedral if they were ever to visit the area.

10) The Orchard. The great lawn that originally was a place for those in the city to come and rest is now one of the main centers of work in the Garden, the largest food producing spot within its boundaries. A massive orchard has been established where the Keepers of the Garden grow a variety of fruits and vegetable crops, including strawberries, raspberries, blackberries, and mulberry trees, as well as apple, pear and plum trees. There are always 1D4x10 Keepers of the Garden along with ci-

vilian helpers here tending to the groves of trees and minding the crops of berries and vegetables, but this is not the main attraction of this area.

In the middle of the Orchard, one very special and important piece of history grows and blooms, the magical **White Rose garden**. This is the flower that sparked the schism between the Order of the White Rose and their maniacal Mystic Knight brothers. An entire garden of 27 rose bushes grow and flourish here in the soil enriched by the thick blanket of ash deposited by the Yellowstone super-volcano.

The flower has incredible healing properties, and is the key ingredient to a variety of potent healing potions that sell for tens of thousands of credits per vial when available on the open market. However, the Knights don't produce healing potions for profit, but use the White Rose to heal its Knights and to help other people in and beyond Madhaven. Healing potions, brews and ointments are only sold when raising money quickly is an issue (and it is rarely an issue). Otherwise they make the potions and cures to use on those in need without anything given in return. Thus the Knights of the White Rose are becoming known to wilderness folk as friends and healers as much as protectors and heroes. **Note:** The White Rose and its most famous and popular healing applications are described under the *Keeper of the Garden O.C.C.* earlier in this section.

11) Metropolitan Museum of Art or "The Met." Of all the structures to survive the Great Cataclysm relatively intact, the Metropolitan Museum of Art can be considered the greatest treasure. Legends and rumors of enormous pockets of pre-Rifts treasures are pervasive around the region of Madhaven, but nothing the size or quality of the Metropolitan Museum of Art has ever been discovered. Many see military bunkers, hidden bases, and weapon caches as wonderful finds, but the amount of pre-Rifts paintings, sculptures, artifacts, and even weapons amazed the first Rogue Scholars to make the discovery.

It was the Knights of the Order of the White Rose who made the discovery. While the upper floors of the Met had collapsed, the contents and lower floors suffered minimal damage. The museum was lost, because it was covered in a layer of rubble, then buried by the volcanic fallout, and then, being in the park, became overgrown with tall grass, wildflowers and shrubbery. For all intents and purposes, it looked like a low hill. With all the more obvious debris mounds in Madhaven, nobody thought of digging into an ordinary looking hill.

The find was made while a team of Techno-Wizards and mages were plotting the building of the Curtain. They were astounded to find a building within the boundaries of the park in such good shape concealed under a comparatively small layer of dirt and debris. Once excavation began, the classical facade from the east side of the park became visible, but any entrances through the front, south side, and rear had been obstructed by collapsing buildings all around it. The north side of the structure was covered in ash and sediment so deep and heavy that it seemed to engulf the building. After digging through a few layers of sediment it became apparent that almost the entire north side of the structure was made from Mega-Damage glass that had not been cracked, broken, or harmed in any way. In fact, all of the windows, doors and even the facade had been redone with light Mega-Damage materials before the Great Cataclysm in order to better protect the priceless art and artifacts within its walls.

Even using magic and Telekinesis, it took months to excavate. Upon entering the building the crew finally realized how great a find they had made. Directly in front of them was a massive pre-Rifts temple (see #12, the *Temple of Dendur*, below) which only seemed to complement the ancient obelisk outside.

As they went from room to room through the lower levels of the large structure, the Knights and scholars were amazed by the amount of artwork and artifacts. Though the centuries had passed and the city had been assaulted by the forces of nature as well as the demonic hordes, the Museum created an almost perfect sealed environment just waiting to be discovered. Portraits, landscapes, films, sculptures, and even ancient weapons and armor from dozens of cultures all over the world were part of this collection, exposing the Knights and the scholars among them to a plethora of cultures and new ideas. Every time one room was completed, another two or three were found, filled from wall to wall with priceless artifacts from an era long gone. It would take years to recover and catalog every item, and there are some areas that had collapsed and are still under excavation.

Among the artifacts was a magnificent collection of arms and armor. Hundreds of weapons and suits of armor from over fifty past civilizations filled a dozen, massive, vault-like rooms with swords, knives, axes, pikes, mauls, entire suits of plate and chain mail, and even flint-lock and black powder firearms. Even more amazing was that 15% of them (roughly 132 items at last count) held some sort of magical enchantment. Inadvertently, the humans of the magic dry period before the Coming of the Rifts gathered together one of the largest collections of ancient magic items and Rune weapons in one place. Weapons that sparked back into power (and life) when the torrents of magical energy tore the earth asunder.

For the most part, the Order of the White Rose has kept the weapons under very close guard and supervision, with the majority of them under lock and key at all times. A handful of the most powerful weapons were moved to an area with the highest possible security so aptly named "Lockdown" or "the Vault," where they sit and await further analysis and the day when the items will be selected by one of the Knights as a part of his ascension to a seat on the Council of Seven. Currently, all seven members of the Council have received some sort of magical weapon, armor or other item from "Lockdown."

Some of the items include evil rune weapons and items of great destructive power. Whenever one of these items is identified, it is immediately put in a special section of the vault which is under even higher security both by physical and mystical means. These will NEVER see use by the Knights of the White Rose, but could be used or stolen (if their whereabouts are known) by evil men.

Many of the non-magical items from the museum are of great artistic, academic and historical value and would be very well received if put up for sale on the Black Market. It is an idea that has crossed the mind of more than one Knight. Only a scant few items have ever been removed from the museum and sold to some of the more trusted contacts of the Order. Selling more than a few items at a time would draw an incredible and unwanted amount of attention to the source of the artifacts. Whenever the Order is in desperate need of funds, a request is put out from the Council of Seven for the scholars who serve as curators of the collection, to select some of the art and artifacts with the

least significant historical or artistic value for sale. The premium pieces can fetch 1-10 million credits, the lesser items are worth 1,000 to 250,000 credits depending on the item.

Aside from housing the massive historical collection, the Met also serves as the main headquarters and center of operations for the Order of the White Rose and many of its guilds. The Knights each have departmental sections in varying wings of the museum where each guild houses many of its members in a dormitory-like setting, carries out guild business, and even trains its members in many of the unique aspects of their craft. The Council of Seven also resides in the Met.

In what used to be the main lobby of the museum, a great echoing hall with doors opening up to the East Side of Manhattan, the Order has constructed an auditorium with seating for about 250 people, and two podiums from which individuals may present a case before the Council of Seven. Usually, cases are presented before the Council of Seven by a few people selected to represent their cause, after which the Council retires to their private chambers immediately off of the auditorium-like room to discuss, arbitrate, and come to a decision detailing a course of action. That action is then voted upon and passed or rejected by a simple majority.

12) Temple of Dendur. Of all the places that one might be expecting to find a temple to an ancient Egyptian deity, Madhaven would surely not be on most people's lists, but sure enough, housed within the walls of the Metropolitan Museum of Art is a large temple to the goddess *Isis*. Those versed in ancient mythology would know about this type of temple, but unless they have the ability to read ancient Egyptian hieroglyphics, they would have no way of knowing to whom the temple was dedicated. The structure is housed in the north wing of the Met and is considered by the Knights and most people living in the Gardens to be *sacred ground*. It was the first thing seen by the Knights and scholars who first entered the museum and was so out of place and anachronistic that many of the Knights initially thought that they had passed through a temporal or dimensional gateway to another place and time.

The temple is a true Egyptian temple and all of the stones and artifacts are actual historic pieces imported from Egypt. Along the bottom of the temple there are carved images of papyrus and lotus that seem to be rising out of water which is symbolized by figures of some deity. Any character with a knowledge of Egypt or Egyptian gods may recognize this as a depiction of Hapy, a very little known lesser god of the Nile. Above the gate and temple entrance are images of the sun disk, the Aten, and other images of vultures and birds, which represent the sky. Between the water and the sky, as carved on the temple, are figures representing Isis and Osiris, and their (adopted) son Horus the great Sphinx, and the other Egyptian deities as can be identified by their headdresses.

The temple building reconstruction has three rooms. The first is an entryway or vestibule, the second is a room where offerings and blessings were made to the gods, and the third room was the sanctuary of Isis.

Only recently, **Isis** (the Haven Mutants know her as the "Mighty Lady") appeared to the Order of the White Rose standing in the gateway to her temple. She was clad in a flowing white gown, her wings fully extended, and holding her golden torch high above her head. She warned the Knights of a horrible

presence that might soon be coming after two artifacts near her temple, and pleaded with them to be ever vigilant against this brigand. She warned if those who came seeking the powerful artifacts succeeded in their quest then it could spell trouble for the world as a whole.

The first of these artifacts the Knights had already discovered. It is the large obelisk behind the Met on the grounds of the Garden. This is Cleopatra's Needle (see #13), the obelisk that empowers the *Gateway Knights* and gives them their teleportation abilities, so they were not surprised to learn that someone might want it for himself.

The second item, though well within their grasp, had eluded the Knights for the 20 years they had been living in the Garden. Isis told them that the *Right Eye of Osiris*, a large diamond that can grant magical abilities, was contained within a small box buried under the Obelisk, placed there in 1880 by a follower of Isis. Overwhelmingly, the Order of the White Rose swore an oath to protect the magic items and would fight to the death to prevent them from falling into the hands of anyone, villain or saint, who sought to possess them. Isis was pleased.

13) Cleopatra's Needle. The massive, 71 foot (21.6 m) tall, 244 ton magical, granite obelisk behind the Metropolitan Museum of Art has long been known as *Cleopatra's Needle* by both those in pre-Rifts times as well as by the Knights of the White Rose. Though they have found many documents and literature telling them that the Obelisk actually has nothing to do with the ancient ruler of Egypt, this fact means little as most of them don't know who Cleopatra was. All they know is that the goddess Isis, herself, wants the obelisk protected and that's good enough for them. Besides, they assume that without the artifact, the current Gateway Knights may lose their magic powers and future Gateways cannot be created.

According to the information, the obelisk was constructed and put on display in the city of Heliopolis around 1450 B.C., moved to the great city of Alexandria, and from there was given to the United States in 1879 by the Khedive of Egypt. The structure's obvious magical nature explains how the obelisk managed to remain standing during the Great Cataclysm, though none of them know what the connection is to Isis or their own Gateway Knights. Indeed, the obelisk is a central focus of magical power within the Garden and is probably what helped preserve the park and the Met during the Great Cataclysm.

There is a large plaza around the Obelisk that acts as a readying area for groups of Knights teleporting in and out of the Garden with the aid of their Gateways. It is surrounded by a variety of trees including Japanese yews, magnolias, and crab apple trees, and seems peaceful. The area is kept clear of any obstacles and large crowds, just in case a Gateway Knight or his teammates return from a mission with enemies in tow, and combat erupts.

One of the most interesting aspects of the Obelisk, and one that is still unrevealed to the Knights of the White Rose, is the presence of a *time capsule* that was placed under the statue before the Obelisk was erected (You don't believe me? Look it up! – Brandon Aten). Contained within the capsule are items that were considered very important to the Americans of 1880, such as the 1870s census, the Bible, Webster's Dictionary, the complete works of William Shakespeare, a facsimile of the Declaration of Independence, and a small box, the contents of which

were known only to the initiator of the project, who some believed to be a follower of Isis. It is within this box that the Right Eye of Osiris is contained!

14) The Reservoir. The largest body of water within the Garden, the Reservoir is a small freshwater lake used for fishing, boating, swimming, drinking and irrigation. Since the water in the Reservoir is mainly rainwater, it is potable in its current form, but often the members of the Order boil or distill it to remove any impurities. The 106 acre lake is 40 feet (12.2 m) deep consistently as it has a flat bottom, and holds over a billion gallons of water. There are many species of fish that live and breed in the Reservoir, making it a continual source of supplemental food for the inhabitants of the Garden.

15) Belvedere Castle. This small castle was built as a folly, or something to catch the eye of an observer, and was a very famous monument when Central Park was originally constructed. It was built without doors or windows, open to the air originally, but in the early 20th century they were added, making the building a comfortable setting year round. The structure survived the Great Cataclysm largely intact. Only the large wooden shelter built on the outside of the structure was destroyed. When the Order of the White Rose first found and excavated the castle, they made a few additions to make it more suitable for use as a watchtower. Placed at a central location atop a hill that is one of the highest natural places in the Garden, it seems perfect for the job. The Knights added a 100 foot (30.5 m) tower manned at all times by three Squires and a Keeper of the Garden, who are able to see every boundary of the Garden.

The Castle is home to 48 Knights and Squires who live and work in the structure. They also use it as a guild hall, meeting place and for combat training. Sounds of laughter, celebration, and the clank of swords can often be heard emanating from the Castle, especially after a great battle or successful mission.

16) The Western Battlements. Along the western edge of the park, between a massive earth formation known as summit rock and the Northern Tower, the Knights of the White Rose established rudimentary battlements; a wall similar to the one in the east and south. These battlements act as a buffer zone for the central areas of the Garden in case of an attack from the west. The area is elevated and cut off from the rest of the paths and is accessible from either the Northern Tower, or doors in the lower section of each portcullis. Each of the small portcullis, located every 300 feet (91.5 m), has three guards, two Squires and a Knight. The wall has 230 M.D.C. per 50 foot (15.2 m) section.

17) The Eastern Battlements. Along the eastern edge of the park, between the Meer and the Met, the Knights of the White Rose established rudimentary battlements. They serve as a defensive barrier for the central areas of the Garden in case of an attack from the east. The area is elevated and cut off from the rest of the paths and is accessible from either the Met, the northern Battlements, or doors in the lower section of each portcullis. Each of the small portcullis, located every 300 feet (91.5 m), has three guards, two Squires and a Knight. The wall has 240 M.D.C. per 50 foot (15.2 m) section.

18) Training Grounds and Northern Woods. The 16 acre area which used to be occupied by the North Meadow is now covered by the training grounds. This is where Knights and Squires will come to practice their arts of martial and mystical combat, undergo basic training, and engage in target practice.

There is a firing range on the western side of the grounds where magical S.D.C. weapons are used to practice P.P.E. channeling and marksmanship. Thrown weapons and archery practice also take place at the range, although they are scheduled at different times of the day so as not to interfere with one another. Covering the rest of the grounds is a basic military obstacle course, where Knights and Squires in training run daily drills.

Under the forest canopy of the nearby Ravine, the devastated skyline of New York City is nowhere to be seen, and the continual sound of the firing range is blunted by the sound of many hidden waterfalls and the cries of falconers, dog trainers, and Knights commanding their respective "troops." This wooded area is used as part of the training grounds to help hone the warriors skills in the arts of conventional and magical camouflage. Squires and Knights are trained to adapt to their surroundings, a variety of which are contained within the Northern Forest. In the past, an arch consisting of boulders weighing from 1-20 tons each was located here. It was named the Huddleston Arch, but alas, it was destroyed during the Great Cataclysm.

19) The Northern Pool. The Northern Pool was once the 11-acre *Harlem Meer* (Dutch for "Lake"). When standing on the shores of the Pool, any observer can see the ruins towering above the Garden, and for some it is a little too close for comfort. Others love the Northern Pool and see it as a place to relax and meditate. Still others use it as their primary fishing spot, insisting that it is much better suited for the job than the Reservoir.

20) The Northern Battlements. Along the western edge of the park, between the Northern Tower and the northern side of the Northern Pool, there are rudimentary battlements. They act as a buffer zone for the northern areas of the Garden in case of an attack from the north, and are thicker and heavier than the other walls around the Garden. Each of the small portcullis, located every 300 feet (91.5 m), has three guards, two Squires and a Knight. The wall is 5 feet (1.5 m) thick and has 300 M.D.C. per 50 foot (15.2 m) section.

21) Blockhouse. The Blockhouse is a stone shell, located north of the Great Hill in the North Woods. Originally it was to be a two-story bunker with a revolving turret for a cannon that was built for the war of 1812. The remains of the Blockhouse were all that was left after the Great Cataclysm, but the Order decided to establish their one and only gunnery position here because of its great vantage point on the northern ruins. They believe that an attack from the north is the most likely option for any invading force, and they would rather be safe than sorry.

The current Blockhouse is a two story M.D.C. structure created from M.D. concrete and metal salvaged from the ruins and built with the help of the mages in the Garden. Mounted on the roof is a rotating turret (surprisingly similar to the original plan for the ancient structure) armed with two *Starfire Pulse Cannons*. The cannons are powered by the nearby generator and have their range increased to 4000 feet (1219 m) due to their close proximity to the lamppost extension of the Harlem Ley Line. It is connected to and accessible by way of the Northern Battlements. Mega-Damage: 2D6x10 per single blast or 4D6x10 per simultaneous twin blast fired in tandem.

22) Northern Tower (Lookout Post). The Great Hill on the northern side of the Garden is topped with the Northern Tower. The Tower, which connects to both the Western Battlements

and the Northern Battlements, stands 150 feet (45.7 m) above the top of the Great Hill and has a great view of the northern, eastern, and western ruins that surround the Garden. It is manned at all times by three Squires with Communications MOS and a Keeper of the Garden. They can communicate by radio or through a magical connection to the tower at Belvedere Castle in the central area of the park, and to the Met in order to dispatch troops to the appropriate battlements as deemed necessary.

23) TW Generator. Located in the ruins of the Lasker Rink is the large TW Generator that powers the Garden. It is concealed among debris in a sub-basement, away from prying eyes. It siphons off ambient energy from the nearby ley lines and nexus point in Harlem and powers the entire Curtain and lamppost defense system. Not only does it provide the illusion of the *Crater of the Damned*, and create the aura of protection that keeps Entities and lesser supernatural beings at bay, but it also provides P.P.E. throughout the Garden as if the lines of lampposts around the Garden were ley lines. This is both a blessing and a detriment to the Knights because any spell casting enemy who happens to make it into the Garden can draw on this energy as well. A pack of six Phantom Wolves, trained attack animals, live in the building to give the impression that the place is abandoned and unimportant. A hermit also lives on the surface of the ruins. As one might suspect, this is really a Knight in disguise, a 7th level Gateway Knight at that. In addition, it is constantly observed from the Northern Tower (#22, above), and 1D6+6 Squires and 1D4+4 Knights can be on site within 60 seconds, with reinforcements arriving within three minutes.

Dark Portents of Danger

Three years ago, in 106 P.A., the evil Mystic Knight, Sir Charles Krieger (12th level Mystic Knight, Diabolic alignment, who personally knows and hates Sir Colt), had a *dream-vision* from the god, Set. It was while he was sleeping that the deity came to him, concealed by dark shrouds and surrounded by a black mist, his giant scythe glinting in the moonlight, and spoke to Krieger with an offer. If Krieger promised to devote himself to Set, the god would grant him the power of demigod and make him the first and most powerful of his priests on the North American continent. First, however, Sir Krieger had to prove his devotion by showing Set he was the one worthy of such a prestigious title as High Priest. Set demanded a crusade to recover a pair of important magical artifacts, an obelisk and a magical diamond deeply desired by the Lord of the Dead. He told Sir Krieger that the treasures were located someplace along the Eastern Seaboard in a lush forest guarded by his most hated of enemies, the *Knights of the White Rose*. Nothing more could Set tell him, except that a small army guarded the treasures and that brute strength and ruthlessness would be necessary to recover the items. The villain has been searching for them ever since, never imagining that there might be a forest inside Madhaven.

Now, in 109 P.A., Sir Krieger has raised a band of 110 mercenaries and misanthropes, augmented by an elite platoon of 20 Brodkil and Witchlings, to seize the treasures as soon as he can locate them. Wiping the Knights of the White Rose off the face of the planet will be an unexpected bonus. Half of his fighting force are just low level (1-3) mercs and Vagabonds with minimal training and cheap gear. Only a handful have any serious

chance of standing against the Knights of the White Rose. None of these mercenaries have any idea of what waits for them, which is how Sir Krieger wants it. Ignorant and greedy men are always easy to control and manipulate.

Should Sir Krieger locate the forest containing the treasures, he'll send his mercenary forces and Brodkil sub-demons against the Knights of the White Rose. They are really only fodder meant to distract the artifacts' defenders while he and his special recovery team (including a 6th level Earth and Air Warlock) steal the obelisk and diamond.

Until that day, however, the Mystic Knight must deal with a cantankerous and disloyal band of cutthroats and monsters. To let them blow off steam and stretch their combat muscles, he lets the brigands engage in acts of banditry to feed and supply themselves. At his current rate of progress, he'll *never* find the magic items he seeks. He keeps searching the eastern wilds, never thinking to look in Madhaven, but if he should learn of its whereabouts, he'll do anything to get them. Sir Charles Krieger is willing to sacrifice his entire army of mercs and trusted henchmen to fulfill his destiny and become a god-like priest of Set. He will gladly lead his own men into a deathtrap and throw away their lives if it means getting what he desires. Likewise, he is willing to trick other evil forces into helping his cause. He leaves the other Mystic Knights out of this crusade because he hopes the power he'll receive from the god Set will be enough for him to usurp the reigns of leadership of the Mystic Knights and perhaps the Federation of Magic.

The whole story. Charles Krieger has been lied to, cheated and deceived and, like many religious fanatics, his zealotry has blinded him. He wants the title and power of High Priest so badly that he has not questioned his role, future, or anything, but instead he is running on blind faith. The truth is, it was not Set who appeared to Krieger in his vision many years ago, but instead a cleverly conceived ruse, meant to turn Krieger into a puppet, and the one pulling the strings is none other than *Pharaoh Rama-Set*, the ruler of the Phoenix Empire in Egypt.

Centuries ago, the artifacts of the ancient Egyptian world were discovered, dug up, and shipped off to faraway places, where they were intensely studied and put on display. Most of these things were ordinary artifacts such as pottery, papyrus, and mummies who are not animated or undead. They gave clues to the past and life in ancient Egyptian society, but they had no inherent magical properties. Other items, however, were much more than they appeared.

The obelisk, known as **Cleopatra's Needle**, is an object of great magical power and a gateway to the Megaverse. Unknown to the Knights, armed with the Needle and the proper knowledge (given to the ancient Egyptians by Atlanteans), a person could instantly transport himself or an army *anywhere* on the face of the planet. With the right knowledge, that destination could be anywhere in the Megaverse, including the realm of the Egyptian gods! (The Gateway Knights of the White Rose who are connected to the Obelisk have only a rudimentary understanding of its power and are thus limited in their teleportation abilities.) The device was created at the same time as five other such obelisks which granted those linked with them mystical abilities of teleportation and magic. All but one are believed to have been destroyed or taken to alien dimensions; only Cleopatra's Needle is certain to remain intact and on Earth.

Pharaoh Rama-Set wants the Needle back for his own dark ambitions. As the rightful ruler of Egypt and the Middle East, he believes the Needle belongs to him and only he should profit from its incredible power. He saw in a vision, that it and the Eye of Osiris were located in a forest somewhere on the east coast of North America, and that they were protected by the Knights of the White Rose. Even Rama-Set had heard the stories about these Knights and thought that one of their evil kin would make the best agent of their destruction. Ultimately, the Pharaoh wants what he wants, and doesn't care how he gets them. He has enlisted minions and pawns all over the world in a bid to locate and recover the desired items. However, Charles Krieger struck a chord with the Pharaoh, because they share a preoccupation with death and a lust for power. Invading the dreams of Krieger was no difficult task, and neither was manipulating or "convincing" the Mystic Knight to do what Rama-Set wanted. He knew he had found his perfect pawn, and now all he has to do is sit back and wait. What happens when Krieger finds out the truth?

Unknown to Rama-Set, a discovery had been made in Africa that could foil his plan. When the Gathering of Heroes finally defeated the Four Horsemen of the Apocalypse there, they were not surprised to find so many of their number dead, dying, or wounded. The healers, magic users, and other mages came to heed the call, and they discovered that among the wounded was a young female Ley Line Walker who had been one of the most aggressive combatants in the battle. While she was hurt, she sported amazing regenerative capabilities and an injury that should have had her bedridden for months only kept her there for about 18 hours. Oddly enough, none of the magic potions or healing magic specifically geared for humans had any effect on her. The medics and healers reported this strange occurrence to other heroes, and that is when Erin Tarn and Sir Winslow Thorpe got wind of the amazing abilities of their friend and ally, Katrina Sun. After many questions regarding her past life and her history, Erin Tarn began to realize that Katrina was suffering from selective amnesia and ordered her condition to be analyzed by the body fixers, mystic healers, and priests. It was then that her supernatural abilities were discovered, causing Erin Tarn to try to discover the cause.

When Erin asked Priests of Ra to speak with her friend, she was immediately welcomed and received, for tales of their heroics had already reached the farthest corners of Africa. When the Priests examined her friend (with the knowledge that she was a supernatural being of unknown origin and power), it took only a matter of moments for one of the elder priests to begin shouting, cheering and dancing. "Isis is found," was all the old man had to

say. Erin Tarn gasped, turned to her friend and gave her a firm embrace.

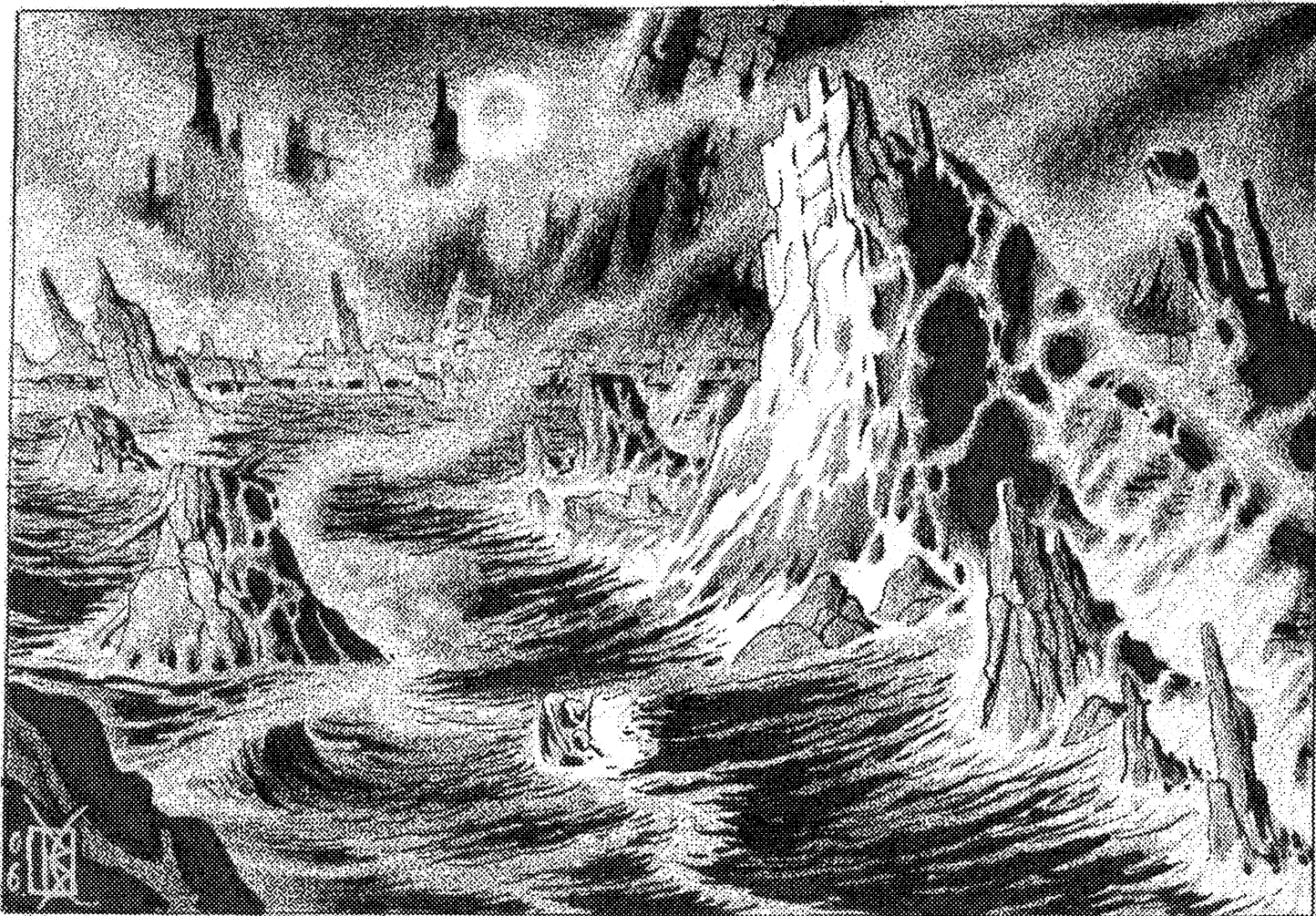
It has been only a short time since Isis was returned to her natural form by Thoth. She is still adjusting to what has transpired over the past few years as well as adjusting to the state of the planet Earth since the Coming of the Rifts. She feels she has been away too long and is still a bit foggy about how she forgot she was a goddess and what her role on Rifts Earth should be.

When she heard about Pharaoh Rama-Set's search for Cleopatra's Needle, she knew something had to be done. If she sat idly by and allowed him to acquire the obelisk and Eye of Osiris, she and the other gods would be placed in a very dangerous position.

As fate would have it, Isis quickly located the Obelisk in the northeast of the Old American Empire, in a place called *Madhaven*. Ironically, she was drawn to the place by worshipers she could sense, but had never seen. Upon visiting the place of her new worshipers (the Haven Mutants), she asked their priests (the Shamans) if they knew where she might find the obelisk and was told it was in a concealed garden protected by powerful warrior knights, and surrounded by her devoted mutant people. The Shamans pledged they would let no one leave Madhaven with her obelisk and artifact. The Mighty Lady was pleased.

To insure the items' safety, Isis appeared to the Knights of the Order of the White Rose at the Temple of Dendur and warned them that an evil force sought Cleopatra's Needle and the Eye of Osiris buried at the feet of the obelisk. She foretold of a possible invasion and a great confrontation so they would be prepared and able to defend her treasures. When the Knights swore her an oath to protect the Obelisk and Eye, Isis vanished, confident that her treasures were as safe as they could be anywhere in the world. Only time and providence will show if she is correct.

Isis occasionally stops by, unseen, to check up on her mutant people and the noble Knights to make sure that everything is okay, and to offer her worshipers and protectors words of encouragement whenever she sees fit. It is her new personal goal not to allow the obelisk and Eye to leave the Garden, but whether or not the goddess would ever take a personal and direct hand in its defense, or the defense of her people, is unknown. Isis has been known to walk among mortals and join them in battle against the forces of darkness in the past. In fact, she is pleased to sense that her friend, Erin Tarn, is also on this continent and nearby (at least by divine standards). However, like most ancient deities, Isis prefers to inspire and manipulate mortals rather than take direct action herself.



Mutants of Madhaven

Those who know of the legends and stories of Madhaven will know about the weird people, monsters, ghosts and subterranean beasts that inhabit the ruins of the toppled ancient city. Some of these tales have been substantiated, others are the stuff of myth and legend, ghost stories told around a campfire to frighten green recruits, women and children. Horror stories about Madhaven are among the *most popular* tales coming out of the region, as the ruins have become a favorite source of stories about ghosts, boogymen and nightmarish monstrosities who feast on the flesh and bones of all who enter their domain. These tales are told not only by adventurers, barbarians, and trappers living in the region, but by travelers, soldiers, scholars, and storytellers of every stripe. Part of their popularity lies in the premise that these are *true* stories about a place and monsters that really exist, making them all the more frightening. And people love to be frightened. The Coalition States and Free Quebec don't do anything to crush these wild stories, because both nations want their people to be afraid of the world outside and feel safe within the protective walls their governments provide. Consequently, Madhaven has become something of a poster child for the evil, monster-filled world at large.

Even the famous *Erin Tarn* has been known to recount tales and legends about Madhaven and its inhuman residents. Being a scholar and historian, she tries to keep the stories a bit more se-

date and factual, but most other storytellers play upon the horror, weirdness, ghosts and "mutant freaks" that prowl the shattered streets. In fact, the *mutants of Madhaven* are the most popular subject of Madhaven, followed by tales of a curse that drives men mad, ghosts, and lost treasure from the Golden Age of Man. Indeed, the mutants and monsters of Madhaven are among the strangest on the continent.

All of this has helped to keep the wheels of the rumor mill going. Why, if even Erin Tarn tells of Madhaven mutants, monsters and madness, then it must be more dangerous and wild than anyone can imagine.

The truth is there are creatures living in the rubble of the haunted city that are truly strange and dangerous. Giant Worms, Giant Rats, ghosts and other vicious creatures, but the strangest are the monstrous people who claim the ruins as their Hellish domain and who are said to have once been as human as you or I.

The beings considered to be Mutants of Madhaven are a combination of D-Bees, monsters and true human mutants, but everybody lumps them all into the category of "mutant." These people have inhabited the ruins as long as anyone can remember. Even tales of the Two Hundred Years Dark Age tell of the ghosts, monsters and mutants who inhabit the region. According

to legend, during the dark decades after the Great Cataclysm, there were once hundreds of thousands of Haven Mutants, but a terrible plague nearly wiped them out.

Having lived in Madhaven since the early Dark Ages, the mutants have become extremely territorial and distrustful of outsiders. The mutants love their terrifying home among the ruins and prefer to stay in Madhaven, effectively locked away from the rest of the world. Any outsider who dares to visit Madhaven runs the risk of meeting these beings firsthand in an encounter that is likely to be terrifying and deadly.

The mutants themselves have a rich oral history that tells how they and their forefathers have fought many savage battles against invaders and monsters from beyond the borders of Madhaven. The stories are true, but the battles often cost a terrible price in mutant lives. Indeed, merciless humans who see the mutants as hideous monsters have, over the centuries, come to Madhaven as “monster slayers” to protect the world from inhuman beings. Others have come to hunt them for sport, or prove their mettle as “heroes” and “warriors,” some to capture and profit from the sale of such monstrosities on the slave market, while others come seeking treasure without regard for the rights or safety of the inhuman beings who claim the ruins as their home. Many an excavation has created structural instability that led to the collapse of a building or underground tunnel, injuring or killing scores of mutants. Thus, it is no surprise that many Haven Mutants consider outsiders – humans, D-Bees and nonhumans – as invaders and destroyers to be feared, chased away or destroyed.

What is truly shocking about most of the humanoids of Madhaven, is that they are (or were) humans! Not that you could tell by looking at them, but the majority of “Haven Mutants” *are* the descendants of Golden Age humans. Horribly mutated by ley line energies and alien radiation released during the early years of the Dark Age, the humans who took refuge in the ruins were transformed into monsters within a single generation. Some of the mutations are so bizarre and extreme that some Rogue Scientists have wondered if some evil outside force, like the Gene-Splicers of Europe, were not secretly at work here. If so, Madhaven could be a weird, biological laboratory, and its inhabitants, human guinea pigs. However, nobody, not even among the mutants, has a clue about their origins.

The mutants accept each other as they are, and do not think of themselves as freaks or even mutants; they are what they are, and they accept their appearance and powers on face value. Many believe they are the new generation of a *chosen people* meant to inherit the Earth, and that humans are “freaks” from the past — dinosaurs from a bygone era — too stupid to become extinct and let the *New Breed* take their rightful place in the world. At least half of the Haven Mutants call themselves the “New Breed” and genuinely see themselves as superior to humans. They also believe humans recognize their *superiority* (after all, they adapted to a hostile world without having to rely on technology *or* magic), which is why most humans fear and persecute them. As crazy as that may sound to outsiders, it helps the mutants cope with their existence in Madhaven.

Mutant Clans

The city ruins are inhabited and controlled by different “clans” or factions of Haven Mutants. Most clans are family based, so they are usually predominantly (90%) of the same mutant race. A typical clan has 100-600 mutants (1D6x100 for random determination), although there are smaller subsets within each clan (hunters, warriors, gatherers, teachers, young, old, etc.), as well as some smaller units, splinter groups and outcasts.

Each of the large clans is united and led by a **Shaman** who serves as the ultimate leader of that band or tribe. These Shamans are the most intelligent of Haven Mutants and possess magical powers which are very rare among the mutants. The Shamans provide protection from outside forces and work to keep the mutants hidden from (and fearful of) the outside world. They also serve as the spiritual conduits through which the “goddess” known as the *Mighty Lady* (inspired by the rebuilt, disfigured version of the Statue of Liberty) communicates with her chosen people, the Haven Mutants.

Originally, the Shamans of old fabricated the *Mighty Lady* as the patron and protector of mutants, to give their people a sense of safety and belonging. It also gave the Shamans power over their fellow mutants and a position of power without having to fight for it. However, over the centuries, this sham was forgotten and even the Shamans now believe they are meant to lead, and they really do communicate with a mysterious goddess. It was only a few years ago that the Shamans learned their mysterious benefactor was the Egyptian Goddess, **Isis**. Ironically, in her natural form, Isis bears a striking resemblance to the rebuilt Statue of Liberty. When the goddess just happened to stumble across Madhaven, the Shamans assumed their goddess had appeared before them and dropped to their knees in adoration. Flattered and taking pity on the mutants, Isis did not have the heart to tell them the truth, and has accepted them as new worshippers. The ancient gods, even those of good alignment, never ignore an opportunity to gain new worshippers and so, just in the last decade, Isis has added the Haven Mutants to her list of followers on Rifts Earth. Of course, this has given the mutant Shamans absolute power over their clans, because everyone saw Isis when she appeared and all accept her as *the Mighty Lady*.

Mutant Society

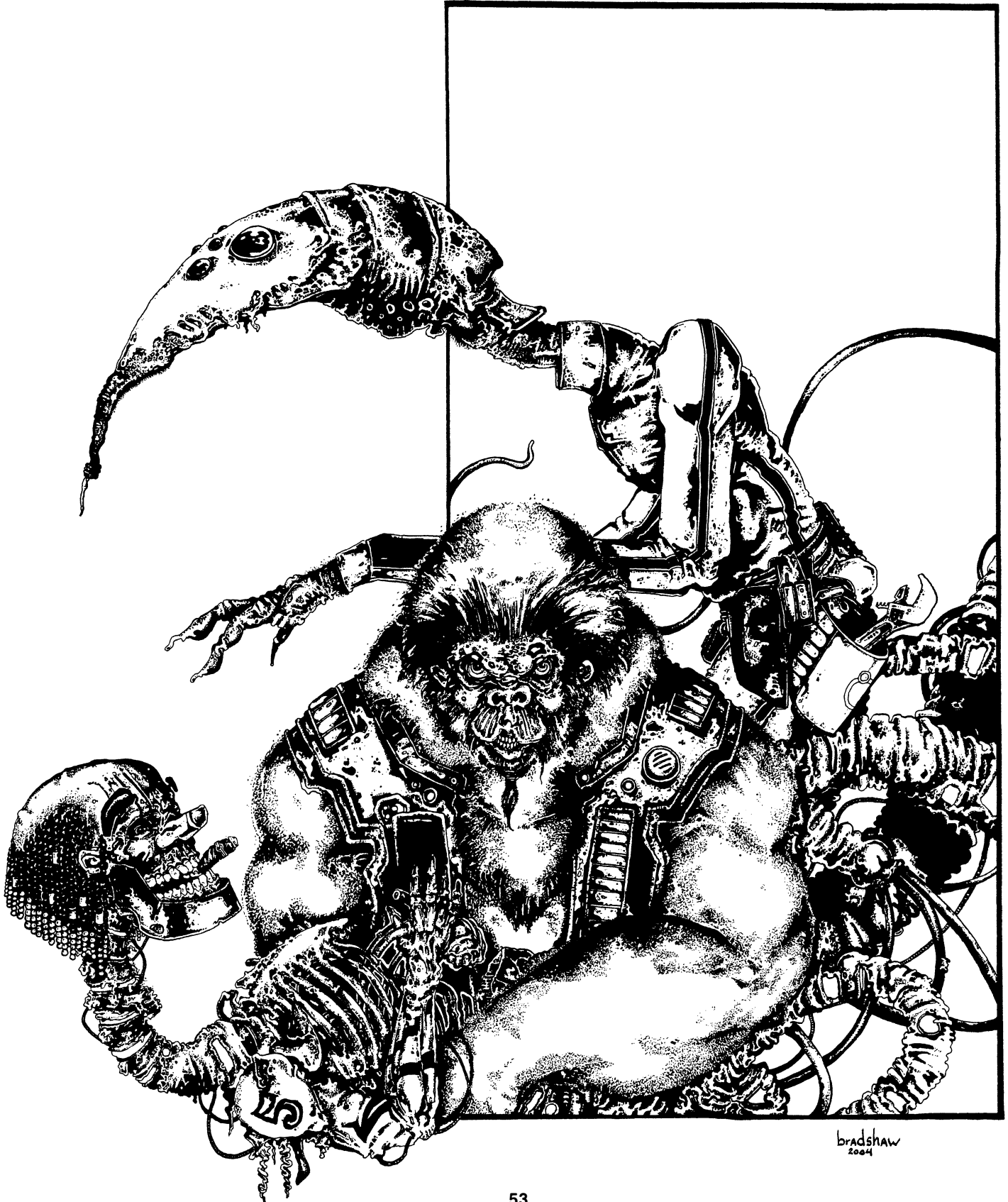
A few basic things are expected of all Haven Mutants and are instilled in them at a very early age.

The clan is everything. The mutants learned a long time ago that there is safety in numbers, and that they would only survive if they worked together as a group. Thus, Haven Mutants work, fight, and live for their clan and family. Of course, it's not that mutants have no individuality, they just know that survival is paramount, and if they should die, the clan goes on.

All mutants over the age of 13, even females, are warriors and expected to fight. Mutants get basic combat training from veteran warriors, including the use of primitive weapons and basic ambush and hit and run tactics. There are many dangers in Madhaven, and every mutant is expected to help defend their clan and the territory claimed by their clan.

Politics. The mutant clans operate on a tribal system based on family lineage and a sort of monarchy where the Shaman is effectively king and he, with some input from the clan's secondary leaders and protectors, is the supreme leader. While this may sound reasonable, in most cases, the secondary leaders are the Shaman's cronies, henchmen or dupes (people manipulated by the Shaman).

The Shaman of each clan is the supreme and undisputed leader of their family group. It is the Shaman who makes all of the important decisions for the clan, nominates the secondary/positional leaders (who may be younger shamans, warriors and tribal elders), and decides the fate of intruders and most matters involving the clan. Laws, judgements and edicts are generally dictated by a *Shaman*, while clan operations are di-



vided between various factions who serve as positional leaders who administer to the day to day needs of the clan.

The Shaman is a hereditary position, with a family member (usually a son or daughter, sometimes a sibling or cousin) being obviously groomed to take over. There are usually 2-8 others as loyal assistants in the Shaman's personal entourage, as well as the next in line to fill the Shaman's position should something happen to him. If there is no heir apparent to take over, then the clan will have a vote, as below, to pick a new Shaman from his family. If none is available, then a new Shaman may be elected from another friendly clan, provided he or she is willing to take the position (most will jump at the chance to wield such power).

There is a hierarchy of **secondary or positional clan leaders** who function as administrators, managers, and specialists who run the day-to-day operation of the clans and handle smaller problems. This includes a chief or head of war/defense, hunting, scouting (including spying on intruders), medicine/healing, teaching, trading, food (gathering, storage and distribution), communications, and building.

The election process is simple. The Shaman makes nominations with 3-4 people suggested for each position. The Shaman then makes his *personal recommendation* among those nominated, and lets the clan members vote on whom they want. The nominees step up to address their clansmen at an *Appointment Gathering*. Each tries to win over the rest of the clan by explaining why they are the best candidate and recounting tales of their battles against the monsters and intruders, and other exploits and services to the clan. The nominees may also make promises and pledges to bring peace or better relations with other clans, or to destroy a rival clan, or win back lost land or respect, or simply to serve the clan well. Although all are given equal time, the members of the clan tend to take their cue from the Shaman who will smile, nod in approval and/or strenuously applaud for the person he favors and frown or seem bored or disapproving of the others, offering no or mild applause for the other nominees. These *farce elections* are a long tradition and taken with great seriousness by the nominees and most members of the clan. Consequently, elections are festive and important events. They take place when an old leader has decided to retire or resign, is removed/fired by the Shaman, or dies.

The new support leader is chosen by a show of hands or applause. The mutants clap, holler, yip, and stomp their feet for their favorite candidate. Whoever has the loudest applause or show of hands is the winner and new positional clan leader. In the event of a tie, the tie breaker is a short duel. The two candidates wrestle each other into submission, with the first one to surrender or cry out in surrender being the loser.

Just as they all answer to the Shaman, the positional leader (scouting, communications, etc.) may *appoint* whomever he wishes to be his underlings in fulfilling the duties of his position.

Even being nominated for a position is a great honor and raises one's status in the clan. This means the Shaman may *nominate* candidates to give an individual his due, but always stacks the deck so that nine out of ten times, the secondary leaders elected are underlings who will follow the Shaman's commands. Still, from time to time, a person who is not one of the Shaman's flunkies gets elected and challenges his authority or harbors opposing views. Most Shamans will put up with such a

person, and sometimes even get him nominated, in a shallow effort to prove how fair and just the Shaman is, or how democratic the elections are. As long as said individual is not a constant pain in his side, he is allowed to serve out his role as a support-leader. If the individual should try to ruin the Shaman's good name, or make claims of wrongdoing or betrayal that injures the clan (both serious charges), then the Shaman will work to have him removed by discrediting him or arranging for an accident. Most Shamans wield great power and use it in much the same way as an old style political boss or Mafia kingpin. Somehow, the majority of mutants don't see anything wrong with this approach or that it is the embodiment of favoritism.

Human Mutants

When the ley lines exploded and flooded the world with magic energy, the Rifts opened and connected Earth with untold numbers of alien worlds and twisted realms of reality. Aliens, monsters, demons, and Entities all flooded through these tears in space and time, as did new diseases, exotic plant life, and alien forms of energy. One of the largest Rifts to open in the New York area during the Great Cataclysm connected Earth to a world teeming with radioactivity and alien energies. These energies, compounded with ley line energy and other forms of pollution (chemical, radiation, etc.) released by the Great Cataclysm, had a profound effect on the people who chose to inhabit the ruins of Manhattan and its boroughs.

At first, the mutations were insignificant and went largely unnoticed, but after only one generation, the changes were dramatic. When the mutations manifested, it was shocking. Humans were not only disfigured, but began to take on completely alien appearances. Many of the early mutation victims died or were sterile. Most saw their transformation as a curse and tragedy. However, over time, people adapted, and the most powerful mutants who retained the ability to reproduce, began to dominate the Madhaven ruins. Those who survived grew strong and powerful.

Not all the mutations were bad. A significant portion of the people affected discovered they were immune to poison and/or disease, and all Haven Mutants seem impervious to the psionic energy that drives visiting outsiders insane in a matter of a few weeks. In fact, the mutants of Madhaven refer to the region as "Haven" (not *Madhaven*), because they see their powers and abilities, and even the ghosts and their own inhuman appearance, as a *blessing*. The madness and spirits help to keep strangers out of Haven and keep them (the mutants) and their homeland safe from invasion, raids and attacks from outsiders. Sure there are adventurers, raiders and scavengers who cause trouble, but nothing like the frequent attacks and wars other communities have experienced since the Great Cataclysm. Compared to most places, Madhaven has hardly changed at all over the last 300 years, and *is a haven* for mutants.

Today, those mutants who survived and prospered have become the rulers of Madhaven. They are very territorial and consider ALL of Madhaven to be their domain. Although most can be found roaming anywhere in the ruins, each race has claimed a particular area as their *primary domain*. Surprisingly, most of the Haven Mutants feel they are chosen to inhabit this land, and are in effect, all brothers. Thus, while the mutant clans may

squabble among themselves, and there are disputes about who controls certain areas of the ruins, these disagreements seldom turn into bloody confrontations or all-out war. This is due to the influence of the Shamans, who all share the view that Haven Mutants are a *chosen people* destined to inhabit Madhaven. It is the Shamans who have perpetuated the myth that they are a “chosen people” given Madhaven as their birthright. This is why, insist the Shamans, the Haven Mutants are not affected by the madness that afflicts outsiders nor harmed by the vile ghosts that haunt the ruins. A good 99% of the Madhaven mutants believe this hook, line and sinker. It’s what helps keep them going against all odds to overcome the many tragedies that have befallen them over the centuries.

Inhuman Appearance

The most obvious distinction about Haven Mutants is their weird, altered physical appearance. They are so altered that most don’t even remotely resemble a human anymore. They look so completely alien, that if encountered anywhere else, one would assume them to be D-Bees or even lesser demons. However, the mutants retain enough of their genetic essence that they are still considered human beings. This means they can breed with normal humans! The chance of bearing offspring with a completely human partner is low, only a 01-20% chance that conception will even succeed, but it can happen. The mutant genes, however, are dominant, with one in six offspring being human, the rest being mutants.

All Haven Mutants are Mega-Damage beings with M.D.C. hides and strong M.D.C. bones with the consistency of Mega-Damage steel. While some, like the Pseudo Men, are minor Mega-Damage beings and wear body armor for additional protection, others are super-dense, super-strong, heal quickly, and don’t need artificial armor for protection. This has led to the gruesome practice of Haven Mutants taking the bones of their dead and using them to make M.D.C. weapons, tools and body armor. The bones are fashioned into knives, swords, axes, spears, clubs and other types of melee weapons. It might seem ghastly to outsiders, but this practice has been ongoing for generations and is considered an honor by the mutants. They see it as “living on to serve their people” (in a matter of speaking) by having their bones fashioned into weapons and tools. This is another reason the mutants’ Shamans strive to keep their people hidden from outsiders, because they know that some outsiders would slaughter them like cattle for their Mega-Damage bones.

Underground Lairs

The majority of Haven Mutants make their homes deep in the belly of the ruins and underground. The tradition of building lairs and tunnels under the earth goes back to the Dark Ages, when it was safer to hide and live underground than on the surface.

The ruins have always attracted the curious, and in the early years, all manner of demons and monsters swept the land in murderous purges against humans. Consequently, the human settlers of Madhaven went underground. When they began to mutate and develop superhuman powers, they used their superior strength and abilities to clear out old subway tunnels that had collapsed and dig new subterranean tunnels and homes.

Over time, they spread throughout Manhattan and the boroughs, finding, expanding or creating more subterranean networks. However, while the mutants sleep and have homes underground, they are not nocturnal or subterranean. One might think of them as rabbits, or badgers, or even coyotes and any number of animals that dig burrows as their den but hunt, eat and do most everything else on the surface. Having a lair underground is simply the safest way to live. Similarly, traveling underground is usually faster and more direct than trying to navigate the debris fields and ruins on the surface. In fact, like rabbits, Haven Mutants have secret entrances and exits to and from their tunnel networks all over Madhaven.

Outsiders

Allies & Enemies

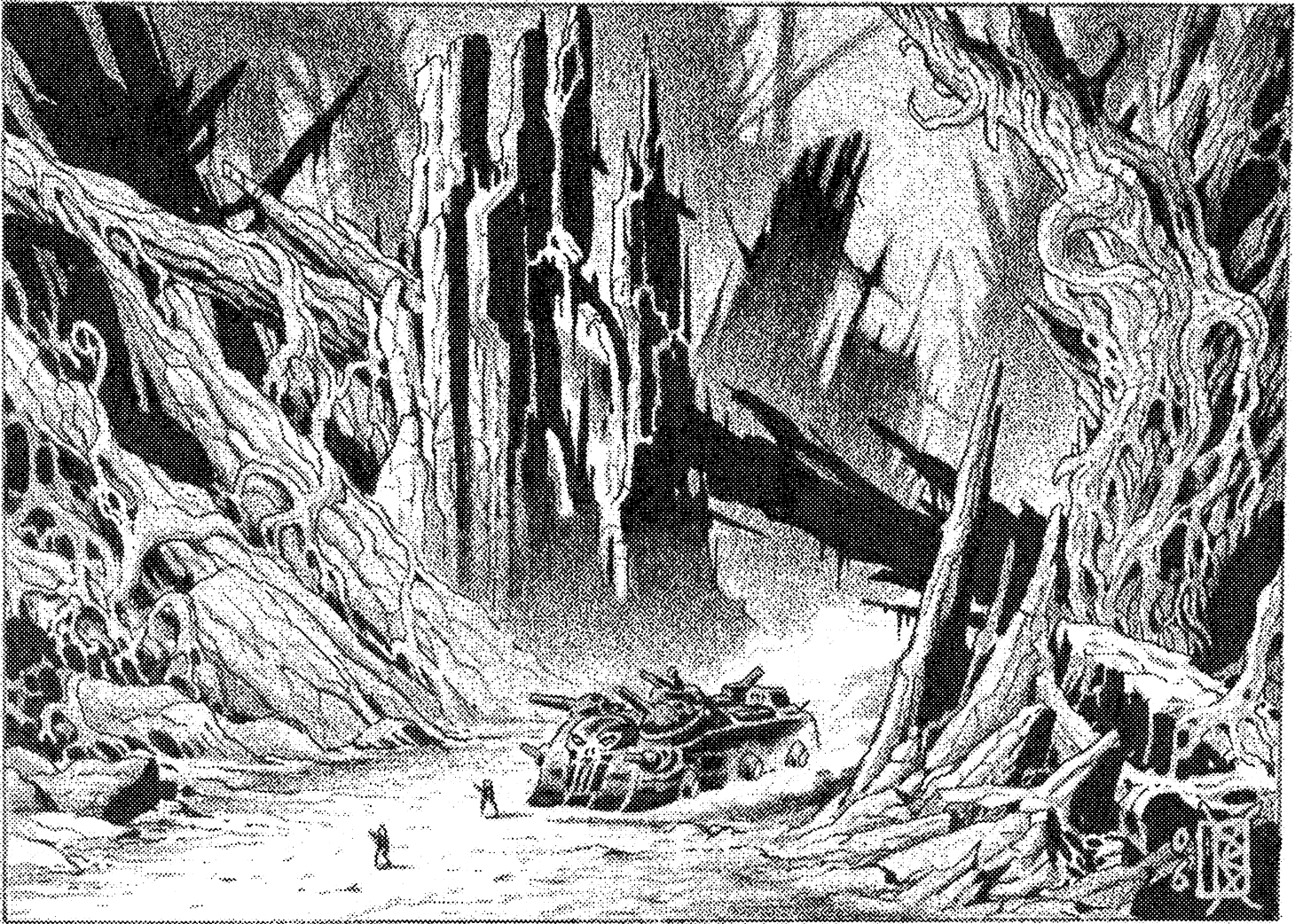
The Haven Mutants may tolerate each other, but they have no love for outsiders. Humans, D-Bees, demons and creatures of magic are all regarded as invaders, looters, and villains. It is a sentiment founded upon centuries of persecution and conflict. First, most “outsiders” don’t see Madhaven as belonging to mutants or any one particular people. To them, the ruins are *fair game* to be dug up and plundered by anybody with the courage to do so. Second, most outsiders are callous louts who consider the mutants to be freaks and monsters without any rights to the ruins. To these ruthless plunderers, the mutants are savages and monsters worse than barbarians and best destroyed for the welfare of humanity. For centuries, humans and D-Bees have come to Madhaven killing any “monsters” (including mutants) who got in their way.

Likewise, demons and evil creatures of magic have preyed upon the Haven Mutants just as they do humans. During the first century of the Dark Age, horrible demons and monsters frequently emerged from the ley line Rifts to reap havoc upon the land and people.

Despite the Haven Mutants’ long history of strife at the hands of outsiders, they do not automatically hate or attack everyone who comes to Madhaven. Interlopers who are not destructive, who respect the mutants’ claim on the land, submit to the mutants’ requests not to dig up their homeland without permission, and especially the visitors who show respect and/or kindness to the mutant people, are allowed to visit unmolested and may even be given permission to excavate select areas of the ruins. HOWEVER, all outsiders are viewed with a level of fear and apprehension, because, sooner or later, they all seem to go insane. And once insanity strikes, even the kindest soul can become a marauding killer or destructive maniac. It is simply a fact of life that the Haven Mutants have come to accept. As a result, outsiders who are befriended are encouraged to leave after one or two weeks, or at the first sign of aberrant behavior.

Of course, not all the clans are that accommodating. Remember, there are family clans and splinter groups among each race of mutants, and some are more tolerant, kind or hostile toward outsiders than others. Many try to frighten or chase away invaders without any attempt to make peaceful contact. The most extreme don’t waste their time on fright tactics, and set up ambushes to capture and rob or destroy invaders outright.

Another reason to chase away or kill outsiders is to prevent unwise and destructive exploration and archeological digs that



rile up the ghosts and monsters who prowl the ruins. Agitated, angry or injured ghosts and monsters lash out at whomever they happen upon, including Haven Mutants. Furthermore, if outsiders don't stir up the ghosts and monsters, or step on one of the clan's toes, they bring trouble in other ways – uncovering a dangerous artifact, angering an intelligent creature of magic or mage, starting a fight with a wandering lunatic, causing collateral damage and loss of mutant life by causing a ruin or tunnel to collapse, or by attracting rivals and bandits, and the list goes on.

Barbarians generally shun the Haven Mutants as monsters and freaks. They also tend to stay away from Madhaven except to raid mutants and adventurers from the outside world to steal food, M.D.C. weapons, tools, armor, and other valuables. Barbarians are a superstitious lot, so they regard Madhaven as a cursed and haunted land, and the mutants as humans condemned to walk the Earth as living horrors. One barbarian legend suggests all Madhaven mutants are the descendants of those responsible for bringing about the Great Cataclysm. As their punishment, their ancestors have been turned into monsters, and anybody who dares to live with the damned or uncover weapons and artifacts from the past is driven insane as their punishment.

The mutants regard the barbarians as destructive, superstitious savages to be avoided, chased away or destroyed.

Creatures of magic are generally looked upon with indifference, especially if they show the mutants respect. Magical be-

ings such as dragons have a much greater resistance to the madness and are allowed to pass through or stay for awhile without incident. They are only attacked when they pose a threat to the mutants or their homes, or exhibit signs of madness and aggression.

Demons and evil supernatural beings are natural enemies to be destroyed on sight.

Humans & D-Bees. The Haven Mutants have few friends or allies. As noted earlier, they fear humans and D-Bees who are driven to violence and insanity by the protective curse placed on the land by the Mighty Lady (really the psychic imprint). Insane individuals are dangerous to themselves and those around them, often attacking mutants and fellow humans or working terrible magic, or just acting irrational and scary. Thus, outsiders of any race are a liability best to be avoided or dealt with by means of lethal action. Any crazy person who is a threat is avoided or destroyed, like putting down a rabid dog.

It is interesting to note that Haven Mutants do not resent humans for being “normal” or attractive. They have come to accept and appreciate their mutations and uniqueness generations ago.

Horune Pirates (allies) started out as enemies who used to attack and capture mutants for the slave trade, but with time, the Horune and mutants developed an understanding and have since become friendly traders. As one might expect, the primary “trade” is slaves. The mutants capture monsters that the Horune

sell to the Atlantean gladiatorial arenas, as well as outsiders, including humans, D-Bees and those who have gone insane. These captives are sold to the Splugorth as slaves or for combat in the gladiatorial arena. The Haven Mutants sometimes dispose of their own kind by selling them to the Horune Pirates, however this is a fate reserved for only the most dangerous criminals and disruptive outcasts.

Likewise, Haven Mutants will tolerate and trade with Splugorth Slavers and other Splugorth Minions.

Order of the White Rose (Allies of sorts). The mutants tolerate the presence of the Order of the White Rose solely because they fear their mystical abilities, the Knights don't usually bother mutants unless they are attacked first, they have been killing monsters that prey upon mutants, and the mutants have been told by the Shamans to leave them alone unless they intrude into mutant held domains.

Necromancers are also feared and disliked. Unlike most outsiders, they are attracted to Madhaven by the aura of death and the multitude of ghosts, spirits and buried remains within the ruins. However, like everyone else, Necromancers who overstay their welcome are driven insane and become a danger.

Psi-Stalkers are hated and long time rivals and enemies. Haven Mutants have a long history of war with Psi-Stalkers. Although human mutants themselves, Psi-Stalkers instinctively sense Haven Mutants to be monsters with large P.P.E. reserves, making the mutants potential prey and natural enemies. Psi-Stalkers can curb their instinct to attack and kill Haven Mutants, but in the past, tribes of Psi-Stalkers frequently raided Madhaven in search of mutant prey. They are one of the factors that have kept the mutant population so low, especially during the Dark Ages.

Psychics are among the most loathsome, despised and feared of all outsiders. They are the most susceptible to the madness by the psychic imprint on the land, and have a long history of causing death and destruction at Madhaven. As a result, the Haven Mutants despise psychics on a primal level, even good or kind psychics, and take great delight in fighting and killing Psi-Stalkers, Bursters, Mind Melters and all types of psychics.

Shemarrians don't bother the Haven Mutants one way or the other. Nor do they fear the mutants or engage them in trade. Unlike other people, no Shemarrian has ever been driven insane by the madness that hangs over Madhaven. As a result, the mutants do not attack any Shemarrian who may be passing through or camping within their borders overnight.

Mutant Combat Techniques

Unless they are an immediate threat, Haven Mutants usually leave intruders alone for the first week or two, figuring that the ghosts or monsters will do their dirty work for them, or that the madness will either drive the invaders away or cause them to kill each other. If the invader is an *immediate danger* to the clan in a particular area, or a danger to their homes or the stability of the area ruins, the mutants attack.

As a rule, most clans are happy with frightening and chasing outsiders out of town. In addition to the pervasive fear created by the psychic imprint upon the land and the ghosts and Entities, Haven Mutants add to the scary atmosphere by making strange noises, creating weird lights, and following intruders from a dis-

tance as scare tactics. The hope is to convince outsiders to fear for their lives and leave sooner than later. To this end, the mutants may reveal themselves, hoot and holler, throw stones, kidnap a member of the invader's group, sabotage their vehicles or equipment and cause other problems without engaging in outright combat.

If attacked first, especially without provocation, the mutants fight back like demons. They charge the enemy with weapons drawn, roaring loudly to intimidate their adversaries and inflicting as much grievous damage as possible. Even in open warfare the mutants try to use intimidation, fear and confusion to undermine their enemy's effectiveness. Haven Mutants rarely fight to their own deaths if they can avoid it, and love to use hit and run tactics, ambushes and crossfire whenever possible. They know the ruins like the backs of their hands, and use that knowledge to their full advantage by attacking, fleeing, attacking again, and whittling down their enemies little by little. Such tactics also make them appear to have greater numbers than they usually really do, and their relentless surprise attacks keep the enemy on edge. It is an effective, time proven strategy that wins more often than not.

Matters of blood – defending their home, family, or avenging a murder or other serious wrongdoing – are always undertaken with ruthless savagery and relentless commitment. Under such a circumstance, the vengeful mutant(s) may leave Madhaven in the pursuit of justice or revenge, and/or fight to his own death.

As a rule, each clan is expected to take care of their own business. However, two or more clans will join forces to confront a large invasion force or a particularly powerful enemy like an adult dragon, Greater Demon, and so on.

Fallen mutants and their dead are never left behind on the battlefield or in the hands of the enemy. Haven Mutants will even brave an invader's campsite to rescue captives and retrieve the dead.

When the Haven Mutants make the first move, they always try to use the element of surprise. Attacking from all sides at once is their specialty. Common tactics include sneaking up on their opponents, surrounding and ambushing them, catching an enemy in a crossfire, luring them into the clutches of Entities, demons or monsters, and using guerilla, hit and run strategies. They move through the rubble like ghosts themselves and vanish just as silently as they appeared. Their intimate knowledge of the ruins and their secret tunnel networks give them a huge advantage using guerilla tactics, appearing out of nowhere and seeming to disappear into thin air (actually gone underground via a concealed tunnel entrance).

Mutant Hunting Parties. The mutants use similar tactics when hunting for food. There is precious little farmland in the ruins of Madhaven, so the mutants are primarily hunters and fishermen. Haven Mutants live on a staple of fish caught from the waters around them and meat from Ruin Rats and Giant Ruin Worms, both of which thrive in the ruins. Ruin Worms are a constant hazard, burrowing into the mutants' homes, undermining the structural integrity of their tunnels and ruins above, and preying on the mutants. Likewise, the man-sized rats are aggressive, food-stealing thieves and predators that attack children, the elderly, sick and wounded. Killing and eating both animals holds their numbers at manageable levels and keeps the

mutant population fed. This makes keeping the Giant Ruin Worm numbers low a priority on many levels. The worms' meat is edible to humans, but tastes rather unpleasant and can only be eaten *cooked*, and has a thick, gelatinous texture. The rat meat is surprisingly tasty. The mutants are used to the taste of both, and have a great many recipes for the creatures. Another staple of the mutants' diets comes from the waterways surrounding Madhaven which are full of different kinds of fish. When the mutants want a change of pace, a hunting party will venture out beyond the borders of Madhaven to stalk animals in the wild. However, the rats and worms are plentiful.

Mutant Tunnels

As a general rule, the tunnels of the Haven Mutants are off limits to outsiders. Only under the most dire of circumstances will an outsider be allowed to visit or use a tunnel for travel, and he will always be escorted by one or more mutants. Invasion of a tunnel by outsiders is an act of war and the mutant defenders engage the invaders without mercy.

Survival for the Haven Mutants rests in the use of a vast network of subterranean tunnels. Some of the tunnels are old sewer lines and subway tunnels, others are dug out after the passage of a Giant Ruin Worm, and others are handmade by the mutants themselves. As noted previously, Haven Mutant dwellings are rather like rabbit warrens with tunnel networks leading to strategic, concealed locations on the surface and burrows/lairs/homes

underground. They pipe in water from the rivers, and work together to provide for all members of their particular family clan. Only about 10% of the tunnels have electrical power and lights, because most mutants have excellent nightvision and need little light underground. They know the tunnels very well and can navigate them expertly. Going by old transit maps, the mutants have cleared out cave-ins in order to link up the boroughs with each other so that they can use these tunnels to travel from one location in Madhaven to another, even under the rivers. Some tunnels open up into large caverns where the earth has fallen away thousands of feet below due to the tectonic activities of the Great Cataclysm and efforts of the Giant Worms and Rats, but the mutants have built a series of walkways and bridges to traverse these massive canyons.

Every section of the tunnels has a communal warrens area where the different clans make their homes. Haven Mutants have little in the way of possessions, so the concept of private residences is uncommon to them. They sleep in caverns and old subway stations and maintenance areas large enough to hold 40-120 mutants comfortably. Some clans use actual reclaimed subway cars. (Subway cars have 2D4x10 M.D.C.; all are rusted and old so the number varies.) These warrens are permanent living quarters, and as such, are heavily guarded at all times. Only rogues and outcasts live alone or in small groups of 3D4 away from their clan. Typically only leaders have their own underground chamber or home where they live with their immediate family.



Although the Haven Mutants do not keep many personal possessions for themselves (mainly weapons, tools, and clothing), most clans have large chambers in the tunnels where they keep pre-Rifts artifacts they have scavenged and weapons and gear they have won in combat with outsiders. The practice of keeping artifacts dates back to the Great Cataclysm, when fleeing New Yorkers headed into the subway system for safety. They grabbed whatever they could carry with them, and collected items after the initial destruction for their mutual survival and to make sure that their society was not lost. As a result, there are large rooms in the tunnels full of books, computer discs, old computers, movie disks, photographs, works of art, and other artifacts from the past and present. If the Haven Mutants were to liquidate their ancient artifacts on the Black Market, there would be enough money for each of them, their children, and most of their grandchildren, to live like kings for their entire lives.

The Mutant Clans

There are eight racial groups of mutants in Madhaven, each subdivided into family clans. Each clan controls and maintains a separate section of the ruined city. In their particular territory, the mutants hunt for food, battle monsters, fend off invaders from the outside world, pick through the rubble for items to help maintain their tribal communities and eke out a simple life as hunters and gatherers. If they weren't mutants they might be Barbarians or Native Americans, as their lifestyles are similar. However, the mutants also have special abilities, even super-powers, and they use a mixture of modern weapons and armor unearthed in the ruins or taken from invaders.

Although Haven Mutants don't like outsiders moving through their territories, they will tolerate mutants from other clans, just so long as none of their own clan members are harassed or harmed, and none of their property disturbed. The different clans are generally neutral, and trade with each other or help out one another in times of need. However, transgressions from one clan to another are not easily forgiven, and there have been some bloody battles over the ages between mutant clans over turf, property or a misunderstanding. When these battles escalate to the point beyond minor skirmishes, the Mutant Shamans are consulted to arbitrate an agreement between the warring factions. The word of the Shamans is final.

The mutants also tolerate the Order of the White Rose and the humans who have taken up residence in the Garden. The general consensus is that the humans can stay as long as they don't leave the Garden. Many Haven Mutants will even work with or help out the White Knights, who, in turn, have come to the mutants' rescue in fights with demons, monsters and murderous outsiders. Still, it is a tense and tenuous alliance at best, and the Leopard Men of Guardia (Queens) will have nothing to do with the Knights. Then again, the mutants of Guardia don't like anyone outside their own clan anyway.

The physical appearance of the Haven Mutants is what sets them apart from humanity and each other. Pseudo Men look the most human, but even they can look frightening, alien or gruesome. Only a small percentage (about 5%) of the Pseudo Men are beautiful, even angelic looking. The clans and gangs seldom have distinguishing marks, and don't usually wear uniforms,

colors or flags. In fact, half the mutants wear little to no clothing, while others try to emulate humans or encase themselves in body armor to look more fierce and dangerous. Like most predatory animals, the mutants simply *know* which group they belong to and who is not a fellow member of it. Moreover, because of their low numbers, most mutants know who belongs to which tribal clan by name and face. They also recognize subtle nuances in speech, body language, and fighting techniques that mark a mutant as a member of a particular group.

Estimated Total Number of Haven Mutants by Location

Any of the mutant races can be encountered as a lone individual, pair or small group (2D4+3) anywhere in Madhaven or Jersey Side. However, the following locations denote where the dominant races of mutants are found.

Lower Manhattan Clans: 900-1,000; mostly Pseudo Men and Metal Morphs.

Midtown Clans: 1,200-1,400; mostly Pseudo Men.

Upper Manhattan Clans: 800-900; mostly Leopard Men and Savage LummoX.

Harlem Clans: 300-400; Metal Morphs and Savage LummoX.

Brooklyn Clan: 400-600; mostly Mantis Men .

Bronx Clans: 600-700; mostly Dyno-Men and Pseudo Men.

Queens Clans: 370-450; mostly Leopard Men (anti-social and warlike).

Staten Island Clans: 650-750; mostly Beast Men, Dyno-Men and Savage LummoX.

Long Island Clans: 400-500; mostly Quill Men and Beast Men.

Jersey Side Clans: 500-600; mostly Metal Morphs, Savage LummoX, and Pseudo Men.

Liberty Island Clans: Exclusive to the Mutant Shamans; 18-28 represent all the mutant races.

The total mutant population is believed to be under 8,000, but that is difficult to say. The number could just as easily be two or three times higher. Many Haven Mutants live like rats underground and scurrying throughout the ruins as quick and silently as a wild animal, so there's no telling how many there may really be lurking in the ruins. Since Madhaven has no tactical or financial significance to any of the new nations of North America, there hasn't been any government sponsored research of the place or its people. Most scholars do believe, however, that the mutant population is climbing very slowly, but steadily. The Knights of the White Rose estimate that their numbers increase by 1D6% every five years. As they do so, their range of influence and power increases in the area. If not for the monsters, ghosts, and demons prowling the ruins the mutants' rate of expansion would be much higher.

Haven Mutant R.C.C.s

By Kevin Siembieda

Beast Men	Metal Morphs
Dyno-Men	Pseudo Men
Leopard Men	Quill Men
Mantis Men	Savage LummoX

Mutants as Non-Player Character (NPC) Villains

The Haven Mutants can be used as both player characters and Non-Player Characters (NPCs). Bands of roving mutants who hate outsiders or who make a living as bandits, raiders, or mercs are likely to be among the nefarious and combat related encounters outsiders will have to deal with. Likewise, lone mutants, pairs or trios of crooks, charlatans, confidence men and beggars are likely to approach outsiders as well. The goal of the latter is to trick, cheat and con outsiders out of weapons, gear, and food. Our heroes may also have dealings with an entire clan or tribe of mutants (good or bad), or find themselves caught between two feuding mutant clans, or in a situation where they work to help one of the clans.

Generally speaking, Madhaven mutants don't like to leave what they perceive as their *haven* (their safe place) and *birth-right*, the ruins of Madhaven. Consequently, the majority of mutants roam only through the ruins of Madhaven and think going to Jersey Side is an adventurous trip. Going beyond Jersey is a rarity, but mutant player characters are the exception to the rule. They have a wanderlust that compels them to want to see the rest of the world. Such mutant adventurers may be used as strange villains, player characters and monsters anywhere, although they are most likely to be found in North America, Atlantis, Western Europe and among Horune Pirates.

Juicer conversion will not work on Haven Mutants, and M.O.M. implants will kill them after 1D6 days. Haven Mutants generally like technology, distrust magic and the beings who cast spells, can never learn to pilot power armor or robot vehicles, and hate being enclosed in heavy vehicles. They love open top hover vehicles, jeeps, motorcycles, jet packs, Juicer Flight Packs and hovercycles.

All are expected to obey mutant laws and codes of morality among their own kind, but most completely disregard the rights, laws, morals and cultures of outsiders.

Haven Mutants as Player Characters (R.C.C.)

If it's okay with the Game Master, Haven Mutants can be used as player characters with a unique and interesting history, appearance and powers. They are likely to be mistaken for D-Bees by other outsiders (something most mutants find extremely annoying) and treated as such no matter how much they insist they are humans. The weird denizens of Madhaven, like the land they inhabit, are unique, twisted, and in some ways, relics of the past. Have fun with them.

As an R.C.C., Haven Mutants do not select an O.C.C., they are what they are, with a unique social orientation, appearance

and skills. Although a mutant raised outside of Madhaven might learn some other skills and effectively have a chosen occupation, they instinctively gravitate to certain skills and behavior genetically programmed into their very being.

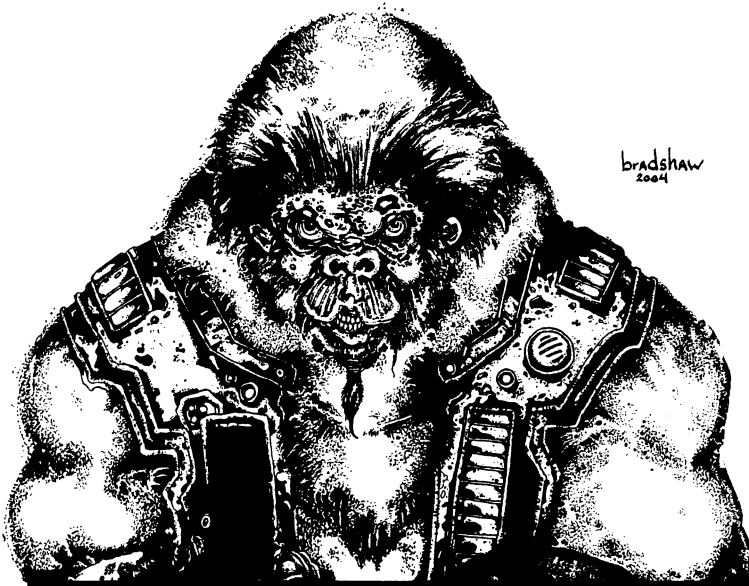
As player characters, these mutants will NEVER be able to completely fit into modern society or culture, and tend to be much more straightforward, blunt, savage, wild and reactionary than so-called "civilized" people. Haven Mutants are humans who have taken a different evolutionary path inflicted upon them by transmuting alien energy and a strange environment. They can work well in a wilderness campaign or exploring the Megaverse.

Psionic Immunity to the Psychic Imprint. All Haven Mutants are completely immune to the effects of the psionic imprint and emanations from the psychic scar left on Madhaven. They are also immune to Empathic Transmission and the fear and Horror Factor radiated by *Entities*. This means psionic powers such as *Empathy*, *Empathic Transmission*, *Fear*, and similar mind and emotion affecting psionics and magic have no effect on them. Even special psionic powers, such as the hypnotic stare of a vampire and the insanity attacks of the Madness Ghost, are useless against Haven Mutants. They can, however, be harmed by physical psionic attacks such as Bio-Manipulation, Telekinesis, Psi-Sword, etc., and most types of magic, energy weapons and physical attacks.

Beast Men R.C.C.

Beast Men are hulking brutes who appear to be part gorilla, part Sasquatch. They have broad shoulders, barrel chests and thickly muscled arms bigger than a normal human's legs. Their entire body is covered in short, luxurious, soft fur that feels like silk when it is brushed. The hair on the top of the head is the same soft fur, but grows 8-12 inches (20-30 cm) tall to create a sort of Afro look. The face has an apish appearance with a wide nose, small ears, ape-like muzzle and weak chin. Most males grow long sideburns and a beard. A favorite style for beards is to tie it into one, two or three ponytails reminiscent of pirates of old. Beast Man legs are proportional to the body, not gorilla-like, and they walk completely upright. Their hands are also completely human, though the fingers and thumb are thick and wide, belying their delicate touch. Their bones are especially dense and heavy, their hides and muscles M.D.C. tough.

Despite the Beast Men's animalistic name and appearance, they are the brains of the Haven Mutant community. They love technology and are excellent mechanics, builders and electricians. Smarter than the average human, Beast Men enjoy artwork, writing, beauty, mathematics and imagination, but they love working on machines more than anything else. Their brutish appearance might suggest Beast Men would like heavy weapons, but they are detail oriented and appreciate finesse, ingenuity, subtlety and precision more than anything. Consequently, Beast Men are the ones who build armor, soup-up vehicles, and repair weapons, radios and electronics. In fact, it is the Beast Men who invented and built the motor-powered unicy-



cles used by the Quill Men as well as half of all the weapons, machines and vehicles used by the Haven Mutants. Beast Men trade their constructions with the other mutants for food, pre-Rifts (tech) artifacts, spare parts and favors.

These techno-junkies are usually the first to arrive and observe newcomers from the outside, paying little heed to the people, but closely watching how the machines operate. Since Beast Men, like most mutants, regard outsiders as invaders, they have no compunction about sneaking into a campsite to study the machinery more closely, play with the devices, or to steal them. They also steal tools, generators, batteries, parts, armor, wiring, radio equipment, weapons, entire vehicles, and any tech items that strike their fancy. This also means they are keen on unearthing tech secrets from the past and reading technical journals and instruction manuals. Oh, and they are among the very few mutants who can read.

If not for the Haven Mutants' prejudice against magic, Beast Men would probably make excellent Techno-Wizards.

Beast Man Mutant R.C.C.

Alignment: Any, but most Beast Men are generally Scrupulous (25%), Unprincipled (20%), or Anarchist (40%).

Attributes: I.Q. 2D6+12, M.E. 2D6+10, M.A. 2D6+8, P.S. 3D6+18 (Supernatural), P.P. 2D6+12, P.E. 3D6+3, P.B. 2D6+4, Spd 3D6. Supernatural P.S. (full strength punches and kicks do M.D.).

M.D.C.: 2D4x10+50 M.D. plus P.E. attribute number. Add an additional 2D6 M.D.C. per level of experience.

P.P.E.: 2D6 +P.E. attribute number. **I.S.P.:** None.

Horror Factor: 9 for one Beast Man, H.F. 12 for two or more carrying a big gun or strange device.

Size: 6-7 feet (1.8 to 2.1 m); 260 to 400 lbs (117 to 180 kg).

Life Span: 80, with some reaching the ripe old age of 118. Females tend to live 2D4 years longer.

Average Level of Experience: 1D6+5. Player Characters start at level one.

Natural Abilities: Great strength, high intelligence and an innate aptitude for mechanics, building things and artwork.

Attacks per Melee Round: As per Hand to Hand: Expert com-

bat skill (four attacks to start at level one). The level of Mega-Damage the character is capable of inflicting varies based on the character's Supernatural P.S. (See page 285 & 286 of the **Rifts® Ultimate Edition** for Supernatural Strength and Damage listing; the **Rifts® G.M. Guide** has a similar table.)

Bonuses (in addition to likely attribute bonuses): +2 to disarm on a *Called Shot* using modern firearms or energy weapons, +1 to parry, +3 to pull punch, +1 to roll with impact, +4 to save vs Horror Factor, +2 to save versus mind control (drugs, psionic or magical), +4 to save vs possession, and +4 to Perception Rolls.

R.C.C. Skills: All Beast Men are builders, mechanics and technicians who enjoy tinkering with machines.

Appraise Goods (+15%)

Art (+20%)

Automotive Mechanics (+15%)

Basic Electronics (+15%)

Computer Operation (+15%)

Computer Repair (+10%)

Computer Hacking (+5%)

Creative Writing (+10%)

Jury-Rig (+10%)

Land Navigation (+10%)

Language (Native): American

Literacy: American (+30%)

Mathematics: Basic (+30%)

Mathematics: Advanced (+15%)

Mechanical Engineer (+10%)

Pilot: Two vehicles of choice; the only exceptions are Robots and Power Armor.

Prowl (+5%)

Salvage (+20%)

Sensory Equipment (+10%)

Vehicle Armorer (+15%)

W.P.: One Ancient of choice.

W.P.: Two Modern of choice.

Hand to Hand: Expert (cannot be changed).

Secondary Skills: Select 1D4+3 Secondary Skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**, plus two additional Secondary Skills at levels 2, 4, 6, 8, 12, and 14. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Magic: None, and avoid learning or using magic in any form.

Psionics: None.

Technology & Gear: Loves technology and starts with a Mutant Bone Axe and Bone Dagger, Vibro-Blade or M.D. scalpel, one weapon for each W.P. and 1D4+1 extra E-Clips, Wilk's Laser Torch or Plasma Torch, tool kit, portable computer, language translator or communicator (radio), 1D4 note pads, a sketchbook, mechanical pencil with 24 extra leads, 1D4 markers, set of watercolors and paint brushes, 1D6+2 different color cans of spray paint, 2D4 days' worth of food and water, web vest with pockets and clips designed to hold

tools, parts and specimens, may wear light patchwork armor (4D6+6 M.D.C., but tends not to use any armor), pair of pants, lab coat, boots, utility belt, box of 100 latex gloves, 1D6 specimen containers, a satchel, backpack, 1D4 medium-sized sacks, two canteens or waterskins, Optics Band (for close work), two rolls of duct tape, protective eye goggles, air filter, and some personal items.

Allies: Most mutants tend to keep to their own family unit, clan, tribe and race, but will have amicable dealings with other mutants. The mutants, as a whole, have an uneasy truce with the Knights of the Order of the White Rose, but don't completely trust them because, 1) they aren't mutants, 2) they use magic and magic energy, 3) they could go insane if they spent more than a week or two in the ruins of Madhaven. Regularly trade with Horune Pirates and Slavers, but don't particularly trust them.

Enemies: Outsiders, invaders, ghosts, Undead Horrors, monsters, creatures of magic and madmen. Dislike Horune Pirates, Barbarians and the Minions of Splugorth, though they will trade with them all.

Habitat: Beast Men live in the ruins, usually at ground level or below the ground. They prefer very clean places but also enjoy creature comforts and artwork. Consequently, one can always recognize Beast Men territory by the amount of impressive mural paintings and artistic graffiti on the walls.

Money: 1D6x100 in Universal Credits, and 3D6x1000 in tradable goods that may include tech items, parts or pre-Rifts artifacts (books, jewelry, tin cans, bottle caps, etc.) or items liberated from an invader/outsider.

Cybernetics: None to start. Haven Mutants can get cybernetics, but most aren't that interested in them and don't have access to a Cyber-Doc or bionics in Madhaven. Beast Men would definitely consider minor cybernetic augmentation.

Dyno-Men R.C.C.

The mutants known as Dyno-Men are among the strangest of the human mutants. They are heavy, monstrous looking humanoids who are nearly as at home in the water as they are on dry land. They are often found in the waterways in Madhaven and even dare to venture into the monster infested coastal waters.

Dyno-Men have little use for the machines of men and believe that it was technology that brought about the destruction of human civilization, so they shun it. Like the other mutants, Dyno-Men have no use for magic, and believe that magic was responsible for reshaping the planet and bringing forth the demons, ghosts and monsters that plague the world, so they shun it as well. Likewise, the opinionated Dyno-Men see all humans as members of a fallen people destined for extinction, and believe that they and the other Haven Mutants are the superior beings who will replace them. Dyno-Men truly believe they and their fellow mutants are the next stage in human evolution and ordained to take man's place in the world. Consequently, they are annoyed that the "elder people," as they call humans, refuse to fade away or make way for the new breed of mutants. This makes the Coalition States the worst of the human holdouts, plus the CS uses technology from the past. The spell casters of the Magic Zone are the next worse offenders, followed by the

Mystic Knights (which is why Dyno-Men avoid and will never accept the Knights of the White Rose).

As the name may suggest, Dyno-Men are large, bulky humanoids who strongly resemble theropod dinosaurs. The mutant's head is its most human-looking feature and even that's a stretch. Their entire bodies are without hair, their skin covered in fine scales. Fingers and toes are webbed for swimming, the pear-shaped body is slow and heavy on land, but liberated underwater. The neck is thick, flexible and nearly as long as the mutant's body, enabling the mutant to attack prey 180 degrees in all directions underwater – side to side, down, up and behind its back. The face more resembles that of a monstrous sea lion than a man: the eyes are small, the nose is barely anything more than a flap of skin that can seal tight when underwater. The mouth is filled with 100 small, sharp teeth, and can open wide enough to take hold of a human's thigh or the tail of even a large fish like a tuna. A pair of tentacles dangle from the side of the mouth like a mock mustache, but are really feelers used in the darkest of waters, caves and tunnels. They also have a thick tail that is used like a rudder to navigate underwater and to give them greater speed. The skin is a pale gray color with a pink underbelly, throat and face. Dark green, almost black, markings are found on the neck, shoulders, hands, legs, belly and tail.

On the surface, Dyno-Men like to decorate their bodies with ornate headdresses made of large animal skulls, bones, fins, claws, teeth, and leather. Other than that, they wear no clothing nor armor, and seldom use weapons or tools.

Dyno-Men Mutant R.C.C.

Alignment: Any, but most Dyno-Men are generally Unprincipled (10%), Anarchist (30%), Aberrant (20%) or Miscreant (30%); leaving 10% for other alignments. Known to be short-tempered and intolerant of humans and D-Bees. Fanatical supporters of the Shamans, mutantkind and Madhaven.

Attributes: I.Q. 1D6+6, M.E. 1D6+7, M.A. 1D6+2, P.S. 3D6+26 (Supernatural), P.P. 2D6+10, P.E. 3D6+10, P.B. 1D6, Spd 2D6 on dry land, 2D4x10 underwater. Supernatural P.S. (full strength punches and kicks do M.D.).

M.D.C.: 1D6x100 M.D. plus P.E. attribute number. Add an additional 2D6 M.D.C. per level of experience.

P.P.E.: P.E. attribute number. **I.S.P.:** M.E. number x10.

Horror Factor: 12 for one Dyno-Man, H.F. 14 for a hunting or warrior pack of six or more.

Size: 7-8 feet (2.1 to 2.4 m) at the shoulders. The neck is another 7-8 feet (2.1 to 2.4 m) long, but is typically bent forward so that it hangs just above the shoulders 9-10 feet (2.7 to 3 m) high, but has a reach of 7-8 feet (2.1 to 2.4 m). The tail is another 7-9 feet (2.1 to 2.7 m) but trails behind, dragging on the ground when the mutant is on the surface. Weight: 700 to 1200 lbs (315 to 540 kg).

Life Span: Could live to be 140, but their harsh attitude and aquatic wilderness lifestyle puts the average life expectancy of males at 2D6+56 and females at 2D6+60.

Average Level of Experience: 1D4+2. Player Characters start at level one.

Natural Abilities of Dyno-Men: In addition to their size, Supernatural P.S. and M.D.C., all have the following abilities.

1. All Dyno-Men are Mega-Damage beings with hundreds of

M.D.C. They recover lost M.D.C. at a rate of 6D6 points per 12 hours.

2. Aquatic Abilities (Special): Can breathe underwater indefinitely like a fish, swim, and survive depths of up to 1200 feet (366 m). Can also hold their breath one minute for every P.E. point. Can see clearly in dim light and in murky water, polarized eye filters diminish glare better than a pair of sunglasses. Eats raw fish.

Attacks per Melee Round: Instinctive; five attacks to start at level one, +1 at levels 3, 6, 9, 12 and 15. The level of Mega-Damage the character is capable of inflicting varies based on the character's Supernatural P.S. (See page 285 of the **Rifts® Ultimate Edition** for the Supernatural Strength and Damage table; the **Rifts® G.M. Guide** has a similar table).

Bonuses (in addition to likely attribute bonuses): On dry land: +1 on initiative, +3 to strike, parry, and dodge, +1 to

disarm and entangle, +2 to pull punch, and +1 to roll with impact. Double these bonuses when underwater!

Other bonuses that stay the same on land or underwater are +7 save vs Horror Factor, +3 to save vs mind control (drugs, psionic or magical), +5 to save vs possession, and +4 to save vs poison, pollution and drugs.

R.C.C. Skills: All Dyno-Men mutants are hunters, aquatic fishermen and fighters with the following skills:

Dowsing (+20%)

Fishing (+20%)

Holistic Medicine (+10%)

Hunting

Identify Plants & Fruits (+20%)

Land Navigation (+10%)

Language (Native): American

Lore: Demons & Monsters (+15%)



Lore: Magic (+10%)
 Mathematics: Basic (+10%)
 Navigation (+15%)
 Pilot: Boat, Paddle Types (+10%)
 Preserve Food (+15%)
 Prowl (+15% underwater only)
 Skin & Prepare Animal Hides (+15%)
 Swimming (+30%)
 Wilderness Survival (+20%)
 Wilderness: Two of choice (+10%).
 W.P. Knife
 W.P.: Three Ancient of choice.
 W.P.: One Modern of choice.

Secondary Skills: Select 1D4+3 Secondary Skills from the Secondary Skills list on page 300 of *Rifts® Ultimate Edition*, plus one additional Secondary Skill at levels 2, 5, 8, 11, and 14. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Magic: None, and avoid learning or using magic in any form.

Psionics: Dyno-Men are not considered to be psychic and need a 15 or higher to save vs most psionic attack, but they do possess the impressive powers of *Electrokinesis* and *Hydrokinesis* as innate abilities. **I.S.P.:** M.E. number x10 +1D6 per level of experience.

Technology & Gear: Dyno-Men have no interest in technology or magic; use Mutant Bone Weapons and other traditional melee weapons; guns only in the most extreme circumstances. Starts with a Bone Spear, Knife and Shiv plus one weapon for each W.P. and 1D4 extra E-Clips, 1D6 days worth of food and water, no armor or clothing, with the possible exception of a loincloth and a cloak or cape, utility belt, backpack, satchel or large sack, waterskin, and some personal items.

Allies: Most mutants tend to keep to their own family unit, clan, tribe and race, but will have amicable dealings with other mutants. The mutants, as a whole, have an uneasy truce with the Knights of the Order of the White Rose, but don't completely trust them because, 1) they aren't mutants, 2) they use magic and magic energy, 3) they could go insane if they spent more than a week or two in the ruins of Madhaven, and for Dyno-Men, they have a fourth sin, they use technology. Regularly trade with Horune Pirates and Slavers, but don't particularly trust them.

Enemies: Outsiders, invaders, ghosts, Undead Horrors, monsters, creatures of magic and madmen. Dislike Horune Pirates, Barbarians and the Minions of Splugorth, though they will trade with them all.

Habitat: Dyno-Men live among the ruins, under bridges, at crumbling docks and near or along various waterways. Although they spend half their time in or underwater, they can spend weeks on dry land without ill effect and usually make their homes dug under slabs of concrete, in basements, sewers and underground tunnels.

Money: None, but will have 1D4x1000 in tradable goods that may include pre-Rifts artifacts (books, jewelry, tin cans, bottle caps, etc.) or items liberated from an invader/outsider, or fish for eating.

Cybernetics: Getting cybernetics would be a fate worse than death.



Leopard Men R.C.C.

Leopard Men are the terrors of the mutant world. They are aggressive, hot tempered, and utterly ruthless in combat. They show no mercy to those they hate, and have no qualms about slaughtering invaders by the score or capturing and putting them in pens like cattle to be eaten at a later time. Leopard Men also sell their captives into slavery to anyone willing to buy them, which is mainly Horune Pirates and the Splugorth Slavers. The only exceptions to such harsh treatment are their fellow Haven Mutants, but sometimes the worst of the Leopard Men pen and eat, or sell them into slavery too.

The most vicious and intolerant Leopard Men are members of the Guardia tribe. These warlike people barely tolerate other mutants, consider the Knights of the Rose and the people living in the Garden to all be usurping invaders who have stolen the Garden from the mutants, and despise all outsiders. Unlike most mutant clans who respect tribal borders and deal with other clans in a courteous manner, the Guardia Leopard Men are rude,

demanding and arrogant. When it comes to hunting wild animals and monsters, or raiding, robbing, kidnaping and killing outsiders, they ignore all borders. They may even capture or kill outsiders under the protection of other clans. As far as the Guardia warriors are concerned, *all* outsiders are invaders and fair game anywhere in Madhaven. A unified front by the other mutant clans and several bloody clashes with the Guardia tribe generally keep the warriors in their own neck of the woods for most of the time. However, small bands of 1D4+2 still slip into the ruins to cause trouble and to hunt, capture and kill outsiders.

The other Leopard Men clans have similar views and practices but are less militant and defiant about it. Unlike the Guardia clan, who seldom work with other clans, not even other Leopard Men, most Leopard Men work with and support their fellow mutants, especially to keep the peace and protect their haven.

The fury of Leopard Men in combat is so legendary that even their fellow mutants tend to think of them as marauding barbarians. However, they are smart, resourceful, cunning, and excellent strategists. Not only that, but these infamous warriors are capable of surprising gentleness, quiet reflection, love and compassion – at least toward their own kind and fellow mutants. The aggressive nature of these mutants just makes *violence* their knee-jerk reaction and solution to every problem. Their intolerance of, and hatred for, outsiders is born from generations of persecution, murder and madness at their hands.

Like many of the mutants, Leopard Men believe the Haven Mutants are the “chosen people” destined to reclaim and repopulate the Earth in the name of humanity. They completely buy into the Shamans’ hype that they are superior to ordinary humans and the next step for humans on the evolutionary ladder. They also believe that humans and their technology were responsible for the Great Cataclysm, and avoid using advanced technology (and magic).

Leopard Men tend to be short, thickly muscled humanoids. Although their bodies have leopard-like markings and patches of black or dark brown hair on the back of their lower legs, as well as a great mane of hair growing from the jaw line, chin and back, the physique is clearly human. It is the feline head, piercing pale blue eyes, sharp teeth and massive maw that mark them as something inhuman and terrible.

Leopard Man Mutant R.C.C.

Alignment: Any, but most are generally Unprincipled (20%), Anarchist (40%) or Aberrant (20%); leaving 20% for other alignments.

Attributes: I.Q. 1D6+9, M.E. 1D6+9, M.A. 1D6+8, P.S. 2D6+23 (Robotic), P.P. 2D6+13, P.E. 2D6+13, P.B. 2D6+3, Spd 2D6+17. Robotic P.S. (full strength punches and power punches do M.D.) and extraordinary endurance.

M.D.C.: 3D4x10 M.D. plus P.E. attribute number. Add an additional 2D6 M.D.C. per level of experience. Recover lost M.D.C. at a rate of 5D6 per 12 hours of rest.

P.P.E.: P.E. attribute number. **I.S.P.:** None.

Horror Factor: 10 for one Leopard Man, H.F. 13 for a hunting or warrior pack of six or more.

Size: 5 feet to 5 feet, 10 inches (1.5 to 1.75 m); 170 to 200 lbs (76.5 to 90 kg), all muscle.

Life Span: Could live to be 100, but their harsh, warrior lifestyle puts the average life expectancy of males at 1D6+36 and females at 2D6+44.

Natural Abilities: In addition to having mutated into super-strong, Mega-Damage beings, they also possess the following abilities.

1. **Heightened Agility (Special):** Can leap one foot (0.3 m) per P.S. point (not less than 25 feet/7.6 m) lengthwise and high from a standing still position; increase by 30% with a running start. Also see *Attacks per Melee and Bonuses*, where the agility is also taken into account.

2. **Loping Run (Special):** Leopard Men are fast runners to begin with, but double that speed when they run on all fours. They also get an automatic dodge (roll to dodge like always, but the dodge does not count as a melee action/attack) during a Loping Run.

3. **Bite Attack (Special):** All Leopard Men (males and females) have massive maws filled with teeth. The maw opens incredibly wide and can inflict considerable damage. 2D6+2 M.D.

Average Level of Experience: 1D6+4. Player Characters start at level one or two.

Attacks per Melee Round: Instinctive warriors, *six* attacks to start at level one, +1 at levels 3, 5, 8, 12 and 15. The level of



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Mega-Damage the character is capable of inflicting varies based on the character's Supernatural P.S. (See page 285 of the **Rifts® Ultimate Edition** for the Robotic Strength and Damage table; the **Rifts® G.M. Guide** has a similar table.) However, damage is typically the following: 1D4 M.D. on a restrained punch, 1D6 M.D. on a full strength punch, 2D6 M.D. on a power punch, 2D4 M.D. from a kick, 2D8 on a leap kick (but it counts as two melee attacks, so does the power punch), and bite damage is 2D6+2 M.D. and a favorite type of attack.

Bonuses (in addition to likely attribute bonuses): +3 on initiative, +3 to strike, parry, and dodge, +2 to disarm, +3 to automatic dodge, +5 to pull punch, +3 to roll with impact, +2 to Perception Rolls, +5 to save vs Horror Factor, +6 to maintain balance, +2 to vs mind control (drugs, psionic or magical), +4 to save vs possession, and is impervious to disease and can eat rotten meat without getting ill.

R.C.C. Skills: All Leopard Men are warriors and hunters with the following skills:

Climbing (+15%)

Escape Artist (+10%)

Espionage: Two skills of choice (+10%).

First Aid (+10%)

Horsemanship: Exotic

Hunting

Intelligence (+15%)

Interrogation (+15%)

Land Navigation (+20%)

Language (Native): American

Mathematics: Basic (+10%)

Prowl (+20%)

Skin & Prepare Animal Hides (+15%)

Tailing (+15%)

Tracking: People (+20%)

Trap & Track Animals (+15%)

Wilderness Survival (+10%)

W.P. Sword

W.P.: Four Ancient of choice.

W.P.: One Modern of choice.

Secondary Skills: Select 1D4+2 Secondary Skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**, plus one additional Secondary Skill at levels 2, 4, 6, 8, 10, 12 and 14. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Magic: None, and avoid learning or using magic in any form.

Psionics: None.

Technology & Gear: Leopard Men have minimal interest in technology and none in magic. They do, however, respect the power of both, and may use one or both when it makes strategic sense to do so. In fact, most Leopard Men will have at least one energy weapon (usually a rifle) and they also love Vibro-Blades and Neural-Maces. Mutant Bone Weapons are the weapons of choice, though other traditional melee weapons and the occasional magic item may also be used. Tech

vehicles and the machines of outsiders are used only when deemed necessary. Starts with a Bone Sword or Sickle, Knife and Shiv plus one weapon for each W.P. and 1D4+2 extra E-Clips, 1D4+4 days' worth of food and water, no armor or clothing, with the possible exception of a loincloth and a cloak or cape, utility belt, backpack, satchel or large sack, two waterskins, and some personal items.

Allies: Leopard Men, more than most mutants, tend to associate only with their own race and family clan. They tend to see the other mutants as too complacent, and wish they'd take a more aggressive stance against invaders (i.e., any outsiders). The Guardia Mutants are the most militant and extreme, and even hate the Knights of the White Rose, but Leopard Men promote open warfare against outsiders and are building stockpiles of weapons, ammo and supplies for when the war from the outside world comes to Madhaven, which they see as inevitable. Of all the other mutants, Leopard Men like the Savage Lummox and Mantis Men the best. Trade with Horune Pirates, Slavers, and Barbarians (and secretly, the Shemarrians) is frequent, and usually involves weapons, vehicles and slaves for tools, exotic weapons, booze, exotic riding animals, monstrous pets, information and money (gold and gems). Of course, they don't trust any of them.

Enemies: Outsiders, invaders, ghosts, Undead Horrors, monsters, creatures of magic and madmen.

Habitat: Leopard Men live on the surface in forested areas as well as tall ruins, and the walls of cavern-like ruins.

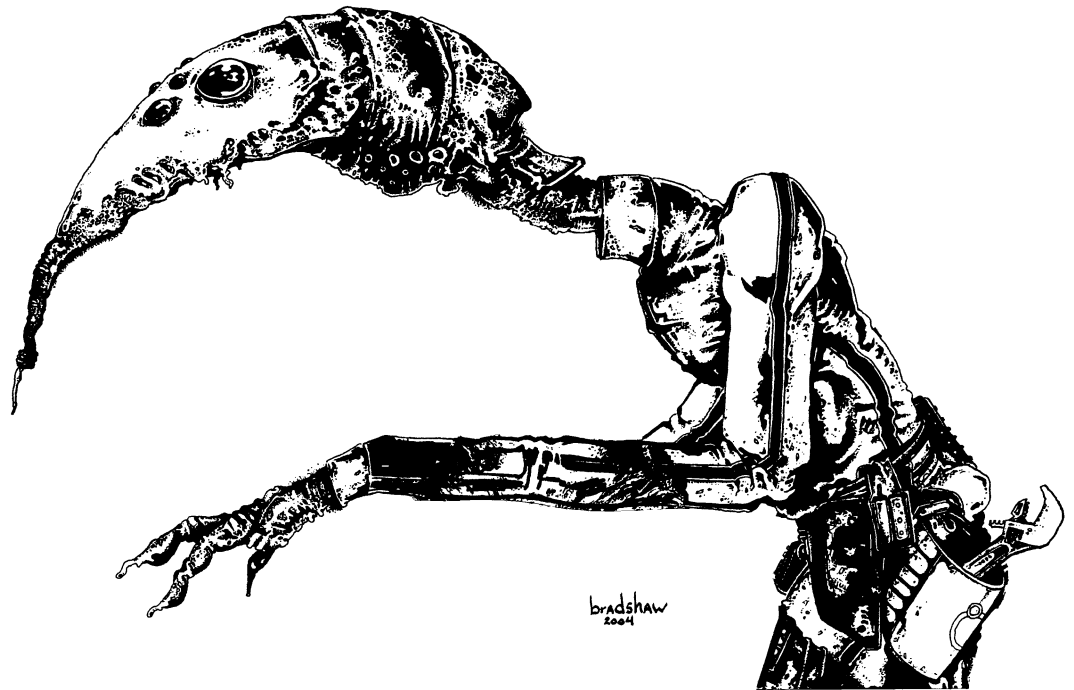
Money: 1D4x100 credits, plus 2D4x1000 in tradable technological goods, mainly weapons and spare parts.

Cybernetics: None to start. A Leopard Man would never consider getting bionics or cybernetic implants, but might consider Bio-Systems if it meant he could continue to fight.

Note: Unknown to other Haven Mutants, Guardia Leopard Men and Eastside Mantis Men have been working together on setting up satellite base camps on the East Coast. There are 98 Leopard Men and 78 Mantis Men living in family clans on the outskirts of Jersey Side, 20 of each living in a small clan in Maryland, and a dozen Leopard Men and a half dozen Mantis Men among the pirates of Montreal. All are off the radar of the Haven Mutants, and are militant, anti-human survivalists with an eye for expansion into the outside world. They engage in observation, hunting, banditry and the slave trade with humans their primary target. These rogue clans have established contact with the Shemarrians, pirates and select D-Bee bands operating in the East.

Mantis Men R.C.C.

Mantis Men are descended from humans, not insects, and get their name from their odd, mutated physique. They are tall and thin, with stilt-like legs, spindly arms, elongated forearms, long fingers, long, slender neck, and wedge-shaped head. Mantis Men tend to walk slowly with their arms bent, and when they stop to look at something, their upper body sways side to side, reminiscent of a praying mantis. Their heads and bodies are hairless except for a bit of short fuzz on the forearms and jaw-line.



Unlike the praying mantis, which is a stealthy hunter in the insect world, Mantis Men are more like philosopher-adventurers. Most are walking encyclopedias of lore, science and personal observation. They like to study and analyze everything, but unlike the tech-oriented Beast Men or Metal Morphs, Mantis Men look at the world through esoteric eyes and with methodical coldness. They feel removed from humanity, and while they aren't so sure they are a "chosen people," they do believe they are superior to humans. Like the Leopard Men, these mutants want to take a hard line against invaders and a more aggressive stance in seizing their destiny.

Despite their psychological and philosophical approach to life, Mantis Men are borderline sociopaths, disassociated from humans and other intelligent life forms. They relate only to their fellow mutants and see their place in the world as an exalted one.

Mantis Man Mutant R.C.C.

Alignment: Any, but most are generally Unprincipled (20%), Anarchist (40%) or Miscreant (25%).

Attributes: I.Q. 1D6+16, M.E. 1D6+15, M.A. 2D6, P.S. 2D6+14 (Robotic), P.P. 1D6+15, P.E. 2D6+6, P.B. 1D6, Spd 2D6+9. Robotic equivalent P.S. (power punches and kicks inflict M.D.).

M.D.C.: 2D4x10 M.D. plus P.E. attribute number. Add an additional 1D10 M.D.C. per level of experience.

P.P.E.: 3D6 +P.E. attribute number. **I.S.P.:** See Psionics.

Horror Factor: 10 for one mutant, H.F. 13 for two or more.

Size: 12-14 feet (3.6 to 4.3 m), but tend to stand hunched, over making them seem shorter than they really are (about 10 feet/3 m) tall.

Weight: 180 to 240 lbs (81 to 108 kg); thin for their size.

Life Span: 90, with some reaching the ripe old age of 125. Males tend to outlive females by 10-20 years.

Average Level of Experience: 1D6+4. Player Characters start at level one.

Natural Abilities: High I.Q., analytical minds, Robotic Strength, an innate aptitude for study and science, and psionics.

Attacks per Melee Round: As per Hand to Hand: Basic (four attacks to start at level one). The level of Mega-Damage the character is capable of inflicting varies based on the character's Robotic P.S. (See page 285 of the **Rifts® Ultimate Edition** for the Robotic Strength and Damage listing; the **Rifts® G.M. Guide** has a similar table.)

Bonuses (in addition to likely attribute bonuses): +1 to parry, +2 to automatic dodge (roll to dodge as usual, but the act of dodging does not use up a melee attack), +2 to pull punch, +1 to roll with impact, +5 to save vs Horror Factor, +2 to save vs poison and drugs, +5 to save vs possession, and +3 to Perception Rolls.

R.C.C. Skills: All Mantis Men are scholars, philosophers and analysts of humanoid behavior.

Appraise Goods (+15%)

Anthropology (+20%)

Barter (+10%)

Communications: Two of choice (+15%).

Computer Operation (+20%)

General Repair & Maintenance (+10%)

Land Navigation (+10%)

Language (Native): American

Literacy: American (+10%)

Lore: Four of choice.

Mathematics: Basic (+20%)

Medical or Science: Two skills of choice (+10%).

Philosophy (+15%)

Psychology (+10%)

Prowl (+10%)

Radio: Basic (+15%)

W.P.: Two Ancient of choice.

W.P.: One Modern of choice.

Hand to Hand: Basic (cannot be changed).

Secondary Skills: Select 1D4+2 Secondary Skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**, plus two additional Secondary Skills at levels 3, 5, 7, 9, 11, and 13. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Magic: None, and avoids learning or using magic in any form.

Psionics: Mantis Men are Major Psychics (need a 10 or higher to save vs most psionic attacks) with the following abilities: Remote Viewing (10), See Aura (6), See the Invisible (4), Sense Magic (3), Sixth Sense (2), Total Recall (2), and Mind Bolt (varies).

I.S.P.: M.E. number x5 +1D6+1 per level of experience.

Technology & Gear: Sees the value in technology and magic, but also sees the dangers of using them too. Starts with a Mutant Bone Club and Bone Dagger, tool kit, portable computer, field radio, audio recorder, four note pads, a sketch book, 1D4+6 pens or markers, one weapon for each W.P. and 1D4+1 extra E-Clips, 2D4 days' worth of food and water, web vest with pockets and clips designed to hold tools, utility belt with loops for tools and large pouches, may wear light patchwork armor (4D6+6 M.D.C.) or light tech armor or even TW armor, a jumpsuit like those worn by race car drivers, lab coat, box of 100 latex gloves, a satchel, backpack, two canteens or waterskins, one roll of duct tape, and some personal items.

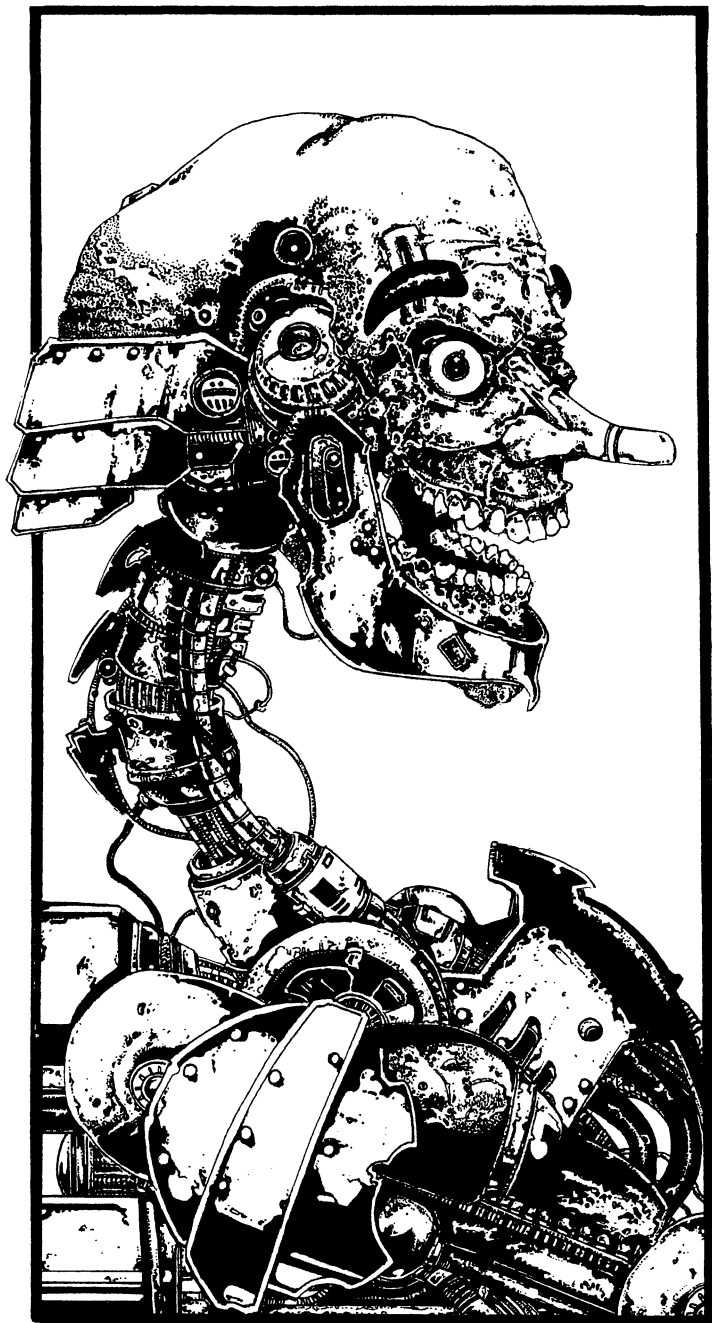
Allies: Most mutants tend to keep to their own family unit, clan, tribe and race, but will have amicable dealings with other mutants. The mutants, as a whole, have an uneasy truce with the Knights of the Order of the White Rose, but don't completely trust them or any non-mutants. The Mantis Men, more than most, tend to wander around Madhaven (and elsewhere) observing others like amateur sociologists. This means while most Haven Mutants are encountered in small groups of 1D6+2 members, a Mantis Man is likely to be encountered in pairs or as a lone traveler, or among other mutants. Making for odd bedfellows, Mantis Men are most comfortable with Leopard Men as the two share similar outlooks about mutant superiority, dealing with invaders and venturing into the world. They actually find the Splugorth and their minions fascinating, and suspect that the Shemarrians are synthetic people/robots.

Enemies: Outsiders, invaders, ghosts, Undead Horrors, monsters, creatures of magic and madmen. Dislike Horune Pirates, Barbarians and bullies of any race, though they will deal with them all when necessary.

Habitat: Mantis Men live in the ruins, above and below the ground, wherever other people are available to observe and study. They are adventurous in their own, quiet and weird way and don't need creature comforts to be content.

Money: 1D6x100 in Universal Credits, and 3D6x1000 in tradable goods that may include tech items, parts or pre-Rifts artifacts (books, jewelry, tin cans, bottle caps, etc.) or items liberated from an invader/outsider.

Cybernetics: None to start. If any Haven Mutant was inclined to get any, especially implants that can't be seen, it's the Mantis Men, though they would avoid full-blown bionics.



bradshaw
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Metal Morph R.C.C.

The beings known as Metal Morphs are the strangest and most tragic figures among the Haven Mutants. They are born with weak, deformed bodies, withered legs, puny arms, soft skulls and elongated necks. Worse, their fragile bodies deteriorate as they get older. Left on their own, they would surely die, but Metal Morphs have adapted in the most bizarre way, they can graft bits of metal scrap, wire and parts to reinforce their failing biological bodies. They are not cyborgs, nor are they augmented by mechanical means. Rather they reinforce their bodies with metal in much the same way as one might wear a leg or back brace, only the metal is fused to their bodies. While the fusion of metal provides M.D.C. protection, there is no robotic or bionic reconstruction nor augmentation to make them

more powerful. Even in their form-fitting metal shells, Metal Morphs remain weak and puny. They can barely walk, running or swimming are impossible, and they barely have the strength of a 10 year old child. Their power lays in their keen intellect, penchant for science, and psionic powers.

Metal Morphs love knowledge and scientific study, but come at them from a different perspective. Like most Haven Mutants, they are convinced that they represent the next step in human evolution (a quantum leap, actually). They also believe that humankind misused technology in the past, and that the Great Cataclysm and all the suffering and chaos that followed is a direct result of that. Consequently, Metal Morphs look at science and technology as a dangerous *genie in a bottle* that must be used carefully or risk unleashing its destructive power. They see themselves as a metaphor to this dilemma and as a partial answer: less reliance on machines and physicality and more emphasis on knowledge, the mind and unlocking the powers of psionics. They haven't worked out all the specifics, but they feel like they are on the right path to figuring out how to build a better future.

Metal Morphs look rather like a cross between a mechanical skeleton and a puppet. Most of their body has been fused to an outer metal shell. In many cases, observers can't tell the mutant is even a living being.

Metal Morphs get along with Beast Men, who they try to guide away from what they call "psychological dependence on machines and technology." Metal Morphs believe that if they and their fellow mutants are, indeed, an evolutionary advancement of the human race, then they each represent what went wrong in the past. Their analysis shows they have each adapted in different ways not to be dependent on machines and technology. Metal Morphs don't have a problem with using tools and machines to improve one's life, but see all forms of artificial augmentation, whether it's via bionics, chemicals, genetic manipulation or other measures, as the road to disaster. They reason that such augmentation confuses human identity and leads down the path of destruction and lost humanity.

The Mantis Men agree to a point, but the two don't see eye to eye. Metal Morphs tend to lose themselves in science and the gathering and assessment and reassessment of data. They are slow to come to conclusions, seek nonviolent solutions, and are too compassionate. Metal Morphs have even gone so far as to suggest the Haven Mutants are meant to shepherd a new human society, by leading them into an age of restraint and enlightenment, not replace them. That's too much studying and grandiose ideology for the Mantis Men. Though they are philosophers, they have no patience for the Metal Morphs' pacifistic outlook. They believe the Metal Morphs are weak and too sentimental to accept the truth that the age of man is coming to an end, and that the Haven Mutants are meant to shepherd in a new age without humans. Mantis Men believe in a violent and permanent solution to the question of humanity: helping it into extinction so that the "chosen people" (Haven Mutants) can inherit the Earth. That's a notion the Metal Morphs fear could lead to genocide and the end of them all.

Metal Morph Mutant R.C.C.

Alignment: Any, but most are generally Principled (10%), Scrupulous (30%) and Unprincipled (30%), and inclined to help others.

Attributes: I.Q. 1D6+20, M.E. 1D6+18, M.A. 1D6+16, P.S. 2D6 (human), P.P. 1D6+3, P.E. 1D6+5, P.B. 1D6+1, Spd 1D6.

M.D.C.: 1D6x10+32 M.D.C. Add an additional 2D6+10 M.D.C. per level of experience.

P.P.E.: 3D6 +P.E. attribute number. **I.S.P.:** See Psionics.

Horror Factor: 9.

Size: 4-5 feet (1.2 to 1.5 m), but are often seated in a wheelchair or carried by another mutant.

Weight: 120 to 160 lbs (54 to 72 kg).

Life Span: 60, with some reaching the age of 80.

Average Level of Experience: 1D6+5. Player Characters start at level one.

Natural Abilities: In addition to a high I.Q. and M.E., an innate aptitude for science, high concepts and impressive psionic abilities, the Metal Morph has the following strange powers.

Fuse Metal and Flesh (Special): As noted previously, Metal Morphs have the strange ability to shape and fuse metal, including M.D.C. materials, with their own physical bodies. The metal is used to create a hard outer shell, like an exoskeleton, to protect and support their weak and deteriorating bodies. The end result is something more akin to a puppet or mechanical armature than a cyborg, and the exoskeleton has no built-in weaponry, optics, sensors or enhancements.

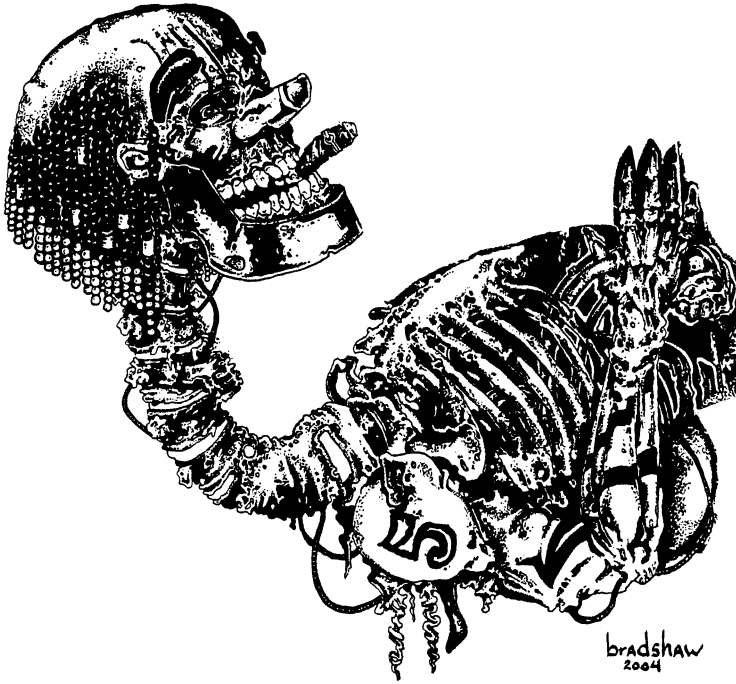
Damage to the body can be restored by fusing new pieces to the damaged sections. 3D6+10 M.D.C. can be restored per half hour of work. Metal pieces are gathered using Telekinesis or scavenging the debris piles. They could also be provided by a friend or teammate. Scraps are all that's needed. **Note:** The amount of M.D.C. is limited as noted under the M.D.C. listing, and cannot be exceeded even if materials are plentiful. There is only so much material a Metal Morph can merge with his body.

Though most of the fused metal has a practical purpose, Metal Morphs also use metal for ornamentation. Fine chains of silver or gold may be used to simulate hair, different colored or painted metal may be used to simulate fingernails, eyebrows, mustache, or beard, or used as trim. Likewise, fins, plating, gears, bolts, and other metal pieces may be used for cosmetic design elements. Spikes and blades are *NEVER* part of the design.

Fusion Metallurgy (Special): The mutant can temporarily fuse any metal object into his body, seeming to absorb all or part of it, to determine its composition. The entire process takes one melee round (15 seconds), and at the end of it, the metal is released from the Metal Morph's body and the mutant knows the precise metallurgical composition and market value of the metal or object. This includes if it's M.D.C. or S.D.C. material, precious metals, and so forth. *Base Skill/Level of Accuracy:* 84% +1% per level of experience.

Attacks per Melee Round: Four attacks to start at level one, +1 at levels 3, 7 and 14.

Bonuses (in addition to likely attribute bonuses): +3 on Perception Rolls, +3 to roll with impact, +2 to save vs Horror Factor, impervious to disease and possession, +6 to save vs disease, resistant to fire and heat (impervious to S.D.C. fire, takes half damage from M.D. fire).



Penalties: Weak and slow, the Metal Morph has virtually no combat bonuses. Cannot swim and sinks like a rock.

R.C.C. Skills: All Metal Morphs are intelligent beings with a love for knowledge and science. They are futurists trying to envision a better world of tomorrow.

Barter (+10%)

Basic Electronics (+10%)

Basic Mechanics (+5%)

Communications: Two skills of choice (+15%).

Computer Operation (+15%)

History: Pre-Rifts (+16%)

History: Post-Apocalypse (+15%)

Language (Native): American

Literacy: American (+10%)

Mathematics: Basic (+20%)

Recycling (+20%)

Research (+10%)

Salvage (+20%)

Science: Four of choice (+15%).

Technical: Two of choice, excluding Lore (+15%).

Xenology (+20%)

W.P.: One Modern of choice.

Hand to Hand: None.

Secondary Skills: Select 1D4+5 Secondary Skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**, plus two additional Secondary Skills at levels 2, 4, 7, 10, 12, and 15. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Magic: None. Is fascinated by Techno-Wizardry, that's like putting two genies in the same bottle! Avoids learning or using magic in any form.

Psionics: Metal Morphs are Major Psychics with more powers than usual (needs a 10 or higher to save vs most psionic attacks), and have the following abilities: Detect Psionics (6), Empathy (4), Meditation (0), Mind Block (4), Machine Ghost (12), Object Read (10), Telekinesis (varies), Telekinetic Punch (6), Telekinetic Push (4), and the Super Psionic powers of Mind Block Auto-Defense (special), Mind Bond (10), Psionic Invisibility (10), Telekinetic Acceleration Attack (10 or 20; is an incredibly effective attack with all the debris in the ruins of Madhaven) and Telemechanic Possession (50).

I.S.P.: M.E. number x5 +1D6+3 per level of experience.

Technology & Gear: Sees the value in technology and magic, but also sees the dangers of using them. Starts with a Mutant Bone Dagger, tool kit, portable computer, audio recorder, four note pads, a sketchbook, 1D4+6 markers, a dozen pencils, one weapon for each W.P. and 1D4 extra E-Clips, a sack with 2D6+10 M.D.C. pieces of scrap for his Telekinetic Acceleration Attack, 2D4 days' worth of food and water, utility belt with loops for tools and large pouches, doesn't wear cloths or armor, box of 100 latex gloves, a satchel, backpack, canteen, cigarette lighter, cross made from mutant bone, 1D6 pre-Rifts books (science and or history, each is worth 1D6x1000 credits on the collector's market) and some personal items.

Allies: Metal Morphs are the most open and accepting of outsiders and enjoy talking with them to get their opinions on any number of subjects. They have amicable dealings with most other mutants, but get along especially well with Beast Men and Pseudo Men. Mantis Men are intellectual rivals and mutant elitists, so the two often clash with a difference of opinion on almost every subject. Metal Morphs also like the Knights of the Order of the White Rose and see their presence in Madhaven (and the presence of the magical White Rose) as having some great significance, they just haven't figured out what it is yet. Metal Morphs are usually encountered in pairs, as a lone traveler, or as a member of a larger group of various mutants.

Enemies: Splugorth and their minions, outsiders who rely heavily on technology, invaders, ghosts, Undead Horrors, monsters, creatures of magic and madmen. Dislikes Horune Pirates, slavers and the Minions of Splugorth and avoids dealing with them. Worries about the mounting aggression and hostility toward outsiders and humans as exhibited by Leopard Men and Mantis Men.

Habitat: Metal Morphs live in the ruins, above and below the ground; they seldom leave Madhaven of their own volition. They feel they'd be too vulnerable.

Money: None in credits, but will have an additional 4D6x1000 in tradable goods that may include pre-Rifts books, computer disks, video and audio disks, parts and artifacts, or items liberated from an invader/outsider.

Cybernetics: None. Cybernetics and bionics are human augmentation at its dehumanizing worst and are avoided no matter what. Bio-Systems, such as an internal organ *may* be considered, but not artificial limbs or a cloned, healthy body.

Pseudo Men Mutant R.C.C.

Pseudo Men are unique in that they are the most human-looking of the Haven Mutants. Some (5%), in fact, are outright gorgeous, though they are the exception, not the rule. All Pseudo-Men retain the classic human body shape and size, but manifest a number of physical abnormalities and powers that make them obviously inhuman mutants. For one, most have a crown of gnarled horns that grow from ear to ear in a row that skirts the hairline. The horns are red and black for males, while the female's are half the size and pink and white in color. Both males and females have either red hair (of various hues) or black hair. The hair is usually long and allowed to grow in dreadlocks, giving the hair a horn-like appearance itself. Most Pseudo-Men have a large mouths, an oversized lower jaw, and a small chin. The least human Pseudo Men can range in size from 5-7 feet (1.5 m to 2.1 m), and almost always have two arms, two legs, two ears, a nose, and a mouth, but 3-6 eyes! Approximately 20% have only two eyes, no or small horns and can easily pass for human. A surprising 5% look completely human, have sculptured physiques, angelic faces and are beautiful in every way, but they too possess strange abilities and often use their good looks and powers to seduce and trick outsiders. Attractive, odd or weird, no two mutants look exactly alike.

Pseudo Men like technology, may wear M.D.C. body armor (anything from homespun armor to full environmental suits taken from outsiders), and like to use M.D. energy weapons and Vibro-Blades when they can get them. For some reason, they don't trust magic and tend to avoid using magic items. They don't like or trust men of magic nor creatures of magic either. Pseudo Men tend to be aggressive warrior-types who enjoy fighting and physical challenges. They are rambunctious wild men and daredevils quick to accept a challenge involving physical prowess, cunning and combat.

Natural Abilities of Pseudo Men

1. All Pseudo Men are Mega-Damage beings with 2D4x10 M.D. to start, plus P.E. attribute number and an additional 2D4+2 M.D. per level of experience. They recover lost M.D.C. at a rate of 3D6 points per 24 hours.

2. **Kinship with Head Worms (Special):** Pseudo Men share a strange affinity with *Head Worms* (described in the monster section), who they command as pets/attack animals or slaves. This weird affinity extends to most types of worms, snakes and serpents in the animal kingdom; such creatures never attack or bite a Pseudo Man and will let the mutant touch, handle and even ride or command them. The only exception is the Giant Ruin Worm who is the enemy of all living beings, but even they tend to attack a Pseudo Man last.

Head Worms absolute love Pseudo Men, and 1D4 will cheerfully serve a Pseudo Man as devoted attack animals and protectors. Undoubtedly some kind of psychic aura that emanates from Pseudo Men induces worms, and serpents who are animals or have a low human intelligence, to accept the Pseudo Men as one of their own.

3. **Unusual Abilities and Oddities:** Most Pseudo Men are odd looking characters with one or more unusual powers, abilities or range of skills.

Roll 1D4 to determine how many times to roll on the following table. NPC mutants will usually have two or three unusual abilities. If the G.M. allows it, Player Characters can choose from this list rather than make random rolls, but in that case, only one should be selected from the 87-00% range. Roll percentile dice for random determination of abilities. If the same ability/oddy is rolled twice, ignore the second outcome and roll again.



01-10% Great Speed and Reflexes: Thin and fast, +3D6+10 to Spd attribute, +1 to initiative, +1 to strike, Automatic Dodge (+3; the act of dodging is done without using up a melee attack/action), and +1 additional attack per melee.

11-20% Muscular and Has Supernatural P.S.: +2D6 to P.S., strength is Supernatural, and +4D6 to M.D.C. Oddity: Roll percentile dice. 01-50% The mutant one extra arm that is thin and puny compared to others (has a total P.S. of 1D6+6 and no bonuses), 51-75% The mutant has 1D4 extra eyes, all in the front of the face, or 76-00% The mutant has a long, cat-like tail.

21-30% 1D4 Extra Arms and Hands: +1 to parry and entangle for each additional arm, +1 one attack per each extra *pair of arms*, +1D6 to P.S.

31-35% Superior Climbing Ability: An additional +15% to Climb and Spelunking skills, +2 to roll with impact, and the character gets the Acrobatics skill (+20%).

36-40% Fangs or Alligator Teeth: Bite does 2D4+2 damage (M.D. if the character has Supernatural P.S.).

41-45% 1D4+1 Extra Horns and Two are Large: +3D6 M.D.C., and the horns enable the mutant to inflict 2D6 points of damage (M.D. if he has Supernatural P.S.) from head butt attacks, and the mutant can block and parry attacks with his horns (usual bonuses apply).

46-50% Tech-Master: Has an affinity for machines and has the skills Basic Mechanics, Basic Electronics, General Repair & Maintenance, and Jury Rig, all at +15%, plus one extra W.P. Modern.

51-54% One Extra Eye: Can see the invisible.

55-58% One Extra Eye: Perfect day vision, Nightvision 2000 feet (610 m).

59-62% One Extra Eye: Polarized vision and can see the infrared spectrum of light, including heat signatures and infrared light beams.

63-66% Skin is Rough and Hard: +1D6x10+45 M.D.C.; feels like sandpaper.

67-70% Skin is Scaly Like a Lizard: +5D6+18 M.D.C.

71-74% Skin is Silky Soft and Bronze Colored: +2D6+8 to M.D.C., +1D4 to P.B. and M.A. attributes.

75-78% Natural Clown: Has the extra skills Concealment, Imitate Voices & Sounds, Juggling, Palming, and Public Speaking, all at +10%.

79-82% Natural Hunter: +1 to strike, +10% to all Tracking skills, and gets the following extra skills: Camouflage, Detect Ambush, Recognize Weapon Quality and Wilderness Survival, all at +10%.

83-86% Superior Intellect: +2D4+4 to I.Q., +1D4 to M.E., and +2 to Perception Rolls. Oddity: Also has an extra large cranium (skull) and 1D4 medium-sized, crooked horns on the head; -2 to P.E. and -1D4 to P.B.

87-89% Angelic Beauty: Looks completely human and stunningly attractive. +2D6+4 to P.B., +1 to M.A., has the skills Seduction and I.D. Undercover Agent at +20%, but is -1 to M.E., -1D4 to P.E. and -1D6 to Spd.

90-92% Nightstalker: The mutant is a natural predator at night. The following bonuses apply only at nighttime after the sun has set and in pitch darkness. +1 attack per melee, +3 on initiative, +3 to strike, parry, and dodge, +2 to pull punch, +10% to

Prowl. The mutant also has Nightvision (600 feet/183 m). Prefers to sleep during the day and hunt at night, two eyes will be large like an owl's. Oddity: Reduce his regular bonuses and skill performance by half, and -1 attack per melee during the daytime and in brightly lit environments.

93-95% Demon Slayer: The mutant is a demon killing machine. Add the following bonuses when battling supernatural, undead, Entities, or evil creatures of magic: +1 attack per melee round, +100 M.D.C., +2 to initiative, +1 to strike, parry, and dodge, and +5% to Interrogation skill. It is instinctive for him to hunt and kill demonic and evil creatures, and the mutant becomes impervious to all forms of mind control and possession. This mutant tend to be cocky and something of a loose cannon around the supernatural. Oddities: The mutant has small, sharp teeth and his eyes glow red when angry, happy, nervous and aroused, as well as when fighting the supernatural; -1D4 P.B. and -20% to the skills Disguise, Seduction and Public Speaking, -10% to Tailing, Prowl and Begging skills.

96-97% Ghost Charmer: Ghosts and all Entities see this character as a kindred spirit and never attack him. The only exception is if the Ghost Charmer attacks the Entity, but even then the spirit fights only enough to make good an escape. This mutant can also see the invisible, has a 01-80% +1% per level of experience chance of recognizing the type of Entity even when it is in its energy form, is impervious to possession by Entities and is +5 to save vs psionic and magical attacks from Entities. Beautiful Ghosts, Gluttonous Entities, and Haunting Entities will all freely talk with this character and answer his questions truthfully. Of course, they will also come to him unbeckoned to ask him favors or to complain. Oddities: The mutant has 1D4 extra eyes in his head, and pale skin; -1D4 to P.B.

98-00% Divine Mutant: Punches and all physical attacks, including handheld melee weapons, do their equivalent S.D.C./H.P. damage as M.D. to Mega-Damage creatures and can touch, hit and damage Entities, Astral Beings and the ethereal! See Aura will reveal a pure white aura on this character, who is also +2 to save vs Horror Factor and is +1 to save vs magic. Oddities: Reduce saving throws vs possession and mind control psionics and magic by *half* (this is a permanent penalty), and 01-90% of all Divine Mutants have golden color skin.



Pseudo Men Mutant R.C.C.

Alignment: Any, but most Pseudo Men are generally Principled (10%), Scrupulous (20%), Unprincipled (20%), Anarchist (30%) or Aberrant (10%); leaving 10% for other evil alignments.

Attributes: I.Q. 1D6+10, M.E. 1D6+10, M.A. 1D6+10, P.S. 2D6+13 (Robotic), P.P. 2D6+9, P.E. 2D6+10, P.B. 1D6+4 (+18 if one of the rare beauties), Spd 2D6+8. Robotic level P.S. (full strength punches and power punches do M.D.) and extraordinary endurance.

M.D.C.: 2D4x10 M.D. plus P.E. attribute number. Add an additional 2D4 M.D.C. per level of experience.

P.P.E.: P.E. attribute number +1D6. **I.S.P.:** None.

Horror Factor: None for those who look human, 10 for Pseudo Men with horns, extra eyes or limb, and other odd characteristics. 14 for a Pseudo Man commanding one or more Head Worm monsters.

Size: 5-7 feet (1.5 to 2.1 m); 100 to 300 lbs (45 to 135 kg).

Life Span: Could live to be 100, but their harsh, warrior lifestyle puts the average life expectancy of males at 1D6+40 and females at 2D6+50.

Average Level of Experience: 1D6+3. Player Characters start at level one.

Natural Abilities: See the Random Unusual Abilities and Oddities Table, presented previously.

Attacks per Melee Round: As per Hand to Hand: Expert combat skill (four attacks to start at level one). The level of Mega-Damage the character is capable of inflicting will vary based on the character's Robotic P.S. (See page 285 of the *Rifts® Ultimate Edition* for the Robotic Strength and Damage table; the *Rifts® G.M. Guide* has a similar table.)

Bonuses (in addition to likely attribute bonuses): +1 on initiative, +1 to strike and parry, +1 to dodge, +2 to pull punch, +4 to roll with impact, +5 to save vs Horror Factor, +5 to maintain balance, +6 to save versus mind control (drugs, psionic or magical), +6 to save versus possession, and +1 to Perception Rolls.

R.C.C. Skills: All Pseudo Men mutants are hunters, scavengers and fighters with the following skills:

- Climbing (+15%)
- Fishing (+10%)
- First Aid (+10%)
- Hunting
- Land Navigation (+20)
- Language (Native): American
- Leather Working (+15%)
- Mathematics: Basic (+5%)
- Prowl (+10%)
- Salvage (+10%)
- Skin & Prepare Animal Hides (+15%)
- Spelunking (+15%)
- Tailing (+10%)
- Tracking (+10%)
- Trap & Track Animals (+15%)
- Wilderness Survival (+10%)

W.P. Spear or W.P. Knife

W.P. Energy Pistol

W.P.: Two Ancient of choice.

W.P.: Two Modern of choice.

Hand to Hand: Expert (cannot be changed).

Secondary Skills: Select 1D6+2 Secondary Skills from the Secondary Skills list on page 300 of *Rifts® Ultimate Edition*, plus two additional Secondary Skills at levels 2, 5, 8, 11, and 14. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Psionics: None.

Magic: None, and avoid learning or using magic in any form.

Technology & Gear: Pseudo Men may not know how to make tech items but they love tech tools, weapons, armor and vehicles. Starts with a Bone Spear and Shiv plus one weapon for each W.P. and 1D4+1 extra E-Clips, 2D4 days' worth of food and water, light patchwork armor to wear (4D6+6 M.D.C.), pair of pants, leather vest, leather gloves, cloak or jacket, boots, utility belt, backpack, satchel or large sack, canteen or waterskin, 50 feet (15.2 m) of rope or cord suitable for climbing, 1D6+3 metal spikes, a small mallet, and some personal items.

Allies: Most mutants tend to keep to their own family unit, clan, tribe and race, but will have amicable dealings with other mutants. The mutants, as a whole, have an uneasy truce with the Knights of the Order of the White Rose, but don't completely trust them because, 1) they aren't mutants, 2) they use magic and magic energy, and 3) they could go insane if they spent more than a week or two in the ruins of Madhaven. Regularly trade with Horune Pirates and Slavers, but don't particularly trust them.

Enemies: Outsiders, invaders, ghosts, Undead Horrors, monsters, creatures of magic and madmen. Dislike Horune Pirates, Barbarians and the Minions of Splugorth, though they will trade with them all.

Habitat: Pseudo Men may live above and below the ground, with many living up inside what few buildings and partial buildings still stand.

Money: None, but will have 2D4x1000 in tradable goods that may include pre-Rifts artifacts (books, jewelry, tin cans, bottle caps, etc.) or items liberated from an invader/outsider.

Cybernetics: None to start. Haven Mutants can get cybernetics, but most aren't that interested in them and don't have access to a Cyber-Doc or bionics in Madhaven.

Quill Men R.C.C.

These Haven Mutants are small, lithe fellows with slight builds, a need for speed and a love for theatrics and adventure. Quill Men have human bodies, but the head has an elongated, rodent-like face and crown full of long spikes instead of hair, giving it the look of a porcupine. The spikes start at the forehead and run midway down the back. They are flexible but hard M.D.C. quills that completely protect the back of the head, neck and back, cushioning the mutant from falls, and can be plucked

by its owner and used as weapons. The skin is M.D.C. tough, and covered in specs, spots and blemishes, and they like to draw or paint designs around their eyes and on their arms.

Quill Men have little use for most high-tech machines and seldom even wear body armor, but they love guns and small, fast vehicles (their custom built unicycles, motorcycles, snowmobiles, jet skis, hovercycles, rocket bikes, jet packs, and so on). They have convinced the Beast Men to build them motorized, gyroscopic unicycles that they ride with amazing skill and agility. Quill Men zoom through the ruins, up and down debris mounds, and through canyons and ravines like circus clowns on souped-up motorcycles. Every last one of these mutants is a born daredevil with no fear of speed, heights or falling.

Like all mutants, Quill Men use bone melee weapons, but they just love modern weapons, from traditional projectile weapons to energy weapons. This and their need for speed makes them the raiders, bushwhackers and wild-men of Madhaven. Their primary targets are outsiders, but they also enjoy harassing Leopard Men, Savage Lummox, Mantis Men and the inhabitants of the Garden. When having fun they act like rowdy, precocious children, appearing like bats out of Hell, hooting and hollering, playing games of tag, chicken and keep away. When on the attack, they seem to rocket out of nowhere, guns blazing, from a cloud of dust and grit kicked into the air by their 'cycles.

Like the rest of the mutant clans, they have no love for outsiders and scavengers who invade their home and tear up the landscape looking for treasure or ancient secrets. The difference is Quill Men are satisfied with scaring the daylights out of people and chasing them away rather than killing them, eating them, or selling them into slavery. They aren't squeamish about killing when the situation calls for it, nor do they have any qualms about stealing from or ransacking an encampment, sabotaging equipment or vandalizing, but they aren't murderers.

Quill Men Mutant R.C.C.

Alignment: Any, but most are Unprincipled (25%), Anarchist (50%) or Miscreant (10%).

Attributes: I.Q. 1D6+8, M.E. 1D6+10, M.A. 2D6+9, P.S. 2D6+16 (Bionic), P.P. 2D6+12, P.E. 2D6+4, P.B. 2D6, Spd 3D6+2. Bionic/Augmented level P.S. inflicts one to 1D4 M.D. from a power punch (counts as two melee attacks), or bonus S.D.C. damage.

M.D.C.: 1D6x10+40 M.D. plus P.E. attribute number. Add an additional 1D6 M.D.C. per level of experience. (The crown of quills on the head, neck and back provide the equivalent of an additional 400 M.D.C. from attacks from behind and cushion falls.)

P.P.E.: 1D6 +P.E. attribute number. **I.S.P.:** None.

Horror Factor: None under civil circumstances, 12 when four or more of them charge in on roaring motorcycles, guns blazing.

Size: 5 feet to 5 feet, six inches (1.5 to 1.75 m); 100 to 140 lbs (45 to 63 kg).

Life Span: 80, but their daredevil lifestyle leads to an average age of 1D6+34! Females tend to live 1D10 years longer.

Average Level of Experience: 1D4+2. Player Characters start at level one.

Natural Abilities: Superior sense of balance and agility, daredevil attitude and quills (described in the character description above and below).

Quill Weapons (Special): The quills can be plucked from the head or back and used as light M.D. weapons. Short quills are the equivalent of daggers or stabbing spikes (1D6 M.D.). The longest and thinnest (2 to 3 feet, 6 inches/0.6 to 1 m) are flexible enough that they can be used like a whip or riding crop (1D4+1 M.D., +2 to disarm). The quills may also be used as tools to pick locks, as a hole punch, sewing needles, spikes or climbing tools.

Quills regrow to dagger size in 1D4 weeks, whip size in 1D6+4 weeks. There are 1D8x10+60 quills at any given time.

It is important to note that the quills lose their elasticity, become brittle and crumble away 2D6+6 hours after they are plucked from the mutant's body.

Exceptional Balance & Acclimation to Speed: +1 to strike with a firearm/blaster or thrown weapon from a moving vehicle even at high speeds (no other bonuses apply); Gymnastics (+10%). Rides the motorized unicycle without handlebars or a control lever of any kind, relying entirely on balance. High rates of speed feel exhilarating and comfortable.

Attacks per Melee Round: As per Hand to Hand: Expert combat skill (four attacks to start at level one). The level of Mega-Damage the character is capable of inflicting varies based on the character's Augmented level of P.S. (See page 285 of the **Rifts® Ultimate Edition** for Bionic/Augmented Strength and Damage listing; the **Rifts® G.M. Guide** has a similar table.)

Bonuses (in addition to likely attribute bonuses): +2 on initiative, +1 attack per melee round starting at level two, +1 to strike and parry, +3 to dodge when driving a fast vehicle, +4 to disarm on a *Called Shot* using modern firearms or energy weapons, +2 to pull punch, +4 to roll with impact, +3 to save vs Horror Factor, +2 to save versus mind control (drugs, psionic or magical), +3 to save vs possession, and +1 to Perception Rolls.

R.C.C. Skills: Thrill seekers, pranksters and thieves, Quill Men are daredevils, boisterous and playful.

Appraise Goods (+20%)

Barter (+12%)

Detect Ambush (+10%)

Land Navigation (+30%)

Language (Native): American

Mathematics: Basic (+5%)

Pilot: Motorcycles (+20%; includes their unicycle)

Pilot: Hovercycles (+15%)

Pilot: Two ground vehicles of choice (+10%; no Robots and Power Armor, aircraft or military vehicles).

Radio: Basic (+10%)

Recognize Weapon Quality (+15%)

Roadwise (Madvhen & Jersey Side; +20%)

Rogue: Three of choice (+10%).

Salvage (+10%)

W.P.: One Ancient of choice.



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W.P.: Three Modern of choice.

Hand to Hand: Expert (cannot be changed).

Secondary Skills: Select 1D4+2 Secondary Skills from the Secondary Skills list on page 300 of *Rifts® Ultimate Edition*, plus one additional Secondary Skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Magic: None, and avoids learning or using magic in any form.

Psionics: None.

Technology & Gear: Loves guns and small, fast vehicles. Starts with a *Motorized Unicycle* M.D.C.: 2D6+88. Maximum Speed: 160 mph/256 km. Special Feature: Can ride on gravel, dirt and bumpy surfaces without trouble (at least for Quill Men). The driver can lean to one side at a 45 degree angle, make 10 foot/3 m long jumps and is such a small, low profile, moving target that attackers don't get their usual bonuses to strike riders on a unicycle, and even a careful aimed, Called Shot is only +1 to strike. Range: 15% have a 10 gallon (37.8 liter) gas tank good for 300 miles/480 km; 20% are electric powered good for 200 miles/320 km, 45% run on E-Clips good for 180 miles/288 km, and 20% have nuclear batteries with a 15 year life. Penalties for Riders Other than Quill Men: 1) Requires the Motorcycle Piloting skill. 2)-20% to pilot. 3) -10% to piloting skill for every 10 mph (16 km) above 40 mph (64 km).

Other gear includes Mutant Bone Sickles and a Bone Dagger, communicator (radio), 1D4 markers, 1D4 pieces of chalk, 1D4+1 cans of spray paint, one weapon for each W.P. and 1D4+2 extra E-Clips or ammo-clips for each, 1D6 days' worth of food and water, may wear light patchwork armor (4D6+6 M.D.C., but tend not to use any armor), pair of pants, boots, leather wristband, utility belt, leather gloves, a satchel, a saddlebag (for the bike), 1D4 medium-sized sacks, a waterskin, pair of binoculars, passive nightvision scope for one of the guns, 30 feet (9.1 m) of rope or cord, cross made from bone, protective eye goggles, pair of sunglasses, air filter, and some personal items.

Allies: Most mutants tend to keep to their own family unit, clan, tribe and race, but will have amicable dealings with other mutants. The mutants, as a whole, have an uneasy truce with the Knights of the Order of the White Rose, but the Quill Men find them interesting and friendly and would be the first to come to their aid in times of need. Regularly trade with other mutants, the inhabitants of the Garden, Horune Pirates, bandits, adventurers and barbarians (usually on Jersey Side), but don't particularly trust any outsider.

Enemies: Outsiders, invaders, ghosts, Undead Horrors, monsters, creatures of magic and madmen. Dislike Horune Pirates, Barbarians, Slavers, and the Minions of Splugorth, though they will trade with them all.

Habitat: Quill Men live in the ruins and find tunnels, sewers and caves particularly inviting. Usually live at ground level or have easy access to the ground. They "tag" their territory and main drags (roads and pathways) with spray painted graffiti.

Money: 2D6x100 in Universal Credits, and 3D4x1000 in tradable goods that may include stolen goods, magic items, parts

or pre-Rifts artifacts (books, jewelry, tin cans, bottle caps, etc.), probably items liberated from an invader/outsider.

Cybernetics: None to start. Haven Mutants can get cybernetics, but most aren't that interested in them and don't have access to a Cyber-Doc or bionics in Madhaven. Quill Men just aren't interested in such things.

Savage LummoX R.C.C.

As the name suggests, the Savage LummoX are big, strong and not too smart. These hulking brutes stand 8-10 feet (2.4 to 3 m) tall, bristle with muscles and could play the role of stand-in for the Incredible Hulk. Some have human-like heads and faces, while half have elongated, horse-like heads and large fangs. The neck may be 3-4 times longer than normal or short and as thick as a tree trunk. The Savage LummoX possess Supernatural Strength and considerable personal M.D.C., yet they insist on covering and adorning themselves from head to toe with armor made from salvaged scraps. The armor is non-environmental, loose fitting, clanks and grinds and can be heard coming from half a mile (0.8 kkm) away. Twice that distance if a platoon (40-60) or more of Savage LummoX are on the march. Ornamentation on the armor may include stylish plating, spikes, horns, fins, painted symbols and resin spines that resemble the spikes on a crab. Savage LummoX can secrete a paste-like resin from their mouths that works like Super Glue or Liquid Nails. That's how they piece the armor together, because they sure don't have any mechanical skills.

Musclebound, dumb lugs, the Savage LummoX try to resolve all their problems through raw force and the threat of violence. They buy into all the tenets and beliefs espoused by the Shamans and are incredibly loyal to all Haven Mutants. This means they completely accept that Haven Mutants are blessed by the Mighty Lady, are the "Chosen People" and meant for great things. They see all humans and outsiders as different and outsiders who don't belong at Madhaven. They hate invaders who come into town and start snooping around, digging or tearing up the place. However, the Savage LummoX take their cue from the conduct of the other mutants and usually hang back at a distance and watch invaders until they do something really bad. "Really bad" usually means vandalizing or threatening to destroy a special place, like the statue of the Mighty Lady, or a mutant home or tunnel, or attack or threaten a mutant. Such provocation will launch them on a brutal attack.

Savage LummoX have low intelligence, cannot read or write a word, and speak in guttural, broken American and slang. ("You no belong here. This is mutants' home. Gather yer junk an' git out 'fore we break your skull, capece?"). They can be easily tricked, but they are not fools or idiots. Savage LummoX understand their limitations and accept them. They don't get angry when others make fun of them for being stupid ("Yeah, me dumb, but you come 'ere an' this dummy will knock yer block off, eh."), don't try to overthink situations, follow the lead or orders of smarter mutants, and don't scare easily. The steadfast warriors aren't afraid of monsters, magic, psionics or modern technology. ("Ho, big robot wants ta fight. Okay, bring it on robot." "Heh, magic man hurt me. Now I put hurt on you.") Savage LummoX have taken it upon themselves to be the defenders



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of the land and the protectors of the people, mutant people, that is, but they will frequently come to the defense of human and D-Bee women and children. Furthermore, they like the Knights of the White Rose and the two have fought together against invaders, raiders, slavers and barbarians on many occasions. They acknowledge they aren't mutants but accept them as inhabitants of Madhaven. ("White Knights plenty good. Me like 'em. Don't git it why Leopard Men no like 'em. Puh, kitty cats don't like nobody.")

Savage LummoX enjoy fighting and use every type of melee weapon possible. They may also use M.D. energy rifles, rail guns, plasma ejectors and heavy weapons of all kind. They can also fire energy bolts from their hands!

Savage LummoX Mutant R.C.C.

Alignment: Any, but most are generally Scrupulous (35%), Unprincipled (30%), or Anarchist (20%); leaving 15% for other alignments. They understand strength and power and use it to intimidate and enforce peace. Loyal supporters of the Shamans, mutantkind and Madhaven.

Attributes: I.Q. 1D4+5 (6-7 is typical), M.E. 2D6+6, M.A. 2D6+2, P.S. 2D6+30 (Supernatural), P.P. 2D6+6, P.E. 3D6+4, P.B. 1D6, Spd 2D6+2. Supernatural P.S. (full strength punches and kicks do M.D.).

M.D.C.: 3D6x10 M.D. plus P.E. attribute number. Add an additional 2D6 M.D.C. per level of experience.

P.P.E.: 1D6x10 +1D10 per level of experience. **I.S.P.:** None.

Horror Factor: 13 for one Savage LummoX, H.F. 15 when facing six or more.

Size: 8-10 feet (2.4 to 3 m). **Weight:** 500-800 lbs (225 to 360 kg).

Life Span: Could live to be 90, but their violent lifestyle makes the average life expectancy of males and females 2D6+45 years. The females are as rough, tough and intimidating as males.

Average Level of Experience: 1D4+2. Player Characters start at level one.

Natural Abilities of the Savage LummoX: In addition to their size, Supernatural P.S. and M.D.C., all have the following abilities.

1. Secrete Resin (Special): All Savage LummoX can secrete a resin that they use like glue to make their armor.

2. Increased Healing (Special): Recover lost M.D.C. at a rate of 2D6 points per hour.

3. Generate Energy Bolts (Special): Though none of the Haven Mutants realize it, Savage LummoX instinctively draw on their own, inner P.P.E. as well as the ambient P.P.E. from ley lines to conjure and fire Mega-Damage energy blasts. S.D.C. Energy Bolt: 5D6 points of damage and costs 2 P.P.E. Mega-Damage Energy Bolt: 2D6 M.D., range 150 feet (46 m) per level of experience, and costs 6 P.P.E. (double damage and range when on a ley line and uses ambient P.P.E., not the mutant's own).

Attacks per Melee Round: Instinctive; five attacks to start at level one, +1 at levels 2, 4, 6, 9, 12 and 15. The level of Mega-Damage the mutant is capable of inflicting varies based on the character's Supernatural P.S. (See page 285 of

the **Rifts® Ultimate Edition** for the Supernatural Strength and Damage table; the **Rifts® G.M. Guide** has a similar table.) 4D6 M.D. from a punch is the minimum.

Bonuses (in addition to likely attribute bonuses): +4 to strike, +2 to parry, +1 to dodge, +2 to disarm and entangle, +4 to pull punch, +1 to roll with impact, +8 save vs Horror Factor, +2 to save vs mind control (drugs, psionic or magical), +4 to save vs possession, and +4 to save vs poison and drugs.

R.C.C. Skills: All Savage LummoX are warriors and defenders with the following skills:

Climbing (+10%)

Firefighting (+10%)

General Repair & Maintenance (+10%)

Horsemanship: Exotic

Interrogation (+20%)

Land Navigation (+10%)

Language (Native): American

Radio: Basic (+10%)

Running (only gets half the usual bonus)

Skin & Prepare Animal Hides (+10%)

Swimming (+10%)

Tailing (+10%)

Tracking: People (+10%)

Wilderness Survival (+10%)

Wilderness: Two of choice (+10%).

W.P. Blunt

W.P.: Three Ancient of choice.

W.P.: Two Modern of choice.

Secondary Skills: Select 1D4+1 Secondary Skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**, plus one additional Secondary Skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge and do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Magic: None, per se, but unwittingly draws on P.P.E. energy to fire their energy blasts. **P.P.E.:** 1D6x10 +1D10 per level of experience. Otherwise avoids magic and magic weapons because the Shamans say they are bad.

Psionics: None.

Technology & Gear: Other than making body armor for themselves and using guns, Savage LummoX have no interest in technology or magic. Use Mutant Bone Weapons and other traditional melee weapons, heavy weapons and energy weapons and will have a large Bone Club, Bone Dagger and one weapon for each W.P. +1D6+3 extra E-Clips/ammo-clips per modern weapon, 2D4 days' worth of food and water, homemade body armor, utility belt, backpack, satchel or large sack, two waterskins, a wooden cross, 12 wooden stakes, 50 feet (15.2 m) of rope or cord, six iron spikes, a pair of binoculars, and some personal items.

Allies: Most mutants tend to keep to their own family unit, clan, tribe and race, but will have amicable dealings with other mutants. Savage LummoX like the Knights and Squires of the White Rose and the people living in the Garden, but may pretend not to in front of other mutants, especially Mantis Men and Leopard Men. Regularly trade with other mutants, the

people in the Garden, Horune Pirates, and other pirates, but don't particularly trust them.

Enemies: Outsiders, invaders, slavers, ghosts, Undead Horrors, monsters, creatures of magic and madmen. Dislike Horune Pirates, Barbarians and the Minions of Splugorth, though they will trade with them all.

Habitat: Savage LummoX live among the ruins, and usually make their homes in caves, basements, and underground tunnels. Found in Jersey Side as well as Madhaven.

Money: None, but will have 1D6x1000 in tradable goods that may include weapons and E-Clips or items liberated from an invader/outsider.

Cybernetics: Don't understand what they are and the Shamans say no, so that's that.

Shaman Mutants

Each sizable clan has a Shaman to lead them.

In addition to the attributes, appearance and abilities of that mutant race, each Shaman gets the following extra bonuses and abilities:

Attribute Bonuses: +2 to I.Q., +1D4+2 to M.A., and +3D6+10 to starting P.P.E. and an additional 1D6 P.P.E. per level of experience.

Shaman Skills: Animal Husbandry (+10%), Literacy: Native Language (American, +15%), Brewing: Medicinal (+15%), Dance (+10%), Fasting (+20%), History: Pre-Rifts (+10%), History: Post-Apocalypse (+20%), Holistic Medicine (+10%), Public Speaking (+20%), Sing (+10%), and Veterinary Science (+10%). **Note:** These skills replace ALL Secondary Skills, Piloting skills and W.P. Modern Weapons skills (a Shaman will NEVER use a modern weapon, vehicle or machine). Shamans are also the lawmakers, judges and clan and tribal leaders.

Commune with the Mighty Lady: Now that they have actually made contact with Isis, the Mighty Lady, and been accepted by her as worshipers and religious leaders, the Mutant Shamans can call upon her in times of need for strength and inspiration.

Prayer of Strength: 01-20% +5% chance per level of experience of being heard. +6 to P.S., +1D4x10 to M.D.C., can go 48 hours without food or water without ill effect. This prayer can be made as often as six times per year.

Prayer of Inspiration or Wisdom: 01-12% +3% chance per level of experience of being heard (+10% if fasting for a week first). If heard by Isis, the Shaman will have a dream vision that will provide insight, an idea, and/or inspiration or a warning about the subject of the prayer.

Experience Tables

Haven Mutant R.C.C. (All except the Shaman)

1	0,000-2,240
2	2,241-4,480
3	4,481-8,960
4	8,961-17,920
5	17,921-25,920
6	25,921-35,920
7	35,921-50,920
8	50,921-70,920
9	70,921-95,920
10	95,921-135,920
11	135,921-185,920
12	185,921-225,920
13	225,921-275,920
14	275,921-335,920
15	335,921-395,920

Gateway Knight O.C.C. & Mutant Shaman R.C.C.

1	0,000-2,350
2	2,351-4,700
3	4,701-9,400
4	9,401-18,800
5	18,801-28,000
6	28,001-38,000
7	38,001-53,000
8	53,001-77,000
9	77,001-102,000
10	102,001-143,000
11	143,001-195,200
12	195,201-240,400
13	240,401-310,600
14	310,601-360,800
15	360,801-435,000

Knight of the White Rose & Keeper of the Garden

1	0,000-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-17,600
5	17,601-27,800
6	27,801-37,900
7	37,901-55,100
8	55,101-75,200
9	75,201-100,300
10	100,301-145,500
11	145,501-190,600
12	190,601-245,700
13	245,701-295,800
14	295,801-345,900
15	345,901-415,100

Squire O.C.C. of the White Rose

1	0,000-2,100
2	2,101-4,200
3	4,201-8,400
4	8,401-17,200
5	17,201-25,400
6	25,401-35,800
7	35,801-51,000
8	51,001-71,200
9	71,201-96,400
10	96,401-131,600
11	131,601-181,800
12	181,801-232,000
13	232,001-282,200
14	282,201-342,400
15	342,401-402,600

Raving Lunatic NPC

Although not mutants, per se, the ruins of Madhaven are crawling with crazy hermits and raving lunatics who were once adventurers like the player characters, but who went mad. These victims of Madhaven and its ghosts usually stay in Madhaven until they die at the hands of monsters, mutants or outsiders.

Raving Lunatics dress in rags and live like animals, foraging for food, stealing what they need and attacking Haven Mutants and outsiders. Working on the obvious, they tend to attack the weak and unsuspecting. Most use hit and run tactics and will not fight to the death. All are paranoid and always assume the worst.

O.C.C.: Any, which means the lunatic could be a harmless hermit type who used to be a scholar, scientist or vagabond, or a

gun-toting man at arms, violent cyborg or Juicer, or adventurer, or a dangerous, spell casting practitioner of magic, zombie-controlling Necromancer, demon commanding Shifter, or psionic-wielding Mind Melter! Madmen may be from any walk of life and have been any O.C.C. or R.C.C. However, the madness strips them of most of their skills and their ability to think rationally. Retains only 1D6+3 of their O.C.C. Skills, no others. If a spell caster, the character remembers only 20% of his spells, while psychics retain half of their psionic powers.

Level of Experience: Frozen at whatever point the character was when he lost his grip on reality and became a raving madman.

Number of Attacks: Whatever attacks and combat bonuses the madman had when he was sane still apply. +1 attack per melee when the lunatic is cornered or fears for his life. He is also +1D6 to damage under such desperate circumstances.

Weapons: Most maniacs have one or two favorite weapons or methods of attack, but they'll use anything handy, as well as punch, kick, bite and claw.

Armor & Technology: May or may not use body armor or high-tech gear depending on the individual and his specific delusions.

Random Insanities: In addition to the above, roll for specific types of insanity. Go to the Insanity Tables starting on page 332 of the *Rifts® Ultimate Edition* and roll twice on the *Phobia table*, once on the *Obsession table*, once on the *Neurosis table* and once on the *Random Insanity Table*.

Communication: The Raving Lunatic lives in his own terrifying little world and is focused on all the dangers of Madhaven. ("Ghosts. Ghosts are everywhere. Tee, hee. And . . . and if they don't get you, the Undead or the Worms will. The mutants? They don't care. They don't care one bit. They hope we all die. Yep. They don't care. What's that? Did you hear that? Hey, don't come any closer!") They are beyond reason ("The chickens come at night. Yes, they do. They come silent in the fog. Come to peck yer eyes out!") and mix their facts and details together ("I once lived in Chi-Town, but its gone now, destroyed by mutants. They're here you know? The mutants. The machine in my head says yer demons, but I don't care, you don't scare me. I . . . I had a gun like that. But I must have left it at home. You shouldn't be here, you know? They'll find out and come for you. Who? I don't know. I hide, so they can't find me. Who? I don't know."). Still others can't speak at all, and growl, moan, bark, hiss and grunt like an animal.

Raving Lunatics see everyone as a potential threat or target to rob or kill, or live in their own world. Some have moments of lucidity when they make sense and may offer a valuable warning or bit of helpful information, but quickly lapse back into madness. Most are self-destructive and paranoid in the extreme, so the slightest hint of a threat, lie or danger might set them off. Some scream and bellow, others run around hysterical, many attack the nearest person and try to kill him, still others will grab a weapon or some random object and run away with it. Many are compulsive liars and/or play childish games. Some sing or hum, or moan or cry, or scream or refuse to say a word when they are confused, frightened or frustrated.

Others react to people and the environment as if they are seeing a completely other world. The mutants may be heroes or

monsters, the queen's guards, Coalition soldiers, shape-changing demons and so on.

Game Masters can use Raving Lunatics as villains/attackers, strange encounters, a means by which to pass on clues or information, a nuisance, comic relief, pawns and cannon fodder to make a point, move the story along or inject a strange twist or turn, or just plain trouble. A lunatic might have or have hidden the very item (magic item, spare part, secret, etc.) the player group is looking for. Or stolen something they need, or (intentionally or accidentally) tell one of their enemies what they are up to, accidentally leading ghosts or monsters right to them, and so on.

Have fun with these characters as they can add a lot of spice and surprises to the Madhaven setting.

Weapons of Note

Bone Weapons of the Mutants

Haven Mutants have learned to fashion the Mega-Damage bones and skeletons of their fallen brethren into formidable weapons and armors. These weapons are as tough as any M.D.C. material, able to cut through normal S.D.C. structures and M.D.C. materials as though they were Vibro-Blade weapons. An added bonus, that is unexplainable, is the fact that these weapons can damage otherwise insubstantial creatures such as ghosts, Entities, Astral Beings, and other ethereal and intangible beings. Likewise, the bone weapons inflict half damage to creatures vulnerable to silver. This includes vampires, most demons, and some Entities. The mutants claim it is another "gift" from their protective goddess, the Mighty Lady, who watches over them. They are put through a basic training program where an experienced warrior instructs them in the proper use of these weapons in combat with both mortal and supernatural adversaries. (That skill is reflected in the Haven Mutant R.C.C. descriptions under Weapon Proficiencies.)

On the Black Market, these weapons would fetch roughly the same prices as Xiticix weaponry and would be seen as valuable melee weapons. However, the Haven Mutants have taken great pains to keep the secret that their bones are M.D.C. hidden from the world. Thus, while it is known that the mutants of Madhaven have Mega-Damage bone weapons, few know that those bones come from the mutants themselves. Most outsiders assume the M.D.C. bone comes from one of the monsters that inhabit the region.

Mutant Bone Weapons are crude in appearance, with seemingly primitive craftsmanship, and tend to be heavier than other

melee weapons. Characters with a P.S. of less than 18 find them a bit awkward to use (**Note:** -1 to strike and parry, -2 to use as a thrown weapon). It makes no difference to the weapon's damage or durability, but outsiders tend to prefer weapons that look machine-tooled, not hand carved. On the other hand, bone weapons have great appeal to Necromancers, Shamans, barbarians, Eco-Wizards, Psi-Stalkers, Native Americans, Demon Slayers, and even some demons, cyborgs, Wilderness Scouts and Juicers (especially those who know about their ability to strike and damage energy beings and ghosts).

Bone Club

A large bone, usually from the leg, with one end carved and taped to be the handle. The simplest of all the

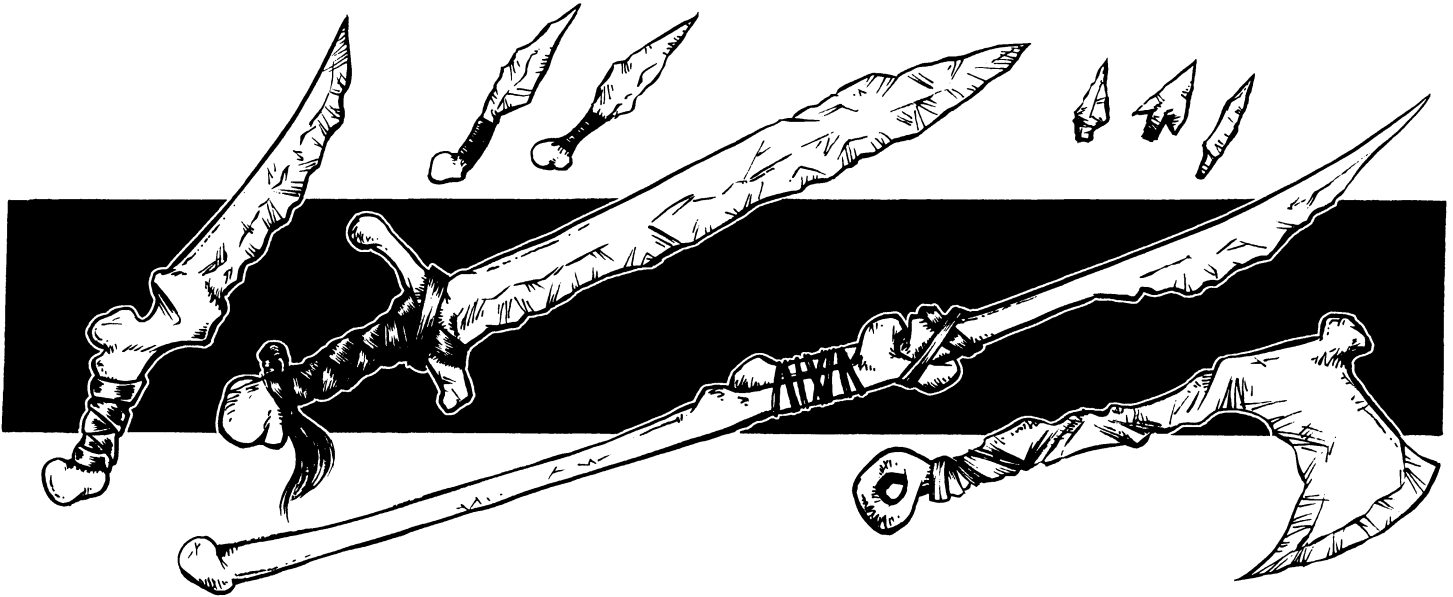
Weight: 10-15 lbs (4.5 to 6.7 kg).

Mega-Damage: 1D6+1 M.D. +P.S. damage of the wielder.

M.D.C. of the Weapon: 40

Bonuses: +1 to parry.

Market Cost: 7,500 credits.



Bone Axe

A heavy weapon fashioned from a long bone handle with a sharpened shoulder blade bone for the blade. Most only have one axe blade/head. Used for chopping attacks as well as a tool.

Weight: 10-15 lbs (4.5 to 6.7 kg).

Mega-Damage: 1D8+3 M.D. +P.S. damage of the wielder.

M.D.C. of the Weapon: 50

Bonuses: None.

Market Cost: 7,500 credits.

Bone Claw Gauntlet

Similar to the claws used by the Coalition Dog Boys, three, long, dagger or short sword-sized bone blades are strapped to the forearm and extend beyond the reach of the gloved hand. The glove has bone fragments at the knuckles sewn into the top to prevent the hand from getting accidentally cut by the blades. The mutants fashion this Gauntlet by sharpening down three bones, from either the arms or legs. It is used to rake and stab opponents, as well as parry incoming melee attacks.

Weight: 10 lbs (4.5 kg).

Mega-Damage: 2D4+2 M.D. +P.S. punch damage of the wielder.

M.D.C. of the Weapon: 45

Bonuses: +2 to parry and disarm.

Market Cost: 7,200 credits.

Bone Shiv

A very short dagger carved from mutant bone with one side sharpened down to a blade that ends in a needle-thin point. Of all of the weapons created by the Haven Mutants, this is the smallest and one of the easiest to make. +10% bonus to conceal and palm. It does not make a good throwing weapon (half the normal range, and -4 to strike).

Weight: 3 lbs (1.35 kg).

Mega-Damage: 1D4+1 M.D. +P.S. damage of the wielder.

M.D.C. of the Weapon: 40

Bonuses: +10% bonus to conceal and palm.

Market Cost: 2,500 credits.

Bone Knife

Typically 6-14 inches (15-35 cm) long, carved from mutant bone.

Weight: 8 lbs (3.6 kg).

Mega-Damage: 1D6+2 M.D. +P.S. damage of the wielder.

M.D.C. of the Weapon: 50

Bonuses: None.

Market Cost: 5,400 credits

Bone Sickle Weapon

A thin, hooked or crescent-moon shaped bone blade. Sickles are a favorite among Haven Mutants. These weapons are crafted by sharpening down the inside curve of a rib, then attaching it to a short bone handle. A favorite of the Leopard Men and Mantis Men.

Weight: 10 lbs (4.5 kg).

Mega-Damage: 1D8+2 or 1D10 M.D. +P.S. damage of the mutant.

M.D.C. of the Weapon: 35

Bonuses: +1 to parry and disarm.

Market Cost: 7,500 credits.

Bone Spear

Bone Spears are created by taking two or three long bones, such as from the legs, and lashing them together end to end using rope or sinew, then a shiv, dagger or other bone blade is attached to the end in order to stab opponents. This is a common weapon favored by many of the mutants, particularly the Leopard Men and Savage Lumox, for its durability and versatility as both a blunt and bladed weapon, throwing capability and extended reach.

Weight: 20-25 lbs (9 to 11.2 kg).

Mega-Damage: Blunt end 1D4 M.D. +P.S. damage of the wielder. Blade end 2D6+3 M.D. +P.S. damage of the wielder. Just the 2D6+3 M.D. when thrown.

M.D.C. of the Weapon: 100

Bonuses: +1 to strike, +2 to parry, and +1 to disarm.

Penalty: Throwing range is half the usual range when thrown by people with a P.S. of 24 or less. The super-strong mutants can throw the weapon the usual range.

Market Cost: 14,600 credits.

Bone Sword

Created from one or two long bones, such as from the legs, to create a single or double-edged sword (the latter is most common).

Weight: 15-22 lbs (6.7 to 9.9 kg) on average.

Mega-Damage by Size & Type:

Short Sword: 1D8+2 M.D. +P.S. damage of the wielder.

Broadsword (large, one-handed): 2D6+2 M.D. +P.S. damage of the wielder.

Bastard Sword (large, two-handed weapon): 3D6+3 M.D. +P.S. damage of the wielder (no P.S. damage applied if used as a one-handed weapon).

M.D.C. of the Weapon: 100

Bonuses: +1 to strike and parry.

Market Cost: 8,000, 11,500 and 15,400 credits respectively.

Giant Bone Sword

Flamberge or Executioner Sword that measures 5-7 feet (1.5 to 2.1 m) long. It is used by the largest and strongest Haven Mutants and may require 2-4 long bones to create.

Weight: 35-40 lbs (15.7 to 18 kg).

Mega-Damage: 4D6+5 M.D. +P.S. damage of the wielder.

M.D.C. of the Weapon: 100

Bonuses: +1 to strike and disarm. Characters smaller than 8 feet (2.4 m) tall and having a P.S. of 24 or less get no bonuses and are -3 to strike, parry, and disarm.

Market Cost: 19,200-21,400 credits.

Bone Flail

The creepiest weapon in the Haven Mutant's arsenal, the bone flail is made from the skull of a dead mutant packed and sealed to become a heavy ball. Short bone blades protrude from the mouth, eye, and nose cavities. Instead of a chain, the user grips a short handle made from small bones connected to the tail-end of a spinal column all of which is held together by tendons and sinew. It is a wicked weapon to behold, and can be more than a little disturbing. A favorite of the Leopard Men, Mantis Men and Pseudo Men.

Weight: 15 lbs (6.7 kg).

Mega-Damage: 2D6+4 M.D. +P.S. punch damage of the wielder.

M.D.C. of the Weapon: 75 M.D.C.

Bonuses: +1 to disarm and entangle.

Market Cost: 11,500 credits.

Bone Armor

Bone Armor requires a lot of time stitching and fitting bones together to provide reasonable protection and maneuverability. It is also very heavy and cumbersome, as two mutant skeletons are usually required to make a single suit and M.D.C. metal and ceramic scraps may be incorporated into the design. Only the strongest are able to wear such suits into battle.

Weight: Half Suit: 80 lbs (36 kg). Full Suit: 150-200 lbs (67 to 90 kg).

Armor Rating (A.R.): Half Suit (mainly protects the arms and upper torso; includes a helmet): A.R. 15.

Full Body Suit (not environmental): A.R. 19.

M.D.C. of the Armor: Half Suit: 1D6x10+25 M.D.C.

Full Suit: 2D4x10+50 M.D.C.

Penalties: Half Suit: -10% penalty to Acrobatics, Climb, Gymnastics, Prowl, Swim and similar skills requiring physical dexterity and mobility. Reduce Speed by 10%.

Full Suit: -20% penalty to Acrobatics, Climb, Gymnastics, Prowl, Swim and similar skills requiring physical dexterity and mobility. Reduce Speed by 25%.

Dangerous Flaw: A side effect the mutants have only recently discovered is that if the bone armor can be *animated* (such as from the Animate and Control Dead magic spell and other Necromantic magic), a Necromancer can cause the armor itself to animate and try to obey the spell caster! Although the mutant wearing the armor is stronger than the animated bones, he will find his mobility is seriously inhibited (-5 to strike, parry, dodge, disarm and other combat rolls, -2 attacks/actions per melee, skill performance requiring the hands and arms is -20%, and Spd is reduced by 20%).

Market Cost: Half Suit: 30,000-35,000 credits. Full Suit: 64,000-75,000 credits.

Weapons of the White Rose

The weapons and armors that are commonly used by the Order of the White Rose are all Techno-Wizard items created by hand by mages and weaponsmiths loyal to the Order. They are available only to the Order of the White Rose and rarely seen in the hands of anybody else. If one of these special weapons or devices is seen being used by someone else, it is a safe bet that it was either stolen or acquired through equally notorious and disturbing means.

The Techno-Wizards of the Garden are extremely skilled in their craft and are capable of creating almost any of the Techno-Wizard creations sold by Stormspire, MageFire, or Armstrong (mainly the older stuff, but can do the newer stuff if given the time to analyze and study some of their new creations). They also make special, personalized equipment for certain Knights.

Whenever the Knights encounter a new TW weapon or item that they haven't seen, they try to bring it to their Techno-Wizards for analysis. Many of the new favorites of the Knights are older weapons from Arzno that have found their way into the hands of bandits, been retrieved by the Knights and taken to the Techno-Wizards, and are now being produced upon request. The Techno-Wizards are also very capable inventors and have come up with some improvements on old classics, new creations, and some other very limited items that they push upon the Knights for "field testing" purposes.

The Order of the White Rose still uses many of the same weapons used by their evil brethren, including *Deathbringer Swords*, *Draining Blades*, *Demon Claws*, *Storm Rifles*, *TW Nova Rifles*, *Hellfire Shotguns*, "*Dragonfire*" *Flamethrowers*, *Fireburst Rifles*, *Shard Rifles*, *Shard Pistols*, and *TW Starfire Pistols* (see **Rifts® Federation of Magic** or **Rifts® Book of Magic** for descriptions of these items).

The items listed below are *unique creations* only used by the Order of the White Rose and their allies. Many have been specifically designed to fight the evil Mystic Knights and other forces of darkness in the world. (The numbers in parentheses are the amounts of P.P.E. needed to activate the effects or the amounts expended during the initial creation.)

TW Conduit Sword

All Mystic Knights have the ability to channel magic energy in its raw form in a variety of ways, including the ability to fire bolts of energy from their hands and eyes. The Conduit Sword is a weapon specifically designed by Techno-Wizards to harness and channel that energy into a more distinct (and some would say more deadly) form. The sword is a construct very similar to the classic TW Flaming Sword in that it doesn't have a blade when it is not activated, but is a simple iron hilt wrapped or inlaid with silver wiring. When activated, the mystical energy channeled by the Mystic Knight takes a distinct crystalline ap-

pearance at the top of the hilt, forming a sword blade of varied lengths, depending on the amount of energy pumped in. The Conduit Sword has become an instant hit with almost all Mystic Knights since it is simple and lightweight and can be easily concealed on one's person, and is the most widely issued weapon to the Order of the White Rose.

Weight: 6 pounds (2.7 kg).

Mega-Damage: Does damage equal to the Mystic Knight's energy bolt +2D6 M.D.

M.D.C. of the Weapon: The crystalline blade has 50 M.D.C.

Powers: By channeling twice the amount of energy needed to expel one energy bolt, the Mystic Knight can form a blade the size of a short sword (4 times the amount needed to expel an energy bolt is needed to form a long sword or bastard sword-sized weapon) from the hilt. The blade is crystalline, solid, and razor sharp, able to damage even the hardest of M.D.C. materials, and also affects creatures vulnerable to magic. The blade will stay active for 5 minutes before another bolt is needed to re-energize it.

Bonuses: +1 to strike and parry.

Creation Requirements: Featherlight (10), Power Weapon (35). The physical requirements consist of the iron handle either wrapped or inlaid with silver wiring, and a blue sapphire worth at least 500 credits at the point of the handle where the blade is to come out.

Cost: Not available on the Black Market. Exclusive to the Order of the White Rose.

TW Inferno Blade

Inferno Blades are always large, two-handed swords, but can also be made into the shape of axes, pole arms, and even war hammers. These weapons are always black, blood red, or gold, are warm to the touch, and often have figurative or poetic language or imagery of flames or fire etched onto the blade. The weapon is unusually light regardless of its size, and is able to be used one-handed by those with superhuman strength. Even those without enhanced strength find the weapons surprisingly light and comparatively easy to wield, compared to conventional melee weapons half their size.

The Inferno Blade has quickly become one of the favorite weapons of Mystic Knights enthralled with fire. These weapons are in very limited supply and seldom given to young or inexperienced Knights of the White Rose.

Weight: 6 pounds (2.7 kg).

Mega-Damage: 1D4x10+6 M.D. per strike (*double* to creatures vulnerable to fire).

M.D.C. of the Weapon: 200, regenerates 20 M.D.C. per day.

Powers: By channeling 40 P.P.E. into the weapon, the wielder causes it to change form from solid metal to a red hot, rippling mass of molten metal that retains the basic shape of the weapon. In this form, the weapon and its wielder are surrounded by a halo of flame which has 100 M.D.C. and inflicts 2D6 M.D. to anyone touching or attacking the wielder (*double* to creatures vulnerable to fire).

Duration of Flames: Three minutes (12 melees) per activation. For the cost of 30 P.P.E. the wielder can cast Screaming Wall of Flame, as per the Warlock spell of the same name, equal to the power of a fifth level Warlock.



Bonuses: +1 to strike and parry.

Creation Requirements: Melt Metal (50), Screaming Wall of Flame (35), Featherlight (10), Ensorcel (400), Power Weapon (35), Invincible Armor (30), Enchant Weapon (1000). The physical requirements consist of the well forged weapon and a collection of rubies worth at least 10,000 credits total, with at least one being worth 1,000 credits.

Cost: Not available on the Black Market. Exclusive to the Order of the White Rose, but would easily command 12 million credits. The weapon takes 2-3 months to make and requires cooperation between a Techno-Wizard and a Fire Warlock.

TW Light Shapers

These weapons are very unique and are quickly becoming a favorite of the Knights, especially the Reconcilers. These vambraces cover the upper arm and forearm, and have an armored plate extending to cover the hand and knuckles. When activated, the weapon glows with white light and allows the user to shape that light into a variety of forms. Many Knights have the Techno-Wizards incorporate these weapons into their armor so that they constantly have a weapon and means of defense.

Weight: 3 pounds (1.35 kg).

Mega-Damage: None until activated.

Energy Blast: The wearer can fire up to three energy blasts per melee. These blasts have a range of 300 feet (91.5 m) and do 3D6 M.D. (double to Shadow creatures, vampires, and other beings vulnerable to light).

Lightblade: A Lightblade is extended from the forearm and can be used to attack and parry (same as the spell). Damage is 4D6 M.D.

Laser Shield: The light forms into the equivalent of a small round shield. The shield can be used to attempt to parry and deflect incoming laser and light based attacks without damage to it, including long-ranged laser fire. It can also block other energy attacks, including fire, plasma, particle beams, ion weapons, energy bolts, electricity, and similar, but the shield takes damage from each energy blast and will eventually be destroyed. **Note:** Useless against physical attacks; punches, arrows, bullets, rail gun rounds, TK rounds, etc. **M.D.C. of the Weapon:** 140 M.D.C.

Powers: When channeling 40 P.P.E. into the vambraces, they begin to radiate a white light. The light can then be mentally shaped by the wearer in one of three ways (above) for 5 minutes. At will, anytime during the duration, the wearer can mentally make the light change form and function as noted above. Changing from shield to sword or vice versa takes one melee action (3 seconds). Energy blasts can be fired in both sword and shield forms and do not require a transformation, just the will to fire an energy blast (counts as one melee attack/action).

Bonuses: +1 to strike with Energy blasts, +1 to strike and parry with Lightblade, and +2 to parry energy attacks with light shield.

Creation Requirements: Globe of Daylight (2), Energy Field (10), Power Bolt (20), Power Weapon (35), Lightblade (20), Magic Shield (6), and the physical requirements of the combat vambraces and one diamond worth at least 5,000 credits.

Cost: Not available on the Black Market. Exclusive to the Order of the White Rose, but would easily command 600,000 credits. The weapons take 3 weeks to make.

TW Storm Lance

The Storm Lance is a large weapon designed for mounted combat. The lance is always at least ten feet (3 m) long, and some are made to be 15-20 feet (4.6 to 6.1 m) long depending on the mount (i.e., large exotic animals require a larger lance to be effective) and the Knight using the weapon. Storm Lances are usually silver or steely blue in color and always seem to glisten or crackle with electric energy. These weapons, though made lightweight via magic, are still too large and unwieldy to be used without the aid of a special harness that attaches to the saddle of the mount. Storm Lances have been mounted on Fury Beetles, Dragon Cats, Phantom Wolves, Ruin Lizards and War Birds with great success. Aside from the good damage the weapon delivers, the limited spell capabilities of the weapon gives the mounted Knights an edge in combat. A common tactic among those Knights who ride War Birds is to dive and use the Wind Rush spell to scatter ground troops, break up encampments and make their opponent expose his flank and therefore, make him more vulnerable to a diving attack.

Weight: 15 pounds (6.75 kg).

Mega-Damage: 1D4x10 and add 1 M.D. point for each 10 mph (16 km) of speed the wielder has going into a charge to a maximum of 20 additional M.D.

M.D.C. of the Lance: 300, regenerates 20 M.D.C. per day.

Powers: Contains the following spells that can be called forth and cast by any wielder with the P.P.E. to do so: Call Lightning (15), Lightning Arc (30), and Wind Rush (20). Equal to fifth level spell strength.

Bonuses: +3 to strike and +2 to disarm in charge attacks.

Creation Requirements: Call Lightning (15), Lightning Arc (30), Wind Rush (20), Featherlight (10), Ensorcel (400), and Power Weapon (35), and the physical requirements of the lance and one diamond worth at least 1,000 credits and 2 sapphires worth at least 1,000 credits each to be set into the handle of the lance.

Cost: Not available on the Black Market. Exclusive to the Order of the White Rose, but the Lance would easily cost 700,000 credits.

TW Barrier Shield

The Barrier Shield is a basic Techno-Wizard creation that takes a standard Kite Shield or large Heater Shield and makes it better able to protect not only the single Knight or soldier carrying it, but also an entire group of soldiers if the need should arise. The shields are generally given to those who may be meeting with heavy weapons fire or involved in mounted combat. A symbol of the Knight's guild, family, or even an image of a White Rose is painted or imprinted upon the front of the shield to identify the Knight.

Weight: 8 pounds (3.6 kg).

Mega-Damage: 1D6 plus Supernatural Strength damage if applicable from a shield bash.

M.D.C. of the Shield: 300, regenerates 10 M.D.C. per day.

Powers: The following spells can be cast provided the P.P.E. is available from the user: Deflect (10), Targeted Deflection (15), and Wall of Defense (55), equal to a 5th level spell caster.

Bonuses: +2 to parry. Able to attempt to parry all attacks, even those from multiple attackers and energy and projectile weapons.

Creation Requirements: Deflect (10), Targeted Deflection (15), Wall of Defense (55), Power Weapon (35), Speed Weapon (100), and the physical requirements of a large metal shield with one diamond worth at least 700 credits and one onyx worth at least 1,000 credits.

Cost: Not available on the Black Market. Exclusive to the Order of the White Rose, but the shield would cost about 370,000 credits.

TW Body Armors

Traditional Mystic Knight Armor

This armor is the same armor used by the evil Mystic Knights, and is a combination of composite of M.D.C. ceramics and fabrics and special magically enchanted fabrics that form a



rather sturdy and easily maintainable suit of armor. Each Mystic Knight is issued this basic armor when inducted into the Order of the White Rose, and is expected to keep it as a sign of his dedication to the Order and his choice to forsake evil ways.

During his time in the Order of the White Rose, the Knight may want to change the cosmetic characteristics of the armor, a practice which is common and encouraged. The logic behind this is if each Knight is different, with different goals and aspirations in the way of practicing their magic, then why shouldn't their armors reflect that? Over the years the Knights have shied away from the death motif of their evil brethren in exchange for positive symbols and angelic motifs. However, the armor still tends to incorporate spikes and chains. Colors used are generally white, gold, and crimson.

Class: Medium Mystic Knight Non-Environmental Armor.

Size: Human equivalent, but able to be made in smaller or slightly larger forms depending on race.

Weight: 20 pounds (9 kg).

Mobility: Good to Fair; -5% to Climb, Prowl, and most other skills requiring mobility and manual dexterity, but -10% to Acrobatics, Gymnastics and similar physical skills that require extreme mobility.

M.D.C. by Location:

Head/Helmet - 40

Arms - 30 each

Legs - 45 each

Main Body - 70

Average Cost: Exclusive to Mystic Knights.

Light White Rose Body Armor

This suit of armor resembles traditional Mystic Knight armor, but without the skull helmet and horns, and is made out of modern plastic and light ceramic material. It offers much less protection than the traditional armor, which is why it is worn by Squires, Seekers, Keepers of the Garden and others who don't usually see much combat.

Class: Light Mystic Knight Non-Environmental Armor.

Size: Human equivalent, but able to be made in smaller or slightly larger forms depending on race.

Weight: 9 pounds (4.1 kg).

Mobility: Good to Fair; -5% to Climb, Prowl, and most other skills requiring mobility and manual dexterity, but -10% to Acrobatics, Gymnastics and similar physical skills that require extreme mobility.

M.D.C. by Location:

Head/Helmet - 30

Arms - 20 each

Legs - 30 each

Main Body - 35

Average Cost: Exclusive to the Order of the White Rose.



TW Infiltration Body Armor

This armor is generally black, crimson, or red in color with a smooth, featureless faceplate, often adorned with spikes, behind

a thick armored collar. Spikes are more abundant on this armor, and chains add accents or can be used as weapons. In fact, this suit of armor started the fad of adding chains to the armor among the Order of the White Rose.

Class: Heavy Infiltration Non-Environmental Armor.

Size: Human equivalent, but able to be made in smaller or slightly larger forms depending on race.

Weight: 10 pounds (4.5 kg).

Mobility: Excellent. No Penalties due to its special TW features.

M.D.C. by Location:

Head/Helmet - 60

Arms - 42 each

Legs - 66 each

Main Body - 100

Average Cost: Exclusive to the Order of the White Rose.

Weapons: The suit's spikes and chains can be used in melee combat with great efficiency. While every suit differs slightly, almost all have some sort of spiked ball and chain, or bladed chain attached to them. This weapon does 2D6 M.D. and is plated in silver, allowing it to damage supernatural opponents. The spikes built into the armor do an extra 1D8 damage (either S.D.C. or M.D.C. depending on the strength of the Knight) when using a body block or tackle.

Special Features: The numbers in parentheses are the amounts of P.P.E. needed by the user to activate the magical effects. I.S.P. can be spent to activate the magic as well, but costs double the number listed. All spells are cast at the equivalent of a fifth level spell caster.

TW-instilled lightweight and silence (constant and no P.P.E. cost), Shadow Meld (10) and Armor of Ithan (10).

Gateway TW Body Armor

A half suit of plate armor, padding, chain mail, and TW enhancements used by the ever-important Gateway Knights. This armor looks very much like the armor of the malevolent Mystic Knights feared throughout the Magic Zone, with the addition of a few chains and small shoulder spikes. Thus, remove the chains and spikes and it is suitable for infiltration missions in the Magic Zone and even among evil Mystic Knights.

Class: Medium Mystic Knight Non-Environmental Armor.

Size: Human equivalent, but able to be made in smaller or slightly larger forms depending on race.

Weight: 12 pounds (5.4 kg).

Mobility: Good to Fair; -2% to Climb, Prowl, and most other skills requiring mobility and manual dexterity, but -8% to Acrobatics, Gymnastics and similar physical skills that require extreme mobility.

M.D.C. by Location:

Head/Helmet - 40

Arms - 30 each

Legs - 40 each

Main Body - 56

Average Cost: Exclusive to the Order of the White Rose.

Special Features: The numbers in parentheses are the amounts of P.P.E. needed by the user to activate the magical effects. I.S.P. can be spent to activate the magic as well, but costs double the number listed. All spells are cast at the equivalent of a fifth level spell caster.

Armor of Ithan (10) and Invisibility: Superior (20).



BRAND MANNING

Cherubim TW Body Armor

This is a unique creation that is a collaboration between Gabriel and the Techno-Wizards, used by his personal guard, but is also being considered for use as an infantry suit for the Special Forces unit known as "The Rose Thorn." The suit is white and gold with accents of purple and like other armor in the Order of the White Rose, covered with spikes and chains. The true power of the suit comes from the fact that it can fly, enabling Gabriel's personal guard to join him in the air. Named after one of the types of ancient Spirits of Light, known as the Cheruu, the armor allows the wearer to take flight and call upon the power of lightning, making it a feared sight at Madhaven.

Class: Heavy Mystic Knight Non-Environmental Flying Armor.

Size: Human equivalent, but able to be slightly larger depending on race. Cannot be made smaller.

Weight: 30 lbs (13.5 kg).

Mobility: Poor, -30% to Prowl, Swim, Acrobatics and most other physical skills requiring a high level of mobility.

M.D.C. by Location:

Head/Helmet - 60

Arms - 50 each

Legs - 75 each

Main Body - 130

Average Cost: Exclusive to the Order of the White Rose.

Special Features: The numbers in parentheses are the amounts of P.P.E. needed by the user to activate the magical effects. I.S.P. can be spent to activate the magic as well, but costs double the number listed. All spells are cast at the equivalent of a fifth level spell caster.

Superhuman Speed (10), Invincible Armor (30), Call Lightning (15), and Winged Flight (35). **Note:** The armor comes equipped with an additional ability which is not actually part of the armor itself but acquired from an outside source. The belt on the armor contains the *Splugorth's Armor of Ithan Talisman* (100 M.D.C., able to activate three times a day). And yes, each and every talisman has been won in combat by one of the personal guards who wears the armor. The Splugorth and their minions are regarded as evil and as terrible as the evil Mystic Knights from the Magic Zone.

Maximilian TW Body Armor

This armor was first given to a Knight of the White Rose known by most as "The Revenant" (see **Siege on Tolkeen 3: Sorcerers' Revenge**, page 44) for field testing by the White Rose Techno-Wizards, and the tests went amazingly well. The armor astounded many by the amount of M.D.C. it had and the amount of TW enhancements (6, which was said to be impossible), making any Knight in this suit an armored Juggernaut. The armor is extremely large and bulky, and looks as though it would not be able to support itself, but still manages to retain some of its flexibility. Spikes and chains cover it, making it look even more menacing than its broad shoulders and dominating size already does. This armor is in very limited supply and WILL NOT be given to young or inexperienced Knights. Only Knights of level five and higher will be *considered* for this suit of armor until it becomes more heavily produced.

Class: Heavy Mystic Knight Non-Environmental Armor.

Size: Human equivalent, but able to be made slightly larger depending on race. Cannot be made smaller.

Weight: 38 lbs (17 kg).

Mobility: Poor, -30% to Prowl, and -20% to Swim, Climb, Acrobatics and most other physical skills requiring a high level of mobility.

M.D.C. by Location:

Head/Helmet - 60

Arms - 50 each

Legs - 72 each

Main Body - 150

Average Cost: Exclusive to the Order of the White Rose.

Special Features: The numbers in parentheses are the amounts of P.P.E. needed by the user to activate the magical effects. I.S.P. can be spent to activate the magic as well, but costs dou-

ble the number listed. All spells are cast at the equivalent of a fifth level spell caster.

Superhuman Strength (10), Superhuman Endurance (12), Armor of Ithan (10), Invincible Armor (30), and Power Bolt (20), plus Spinning Blades (20) which is not actually part of the armor itself, but built into a talisman shaped as a clasp for a cape or cloak located on the left breast. **Note:** Knights of repute or in the role of commander may also have a *Splugorth's Armor of Ithan Talisman* (100 M.D.C., able to activate three times a day) same as the Cherubim armor.

TW Animal Barding

The Techno-Wizards of the White Rose have created TW M.D.C. Barding for the Knights' mounts to give their trusty steeds and exotic riding animals protection from the rigors of warfare.

Class: Medium Mystic Knight Non-Environmental Armor.

Size: Varies with the animal.

Weight: Varies with the animal, 50-200 lbs (22.5 to 90 kg).

Mobility: Reduce speed and leaping distance and height by 20%.

M.D.C. by Location:

Head - 50

Wings or Front Legs - 40 each

Hind Legs - 60 each

Main Body - 120

Special Features: None.

Average Cost: Exclusive to Mystic Knights.

Techno-Wizard Items of the White Rose

“The Curtain”

TW Illusion and Protection Matrix

The Curtain is arguably one of the greatest – unknown – Techno-Wizard creations in the world. It was sponsored by the Order of the White Rose Council of Seven, who sought some way to protect and defend the Garden and all who resided there. The daunting task was given to a mixed group of Techno-Wizards and other spell casters who came up with an ingenious plan. All around Central Park was a system of lampposts that had, like the park itself, survived the Great Cataclysm with minimal damage.

Phase One required renovating the expansive system of lampposts already scattered in and around the Garden, and refitting them with copper wiring covered in the runic writing of a Superior Protection Circle. This in and of itself took thousands of man-hours as there were hundreds of lampposts.

Phase Two involved linking the lamps to a special TW generator. A generator that feeds off the ambient energy coming from the nearby *Harlem Nexus Point*. When the lights went on, powered by the ley line, the mages had succeeded in creating

the equivalent of a gigantic magic circle (actually a magic rectangle) that contained the entire Garden. This keeps out most supernatural beings and Entities not already held at bay by the unique properties of the Garden. This would have been impressive in and of itself, but the lamppost grid also functions as a man-made extension of the Harlem Ley Line, providing the spell casters with ambient P.P.E. the same as if they were living on a true ley line. This helps the Knights of the White Rose and the spell casters defending the long expanse of woodlands and gardens with a constant supply of P.P.E. (10 points) to power their weapons, TW devices and low to medium level spells. Even with this amazing accomplishment, the think tank of Line Walkers and Techno-Wizards were not done.

Phase Three, conceal the Garden with a convincing and gigantic illusion that would surround and hide the entire woodland (roughly 2.5 x 0.5 miles/4 x 0.8 km). A massive illusion sustained by the lamppost grid and powered by the Harlem Nexus and ley lines. The illusion would function as a protective “curtain” over the entire Garden.

The first thought, was to make the Garden appear as a mountain of metal, glass, concrete, and other debris, complete with blowing papers, dirt, small creatures scurrying around and everything one would see on any number of debris piles in Madhaven. The idea being that it would completely blend in with its surroundings. That idea was scrapped, because while the illusion would work well from a distance, it would not do anything to keep people *away*. Outsiders came to Madhaven specifically in search of artifacts and pre-Cataclysm treasures buried in the debris mounds. One as large as Central Park would probably attract scavengers. Beside, all manner of creatures and spirits made their homes in the rubble and ruins, and another debris mound would attract them as well.

The solution was the exact opposite – nothing. A gigantic crater. Few cagey or experienced adventurers or animals seeking shelter would want to step out and stay out in the wide open crater as it would make them easy targets for bandits, mutants and predators. To make sure *people* stayed away from the crater, the illusion's designers made it appear as if a giant cloud of thousands of Entities and ghosts constantly circle the crater and fly around its edges as if waiting for someone. Not even the bravest heroes are likely to step out into an open area and dare two thousand spirits to do something. The illusion constantly changes and moves, making it appear completely life-like and extremely spooky. Ironically, any psychic, mage or Shifter who tries to make contact with one of the illusionary ghosts gets the genuine article, because there are just so many in Madhaven. When asked what the crater is, the Entity/Spirit truthfully answers, “A place of magic (and/or mystery).” Or, “More than it appears.” When asked what the cloud of Entities wait for or look for, the spirit truthfully admits, “I do not know.” Or, taking a broader approach, says something like, “We all seek answers to our past,” or “We seek those we lost.” In short, the illusion is perfect.

The miracle of “The Curtain” is that it has worked incredibly well for decades. Only those who live in the Garden and the mutants of Madhaven know the truth, and not even all the mutants are in the loop. Even when an outsider dares to enter the crater the effect is impressive and preserves the frightening legends and horror of Madhaven. For those watching, their comrade(s)

seems to disappear! For the person stepping into the illusion, a saving throw is required. *A failed roll to save vs magic illusion* means he thinks he is walking in a giant crater with thousands of ghosts overhead who begin to point and descend in his direction. This is enough to send most folks running for their lives (the ghosts don't pursue the intruder beyond the border of the Garden).

A successful save vs magic illusions reveals the Garden to all who have stepped into the crater area (only). They see an expanse of forest where the Knights of the White Rose and their associates live. This is startling and confusing, and often sends people running away, back into the ruins, where the crater again appears, the moment they exit. Considering Madhaven's reputation for weird occurrences, hallucinations, delusions, and madness, most people assume they are being mind controlled or seeing a ghostly image from the past (what once existed where the crater now rests), or that they have stepped into another dimension or a pocket dimension! Those who assume they have stepped into another dimension know the Garden and the people in it are real, but never question that the crater is not real. Phenomena where two or more realities share the same space are known to exist across the globe, so this is a reasonable explanation even if one person sees the forest and a companion (who failed to save vs illusion) still thinks he is in the crater.

The Haven Mutants support the charade, because they have an arrangement with the Order of the White Rose and help keep their secrets in exchange for healing and help against monsters and invaders. The mutants, like the Entities, can truthfully speak about the crater as a place of magic, mystery, dangerous secrets, and an area best to be avoided. They can truthfully say mutants seldom go there, and can also say that some people who have entered the crater "claim" to have seen "a forest." They can also truthfully say that many who enter the crater disappear, and are never seen again. And even if some rogue reveals the truth, it is just one of a hundred wild stories about the location and dismissed as another myth.

Remember, the illusion is broken only for those who go to the crater and step "through the curtain," but even then the illusion works wonderfully, because adventurers are shocked, startled and often frightened to suddenly find themselves standing in a forest. They are also likely to be frightened to encounter Mystic Knights, who out in the world, have a reputation for being completely diabolical and mass murderers, and flee for their lives back into the ruins. Brigands who enter the forest are likely to cause trouble for the inhabitants and get themselves killed by the defenders of the Order of the White Rose, giving credence to the stories that many who enter the crater, a) disappear, and b) are *never* seen again. Heroes and intruders of a good alignment may simply be chased away or asked not to pry any deeper and leave. Most comply. The tiny handful of good guys who discover the truth keep the secret of the Garden for obvious reasons.

Like the rest of Madhaven, the many contrary tales about the "Crater of the Damned," as it is usually called, and the mysterious "Garden" reputed to be a shadow of the past (i.e., old Central Park) or more commonly believed to be an invisible pocket dimension linked to the Crater of the Damned, and a hundred other stories, conjecture and theories about the place, only add to the sense of awe, terror and legends about the ruins of old New York.

Stats for the Curtain

Range: The entire area of the Garden (what was once Central Park).

Duration: Perpetual illusion is in effect.

P.P.E. Cost: NONE! The secret generator that draws P.P.E. from the Harlem ley lines makes it a perpetual engine that, itself, runs on P.P.E. and makes the Garden effectively an extension of the ley lines.

Special Features: Each *lamppost* is constantly illuminated, day and night; Lantern Light (1) during the day and Globe of Daylight (2) by night. Protection Circle: Superior (300) and Illusory Terrain (120) are constantly in effect and the source of the Crater of the Damned and the cloud of ghosts who hover over the blasted land.

As the equivalent to a powerful Circle of Protection, Entities, vampires, Undead Horrors, lesser demons, greater demons and similar supernatural beings can *NOT* enter the Garden/Crater of the Damned. They are held at bay and have no idea what might exist inside. Only Demon Lords, demigods, Godlings and similar high-powered and god-like beings may enter the Garden and see it for what it really is.

Saving Throw: 16 to save vs illusion. HOWEVER, since nobody has any reason to doubt that the crater is real, visitors only get to save when they step *into* the Crater of the Damned. A failed save vs illusion continues the crater illusion and experience, which includes being swooped down upon by 1D6x100 ghostly Entities (Horror Factor 15). Ultimately, the ghosts don't harm anybody, but they are frightening and tell intruders to leave before something terrible happens. A save vs illusion reveals the forest that is the Garden, and will inevitably lead to an encounter with one or more of its inhabitants and knightly defenders. What happens next depends on the intruder's alignment and conduct.

Creation Requirements: A similar creation to the Curtain *might* be possible to recreate elsewhere, but would take a small army of magic users 2D6+6 years to create and require exactly the right conditions to set up. Components include a nearby pair of ley lines, a nexus point, over 50 miles (80 km) of copper wiring, hundreds of crystals, a massive P.P.E. Generator, and hundreds of lampposts to use as a physical focus.

Bonuses: The inhabitants of the Garden receive a bonus of +3 to save vs all magic and psionic attacks, they are impervious to possession, and are +8 to save vs Horror Factor. All practitioners of magic and creatures of magic receive 10 extra P.P.E. and all psychics receive 10 I.S.P. per melee round to use as they please.

TW Candle-Music Box

This is a typical looking music box that when opened plays a very melancholy tune. It is not until a candle is lit and the necessary P.P.E. expended that the magic happens. When the music box is opened, a candle lit, and 23 P.P.E. spent, the flame turns a purple color. At that point, it functions exactly like a *Protection Circle: Simple*. The radius of protection is 10 feet (3 m), the music must play the entire time, and the candle and the protection lasts 1D4x10+90 minutes (roughly 2 hours). During that time, the flame cannot be doused by normal means such as wind and

rain, but a Burster or the like can snuff the flame. If the candle is snuffed, a new candle must be used and a fresh amount of P.P.E. pumped back into the box to create the protection.

Weight: 2 pounds (0.9 kg).

Range: 10 feet (3 m).

Duration: 1D4x10+90 minutes.

P.P.E.: 22

Creation Requirements: Fuel Flame (5), Protection Circle: Simple (45), and the physical requirements of a music box made of pure oak, the music fork made of silver, and a quality sound to the music. An Emerald worth at least 1000 credits is mounted on the top of the box.

Market Price: 200,000 or more; rare.

TW Ghost Band

This item looks like a rather large bracelet or headband with three suspended silver wires that run all around it. On the end of the band is a tiny battery that causes these silver wires to generate a constant and continuous humming sound. The purpose of the device, to make the wearer *invisible to ghosts!* Spirits, ghosts, Entities and Astral Beings cannot find or see the person wearing the Ghost Band unless they make a saving throw of 15 or higher vs magic.

If the save is failed, the ghost can't see the character wearing the band and any attacks are done blind (-10 to strike). As long as the wearer does not attack the Entity, he or she remains invisible. It should be noted that this device only works on the simpler Entities like Poltergeists, Haunting Entities, Beautiful Ghosts, Gluttonous Ghosts, and Harmful Ghosts.

Duration: 10 minutes per activation.

P.P.E. to Activate: 20

Creation Requirements: Astral Projection (10), Invisibility Superior (20), and a 110 P.P.E. initial investment, plus the physical requirements of a solid band with silver wires suspended just slightly above the band itself to allow for vibration. The wires connect to a tiny battery. A small emerald must at some point touch all 3 wires and hold them up slightly suspended. (Think of a tiny, round violin.

Market Price: 300,000-500,000 credits.

TW Ghost Speaker and Microphone

This microphone enables Techno-Wizards to speak with spirits and the spirits to speak back to them. While it can be handy, it is also frightening to hear the voice of a spirit, especially for those unprepared or untrained in such ways. Consequently, any character who is not a Necromancer, Techno-Wizard or any psionic who does not have Astral Projection or Commune with Spirits or See the Invisible, must make a save vs Horror Factor of 12 every time he first uses one of these devices. Spirits tend to talk with few words, and generally repeat what they've said over and over again. A spirit communicating through a Ghost Speaker sounds as if it is an echo from far away, and steadily increases its volume, and then dies away.

Weight: One pound (0.45 kg).

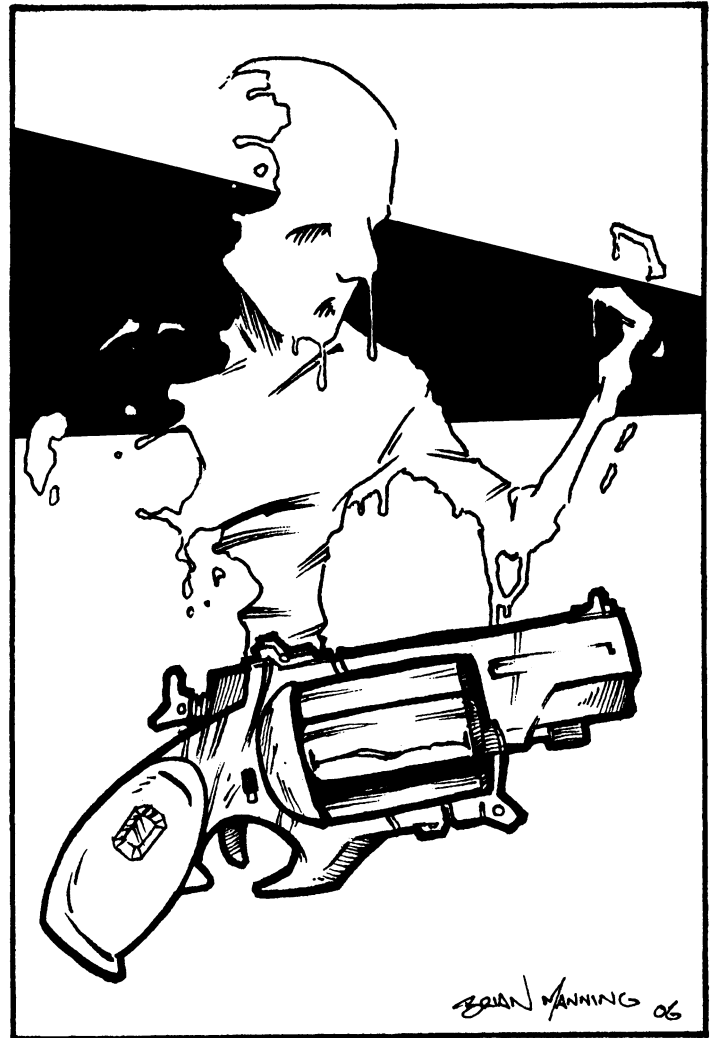
Range: 20 feet (6.1 m).

Duration: 1D4+4 minutes per spirit. Typically 10 questions may be relayed to the spirit; no more than 20 words each. The spirit can respond 10 times, if it desires (no more than 10 words each). Note that the spirit is not required to respond to any question.

P.P.E. to Activate: 20

Creation Requirements: Energy Bolt (5), Astral Projection (10), Distance Voice (10), Tongues (12), and the physical requirements of a speaker made of mahogany wood inset with a large Clear Quartz worth at least 400 credits and a microphone inset with a Large Rose Quartz worth at least 500 credits.

Market Price: 50,000-70,000 credits. Surprisingly, this item is not in high demand.



TW Ghost Goo Gun

A TW gun designed with ghosts and Poltergeists in mind, as two of the Entity's great defenses are simply being invisible and intangible. The Ghost Goo Gun fires a gooey ectoplasmic blanket that covers the Entity/Ghost with an adhesive that makes it visible to the naked eye. It doesn't hurt the invisible being in any way, but enables everyone to see it and where it is going. This makes it a) less frightening, and b) vulnerable to attack via psionics and magic, which, c) often compels the pesky Entity to leave before it gets hurt. They HATE being seen. Suitable for

use against any invisible opponent, although unless the shooter can see the invisible in the first place, he'll be shooting blind (-10 to strike). Covers anything it hits in the goo, with enough goo to cover half a human-sized target.

Weight of the Gun (Revolver or Pistol): 3 pounds (1.35 kg).

Range: 100 feet (30.5 m).

Duration: The ecto-goo lasts on the Entity for two minutes (8 melee rounds).

Mega-Damage: None.

M.D.C. of the Gun: 50

P.P.E. to Activate: 10 points per bullet/ecto-goo blast.

Payload: Effectively unlimited, provided the shooter has enough P.P.E. (10 per blast) to keep shooting.

Bonuses: +1 to strike.

Creation Requirements: Energy Bolt (5), See the Invisible (4), and Apparition (20), and the physical requirements of the pistol housing and an Amber stone costing no less than 700 credits.

Market Price: 70,000-80,000 credits.

TW Dark Light

This is an item that looks like an extension cord connected to a small lightbulb at one end, and tethered to a Topaz at the other. This creation floats in the air, about 7 feet (2.1 m) and lights an area of about 30 feet (9.1 m) in diameter. This area is illuminated by a deep purple light. Its effects become noticeable when ghosts or Entities pass through the lit area, as they become visible as wispy silhouettes while in the light. **Note:** Does not work on characters who are magically or psionically made invisible.

Range: 30 feet (9.1 m).

P.P.E. to Activate: 10 P.P.E. for 10 minutes of light.

Creation Requirements: See the Invisible (4), Globe of Daylight (2), Manipulate Objects (5), initial P.P.E. cost of 300 P.P.E. and the physical requirements of a 60 watt lightbulb, an extension cord about 10 feet (3 m) long, and a Large topaz.

Market Price: 50,000-60,000 credits.

TW Phantom Gloves

These are black and silver gloves that fit over the hands of the user, and when activated, make the hands become ethereal, existing in the Astral Plane. This allows anyone wearing the gloves to touch and combat Astral Beings, Entities and ethereal beings with their hands (does *not* make any weapons held in the hands ethereal, only the hands inside the gloves). When the gloves are taken off, or the duration is over, the hands become solid and part of the physical world again. Once activated, the user of Phantom Gloves *cannot* touch or use anything in the physical world and his hands feel cold while they are intangible.



Phantom Gloves are popular at locations like Madhaven where the living must interact with ghosts and Entities, and where being able to touch and fight Entities may be important. Unfortunately, the gloves are expensive and time consuming to make.

Weight: 1 pound (0.45 kg) each.

Range: Self; hands only. No weapons or handheld devices.

Duration: 15 minutes per activation.

Side Effects/Penalties: After being in the Astral Plane even for a minute or two, the hands feel numb and the user suffers a penalty of -10% to all skills requiring the use of the hands, and is -1 to strike, parry, disarm and entangle for 30 minutes afterward.

P.P.E. to activate: 30.

Creation Requirements: Energy bolt (5), Astral Projection (10) and the physical requirements of the gloves with a black sapphire worth at least 5000 credits for each glove, and takes about 200 hours to make a single pair.

Market Price: 1 to 1.5 million credits, sometimes more. Rare.

Monsters of Madhaven

Caterpillar Men
Devil Kraken
Giant Ruin Worm
Head Worm
Onion Heads
Phantom Wolf

Ruin Lizard
Ruin Rat
Toothback Wallcrawler
Undead Horror
War Bird

Caterpillar Men

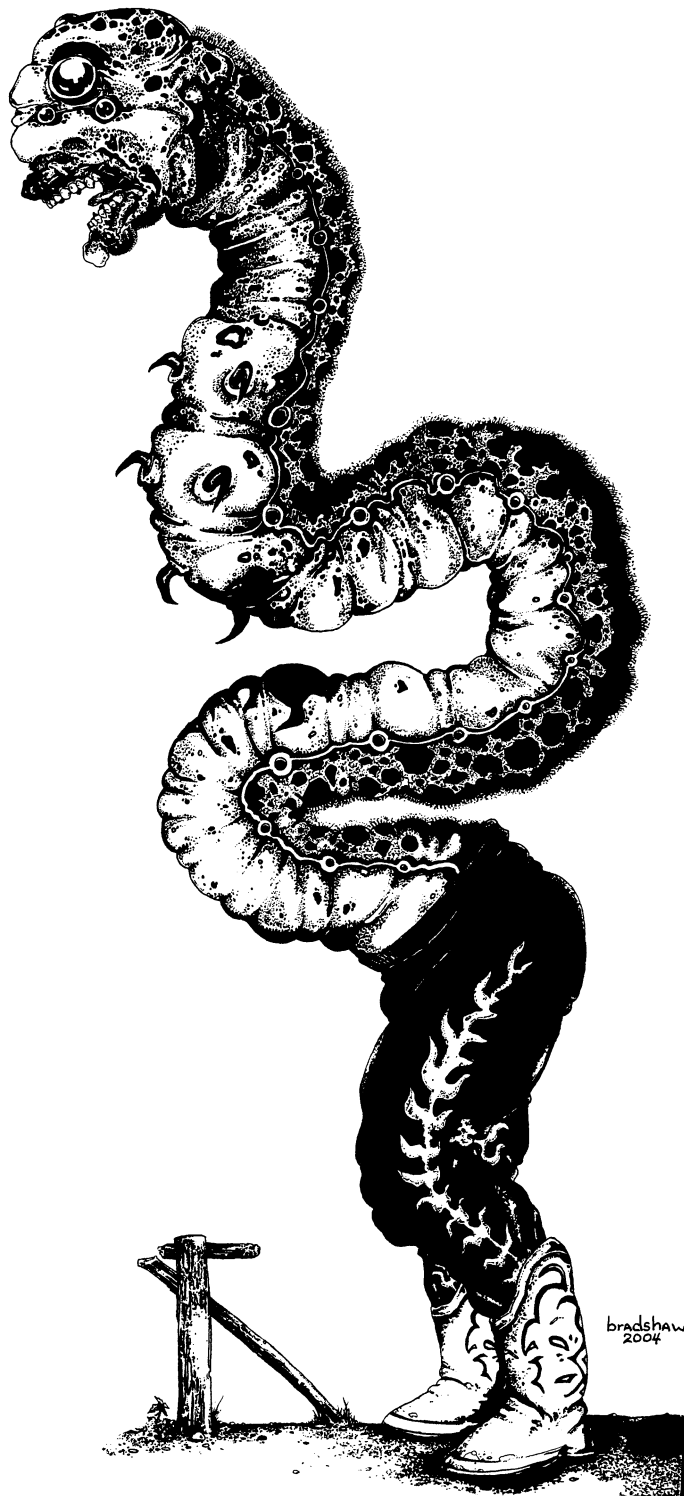
These bizarre beings may be related to, or come from, the same reality as the Head Worms, or perhaps not. Their only true similarity is their *worm-like* appearance and alien nature.

Caterpillar Men are often mistaken as one of the mutants of Madhaven, but they have nothing in common with human beings. They are alien predators who *emulate* human characteristics, traits and behavior. Whether they actually wish they were human themselves, or mistakenly believe that by acting human so they can pass as one, is unclear. The fact that they speak in a clear, human voice and mimic human character traits only makes them all the more bizarre and disturbing.

Caterpillar Men seem to both admire and loathe human beings and the Haven Mutants. On one hand, they try to speak and act like humans, but on the other, they see humans only as prey to be tricked, stalked and eaten.

A Caterpillar Man is likely to approach a group of humans or humanoids pretending to be a friendly, kind and harmless creature. They always approach unarmed, alone or in pairs, and bearing the gift of a warning about other dangers, helpful information and a kind or consoling word. The monster speaks in a warm, sincere voice dripping with compassion and empathy, and will offer to help by serving as a native guide, helpful advisor, a kind local inhabitant concerned about the adventurer group's welfare, and sometimes even as the local welcome wagon. All Caterpillar Men are consummate liars who meld truth and facts with lies and fiction so masterfully, that all but the most suspicious person are likely to be won over by one. Furthermore, despite the creature's size, strange and rather ugly appearance, they are just a giant (albeit intelligent, talking) caterpillar, and who but a little girl is afraid of a caterpillar?

This Academy Award winning performance is all a trick. Caterpillar Men use this ploy of being kind, helpful and innocent to lure outsiders into a false sense of security. Caterpillar Men ultimately see humans as little more than *food*. They use their *concerned act* and *human voice and character traits* to get close to their *prey* and strike when least expected. Thus, while the monsters behave as if they were harmless and helpful, all the while they are thinking about how yummy the humans will taste after they kill them. The more helpful and kind the weird thing pretends to be, the more likely it is preparing to pounce and kill. People fooled by this deception are likely to find themselves attacked in their sleep, stabbed in the back, separated from the rest of their group and led into a trap where other Caterpillar Men wait in ambush. One of the things that make these monsters so horrible is that they are always so polite, sincere and seemingly harmless right until the moment they attack.



Caterpillar Men don't use weapons or magic, and their long bodies are soft and deceptively vulnerable looking. When they strike, they strike with gnashing teeth and six, stubby, slashing, clawed feet/arms. The fiend may also use its body as a blunt weapon, thumping its victims from above, hammering them from the top and the sides. A Caterpillar Man may also wrap itself around its victim, but cannot constrict or hold a person tight like a snake. The wrap-around attack is used to get the monster's small, slashing claws and biting maw into close combat.

Any opponent who rolls a successful dodge can easily slip from its grasp.

The head of the Caterpillar Man is a bulbous mass of flesh with two large, silver orbs for eyes and a pair of smaller, silver eyes underneath the large ones. The mouth and tongue look disturbingly human, although out of place on a thing like this.

The body of this hideous creature looks very much like that of a gigantic caterpillar, except that it walks upright on a pair of human-like legs, and usually wears pants and boots! Short, silky hair covers the monster's back from the base of its skull to its ankles. The wormlike body seems impossibly long, and inevitably kinked, bent and folded to make the fiend appear smaller and less threatening than it really is. Stretched out completely straight, the ugly menace is 18 to 22 feet (5.5 to 6.7 m) long, but typically stands bent or contorted to be no taller than 10-13 feet (3 to 3.9 m). This size and flexibility also means it can bob and weave without moving its feet (automatic dodge ability) and lunge forward, to the sides, or bend backwards to attack with a reach of 12-18 feet (3.6 to 5.5 m).

Its skin is a dark green with black, purple, dark blue or dark green spots and patches on the back and a light or pale green or off-white underbelly and face. Six small, hooked claws protrude from the underbelly of its body close to the head in what might be considered its chest. The skin is soft and cool to the touch, but Caterpillar Men are Mega-Damage beings.

Caterpillar Man Stats, NPC Monster

Alignment: Miscreant (75%) or other evil alignment.

Attributes: I.Q. 1D4+9 (average human intelligence), M.A. 1D6+12, M.E. 1D6+6, P.S. 3D6+14 (equal to *Robotic P.S.* and inflicts a low range of M.D.C. damage), P.P. 1D6+12, P.E. 1D6+12, P.B. 1D6+1, Spd 1D6+4.

Average Size: 18-22 feet (5.5 to 6.7 m) long/tall, but typically stands scrunched up at 10-13 feet (3 to 3.9 m) tall. Can bend at the waist in a completely horizontal position in any direction.

Weight: 400-600 pounds (180 to 270 kg).

M.D.C.: 5D6+36 +P.E. attribute number and an additional 10 M.D.C. per level of experience.

Horror Factor: 10 (+4 when it shows its true nature and attacks).

P.P.E.: 4D6+8

Life Span: Unknown, at least 80 years, possibly two or three times greater.

Natural Abilities: Average human intelligence, but functions on both instinct (must eat humanoids) and intellect (i.e., the use of deception, trickery and traps). Although Caterpillar Men prefer to feed on fresh kills, they may feast on corpses and carrion. Impervious to spoiled meat, foul water and most diseases. *Bio-Regenerates* lost M.D.C. at a rate of 2D6 per hour and can completely regenerate a lost tongue, teeth, eye, arm/claw, or leg in 1D6 days. Moves by walking upright like a human, although they can also crawl across the ground like a caterpillar. The tiny arms/legs are used primarily for combat and cutting up slain prey.

Advanced Sight (special): Nightvision 1000 feet (305 m), see the infrared and ultraviolet spectrums of light, see the invisible, see in murky water and fog.

Language (special): Only speaks American in a soft, clear, soothing voice. The fiend never uses slang, except in a condescending way, and seldom resorts to profanity. Instead, it speaks with an air of culture and refinement like a proper Englishman or intellectual. This means the monster speaks in complete sentences, uses proper grammar, big words and a certain level of condescension.

However, while a Caterpillar Man only speaks American, it *understands* ALL languages with a 75% proficiency (+1% per level of experience), because they have a natural aptitude (probably psionic based) for language and can understand any language after hearing it for only 1D4 days.

Skill-like Aptitude: Natural Prowl 50%, Climb 80/70%, Land Navigation 80%, Tailing 55%, Lore: D-Bees (and Haven Mutants) 75%, and Wilderness Survival 90%.

Soothing Voice (special): The voice of all Caterpillar Men (it's impossible to distinguish male from female) is deep, warm, sincere and entirely human sounding. Somehow the more the Caterpillar Man speaks, the more comforting and soothing the voice seems to become. This is an innate natural ability that counts as a passive psionic attack that dulls the senses and evokes trust and acceptance of the fiend.

Anybody, human, mutant, D-Bee, creature of magic or supernatural being, who has spent more than 15 minutes with even one Caterpillar Man will suffer the following penalties from dulled senses (no saving throw applies): -3 on Perception Rolls, -2 on initiative, and -1 to strike, parry, and dodge. Furthermore, those characters are likely to quickly accept the monster as a trusted ally. Roll to save vs psionic attack after the initial 15 minutes and once every hour thereafter. A failed roll to save means reasonable (not blind) trust.

Squeeze through Narrow Openings (special): The body of the Caterpillar Men is so soft and supple that they can squeeze through spaces half their body width.

Average Level of Experience: 1D6+3.

Attacks Per Melee Round: Four to start, +1 at levels 3, 6, 9 and 12.

Damage: 1D4 M.D. from a bite attack, 1D6 M.D. +P.S. damage from attacks with the slicing claws, and M.D. as per Robot P.S. attribute from a punch, head butt or body slam/strike. Cannot hold a weapon.

Bonuses (in addition to likely attribute bonuses): +2 on initiative, +2 to strike, +4 to automatic dodge (the character still needs to roll to dodge, but the act of dodging does not use up a melee attack or action), +1 to disarm, +3 to roll with impact, +3 on Perception Rolls, +4 save versus Horror Factor, +6 to save versus poison and disease, and is impervious to spoiled/rotting meat or diseased blood. Also seems to be impervious to the psychic imprint of Madhaven, although their fascination with and imitation of humans and the ridiculous practice of wearing pants and boots maybe a manifestation of insanity brought about by the cursed land.

Magic: None.

Psionics: Considered a Minor Psychic with the following abilities: Empathy (4; but can only sense/read the emotions of others, cannot transmit their own emotions), Mind Block (4),

See Aura (6), and Sense Time (2). **I.S.P.:** M.E. attribute number x2, +1D6 I.S.P. per level of experience.

Allies: Primarily their own kind. Occasionally associates with or serves other evil beings. Associates with humanoids for the sole purpose of stalking them as prey.

Enemies: Caterpillar Men and Head Worms are natural enemies who frequently clash. They also dislike Onion Heads, who are impervious to their vocal influence, and see most other humanoid life forms (including Haven Mutants) as prey to be hunted and eaten.

Value: Horune Pirates and other Slavers will pay 6,000-8,000 credits for a Caterpillar Man, usually selling them as monsters in the gladiatorial arena or as living garbage disposals to dispose of the bodies of those who die in the arena. The latter use may appeal to anyone with the need to dispose of any evidence of murder, as Caterpillar Men devour the entire body, bones and all, leaving only a blood stain and pieces of the skull and teeth behind.

Habitat: Known to exist in large numbers (perhaps as many as a thousand) in Madhaven and Jersey Side. However, these horrors may be encountered as a lone individual, pair or small group (1D4+2) anywhere in North and South America, particular warm climates. At Madhaven and Jersey Side, the monster may be encountered as a lone individual, pair or trio, but they are usually part of a larger group of 1D6 other Caterpillar Men who may be lurking nearby. Caterpillar Men sleep at night in caves, basements and other subterranean lairs. They may also gather with other bands of Caterpillar Men (as many as 100) at night, because large numbers means safety from most enemies. **Note:** Giant Ruin Worms don't eat Caterpillar Men; they taste awful to the worms.

Devil Kraken

The waterways of Madhaven have been completely reshaped since the Coming of the Rifts, making access to the region by sea difficult. Unless a group of adventurers is willing to make a portage of multiple miles over dangerous monster and Entity ridden territory, then the only way to approach the peninsula of Madhaven is by way of the Long Island Sound between the northern shore of Long Island and the southern shore of the old American state of Connecticut. What makes this journey even more dangerous is the fact that Long Island Sound is completely infested with a plethora of sea serpents and other aquatic predators.

The Devil Kraken is the largest, and by far most malicious of these creatures, happily capsizing and sinking ships to gobble up their crew. This intelligent, malevolent creature will attack and capsize vessels for the sheer enjoyment of watching their sailors scream, panic and drown. The Devil Kraken makes no distinction between the vessels of men, and the vessels of the otherworldly creatures like those of the Splugorth, and regularly attacks both. Only Horune vessels, with their superior firepower and magical construction, are left alone by the Devil Kraken. However, Horune in smaller vessels or fallen overboard are fair game, and one or more Devil Kraken can often be seen swimming alongside a Horune ship in hope of such an occurrence.

When a Devil Kraken attacks, the assault is so fierce and destructive that few ships can survive, and the crew's only chance is to outrun it (not likely), hold it at bay with magic, or destroy the monster. Devil Kraken don't like magic, and because they are the king of the sea around Madhaven, they are lazy and won't press an attack on a vessel that requires too much work and energy. There is easier prey to be had.

A Devil Kraken can grow to be twice the size as the **Horned Demon Fish**, another resident creature of the Long Island Sound, and is covered in thick, spiked, armored plates running along the top of its body. The underside is plated too, but the plates are thinner and more vulnerable to attack. The mouth of the massive creature is full of razor sharp teeth, each as long as a man or larger; the longest teeth measuring 8 feet (2.4 m) in length. Its armored plates are black or brown in color, giving it a great ability to hide in the muddy and murky waters of the Sound, and swim out of the depths to attack unsuspecting victims. Its head is tipped with two small horns on either side of a very long, thick spike of bone coming off of its head plate which is often used to ram ships, and gore large sea creatures such as **Horned Whales**, which they despise. Some researchers believe the Devil Kraken is a supernatural predator from the same world as the Horned Whales, and thus, the creatures have a long-running hatred for each other.

Occasionally, the Devil Kraken works with magic users or evil Warlocks to further its means, but more often than not, it simply exists to eat, cause pain and bring suffering into the world. The Devil Krakens of the Sound have been contacted by the Lord of the Deep and some have even left to join forces with him in his goals, but at least a dozen remain in the Sound and the surrounding waters.

Devil Kraken Stats, NPC Monster

Also called the Demon of the Sound and Sea Spear.

Alignment: Diabolic. These creatures live only to inflict pain on other creatures.

Attributes: I.Q. 2D6+10, M.E. 2D6+12, M.A. 2D6+6, P.S. 5D6+24, P.P. 2D6+6, P.E. 3D6+12, P.B. 2D6, Spd 6D6+40. Supernatural Strength and Endurance.

Average Size: 200 feet (61 m) long, but the largest one known to live in the Sound is over 400 feet (122 m) long.

Weight: 60-110 tons!

M.D.C. by Location:

Large Horn – 1000

Small Horns (2) – 400 each

*Eyes (2) – 60 each

*Teeth (over 100) – 100 each

Fins (4) – 500 each

Tail Fin – 1050

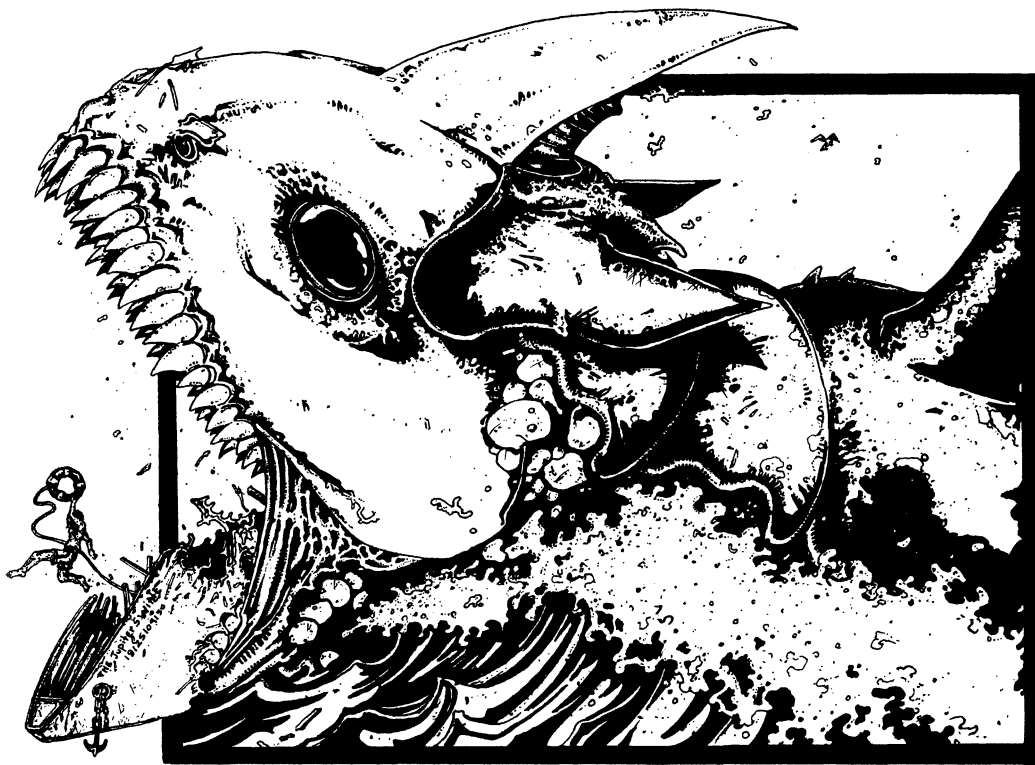
**Plated Dorsal Fin – 1000

**Dorsal Armor Plates (9) - 1200 each

**Belly Armor Plates (9) – 450 each

Main Body – P.E. x 200

* Items marked with an asterisk are difficult to hit so the attacker must make a Called Shot, and even then is -5 to strike.



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** Either one of the Dorsal Armor Plates or one of the Belly Armor Plates must first be destroyed before damage may be assigned to the Main Body. If only one of the plates is destroyed the attacker must make a Called Shot at -8 to strike. If 2, 3, or 4 plates are destroyed then there is only a -2 penalty to strike. If more are destroyed, then there is no need for a Called Shot and no penalties are assigned.

Horror Factor: 17

P.P.E.: 2D6x10 +P.E. number.

Life Span: Unknown, perhaps 200-300 years.

Natural Abilities: Swim 98%, Nightvision 2000 feet (610 m), see the invisible, prowl 63%, bio-regenerates at 6D6 M.D.C. per hour, armor plates bio-regenerate at 1D4x10 M.D.C. per day.

Chemoreceptor (Special): Enables the creature to locate prey and detect minute changes in the chemical composition of the water. Identify chemicals by taste 60%, track by taste 50% (+20% to track blood). Range: One mile (16 km).

Depth Tolerance (Special): Five miles (8 km).

Sense Magnetic North (Special): Like dolphins and whales, unless injured or sick, the Devil Kraken can always tell where magnetic north is precisely located. This is an immense help in navigating the oceans. A powerful blow to the head may temporarily (3D4 minutes) knock out this ability.

Electro-Magnetic Sensitivity: The ability to sense the electro-magnetic activity in the brain and neural circuitry in the body of living beings, including dolphins, whales, humans and most D-Bees. Like a living E.E.G. and E.K.G. machine, the creature can detect signals from the brain, recognize deficiencies and aberrations and pinpoint the cause, such as blood clots, tumors, brain or spinal damage, heart problems, paralysis, physical and internal injury, fatigue, and pain. They can also detect brain implants, the presence of psionic abilities and whether the creature is a minor, major or master

psionic, and use this ability to locate and select the most vulnerable *prey* as their primary target!

The ability also helps the Devil Kraken to sense and actually see electro-magnetic energy that is invisible and often undetectable by humans and D-Bees. They see, feel, recognize and can follow energy trails in the earth like highways or roads with identifying markers to better navigate the oceans and seas even in complete darkness. This ability also enables the creature to follow electro-magnetic trails left by ships and submarines (trail disappears after 20 minutes and cannot be followed after that time) and to recognize the “signature” of specific types of marine vessels by their E.M. signature alone. **Range:** 30 feet (9 m) when scanning people, 300 feet (91.5 m) when scanning or trailing E.M. signatures of vessels (triple for flying saucers), and 3 miles (4.8 km) when reading the E.M. lines in the earth.

Sonic Echolocation: By bouncing sounds (clicks, whistles, etc.) off an area and interpreting the bounced back signal, the Devil Kraken can see by creating sound images. The echo location sound system enables the monster to accurately see and understand its environment better than vision alone, and can “see” in total darkness, identify and locate objects, fish, humans and other creatures even in mixed groups, identify power armor, ships, submarines, and other sea vessels, obstacles and land formations (underwater mountains, ravines, trenches, shipwrecks, seaweed, underwater city, etc.), determine the speed a vessel or animal is traveling, dodge attackers, navigate, measure depth, determine the speed and direction of the ocean current, and make precision maneuvers.

This ability is so sensitive and precise that it can identify and locate each and every species of fish (animal or humanoid) in the area being probed, determine the approximate number of fish in the school, their relative size and speed, and current direction. To belabor the point, a Devil Kraken

can pinpoint the location of a 5 mm copper wire on the ocean floor. **Base Skill:** 15% +5% per level of experience. **Range:** 1000 feet (305 m) for maximum accuracy. Up to 2000 feet (610 m) but at a skill penalty of -20%.

Attacks Per Melee Round: Seven.

Bonuses (in addition to attribute bonuses): +3 on initiative, +5 to strike, +4 to parry, +2 to dodge, +3 to roll with punch, fall, or impact, +4 to save versus psionics, +4 to save versus magic, +3 to Perception Rolls.

Damage: Fin Strike: 1D4x10+12 M.D. Restrained Head Butt/Tail Strike: 2D4x10 M.D. Power Head Butt: 3D6x10 M.D. Charging Ram: 4D6x10 M.D. (Counts as 2 attacks).

Full Speed Ram: 1D6x100 M.D., plus there is a 90% chance that the Devil Kraken will capsize any ship smaller than 100 feet (30.5 m), a 01-60% chance it will capsize any ship up to 600 feet (183 m) in length, a 35% chance to capsize a ship up to 1000 feet (305 m) in length. Capital ships and carriers cannot be capsized by this attack. Counts as all of its attacks for one full melee round. One common tactic is to use this attack while using the spell Air Swim. The creature finds that the sight of themselves in the air charging a ship is a particularly frightening image to its prey.

Magic: The Devil Kraken knows the following *Ocean Magic* spells (see **Rifts® Underseas** or **Rifts® Book of Magic**): Air Swim, Breathe Air, Water Pulse, Flying Fish (only on itself, which is a truly marvelous sight to behold), Impervious to Cold, Water Wall, Impervious to Electricity, Whirlpool, Communicate with Sea Creature, and Change Current. Also knows the *Water Elemental spells* of Command Fish, Hail, Shards of Ice, Wall of Ice, Hurricane, and Summon Storm. Cast as an 8th level spell caster.

Psionics: None.

Allies: None per se. Loners, most Devil Kraken don't even like to associate with their own kind. However, the monster has been known to command small groups (2-8) of lesser sea creatures such as Horned Demon-Fish, Aqua Hydras, and Water Serpents.

Enemies: Humans, Horune Pirates, Splugorth, and anyone else who is invading their territory or dares to challenge or fight them. Their list of enemies changes as quickly as they can change their minds, and the list keeps growing.

Habitat: So far, they have only appeared in the waters of the Long Island Sound. Theoretically, they could live anywhere there is water since they can exist in both salt and fresh water.

Giant Ruin Worms

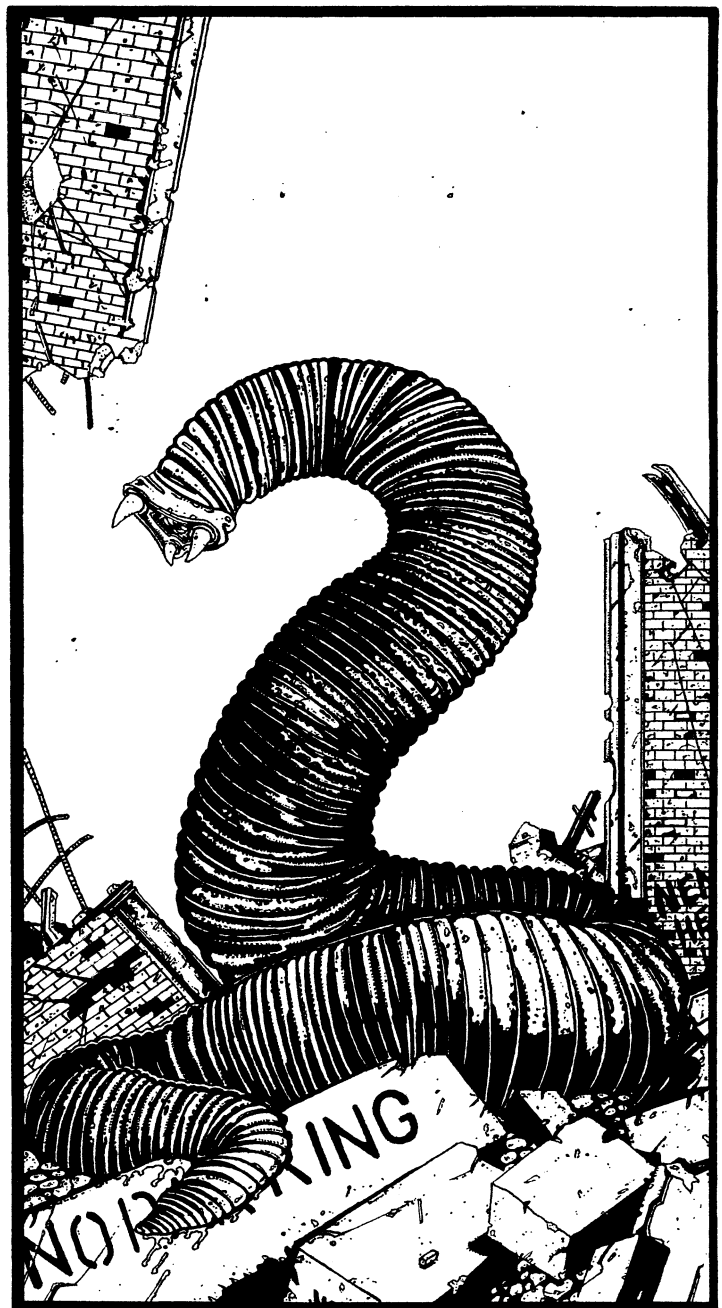
Many believe these giant devouring worms may be cousins to the notorious *Worms of Taut*. Others claim that Giant Ruin Worms follow open Rifts and appear as a side product of a Shifter's or Ley Line Rifter's magic gone terribly wrong.

Ruin Worms appear to be little-known, minor supernatural monsters who exist almost exclusively in the ruins of great civilizations throughout the Megaverse. Places where great cities have collapsed from war or natural disaster. Why the Giant Ruin Worms make their homes in such places is unknown, but may

be related to the same psychic energy and imprints that attract so many Entities to Madhaven. Consequently, Madhaven and Jersey Side have the most Ruin Worms ever recorded in North America, but other notable city ruins, including Washington D.C., Boston, Old Bones (until they were wiped out), Windsor, Detroit, Old Chicago, St. Louis, Calgary, Mexico City, and others, are also known to have small numbers of these beasts living under the ruins.

Whatever the case, Giant Ruin Worms first appeared sometime after the Great Cataclysm and have lived in Madhaven and Jersey Side ever since. The creatures dig through the wreckage, feeding on any living creature they can find, from rodents to people, Ruin Rats, Ruin Lizards, mutants, demons and animals. Anything the beast can swallow is fair game.

The worms are aggressive and have ravenous appetites that never seem to be satisfied. Even though their metabolism processes their food at such a slow rate that they only need to eat once every month, the worms are constantly on the prowl for



food. They hunt day and night by sensing vibrations through the crumbled rock and steel of the ruins they inhabit. They are smart enough to discern the deliberate footsteps of a humanoid, the thrum of a machine or the random clunk of falling rock. Their amazing senses also allow them to tell whether or not the vibrations are caused by something much too large for them to take down, such as a large vehicle or giant robot, or a nice, man-sized morsel. They are smart enough to know that the sound of machines and vehicles means humanoid prey, so the Giant Ruin Worms come, erupting from the earth to gobble up adventurers and to tear people from their vehicles. Men at arms may be swallowed whole, armor and all. Not all worms go with the direct approach, and many, especially lone hunters, wait until the people disembark from their vehicle or make camp to retire for the night to strike. Either way, Ruin Worms spell trouble.

The Haven Mutants and Giant Ruin Worms share an odd relationship: Both live underground and both hunt and eat each other. The Haven Mutants find the soft, greasy and fatty meat of the worms to be flavorful and filling. Dyno-Men and Mantis Men find the goopy flesh of Ruin Worms particularly delicious, while Pseudo Men, Leopard Men and Quill Men only eat the worms when absolutely necessary.

Furthermore, since the giant worms usually swallow their meals whole, there is the occasional energy weapon, reusable piece of armor, magic item or other prize inside the belly of the beast. Most Haven Mutants hunt and kill Giant Ruin Worms even when they don't need them for food. This is part of a perpetual extermination campaign to keep the worms' numbers low. Mutants and humanoids, you see, are the Giant Ruin Worms' favorite prey, and they're one of the reasons the mutant population remains so low. (**Note:** The mortality rate in Madhaven for mutants is terrible, with the average life expectancy being 39 years of age.) Most other predators, animals and demons run when the worms appear, and Undead Horrors and the worms leave each other alone, so it's left to the Haven Mutants to destroy them. Horune Pirates capture or buy the leviathans for resale to the gladiatorial arenas of Atlantis, so mutants may also capture and sell young Giant Ruin Worms.

Giant Ruin Worms have learned where the mutants live, and the threat of one or two breaking into the subway tunnels is a constant danger. Fortunately, the same Mega-Damage walls and ceilings that prevented the collapsing buildings from smashing the subway tunnels to dust are strong enough to keep the worms out. Unfortunately, there are many breaches in the walls, and the mutants' homemade tunnel networks and extensions are not made with M.D.C. materials. A hungry Giant Ruin Worm has been known to devour as many as 20 people before leaving on its own. Ruin Worms are survivors and will not fight against impossible odds or a powerful enemy, retreating to find easier prey.

Giant Ruin Worm Stats, NPC Monster

Alignment: Considered to be Diabolic predators.

Attributes: I.Q. 1D4+3 (high animal I.Q.), M.A. 1D4, M.E. 2D6, P.S. 4D6+6 (Supernatural), P.P. 2D6+4, P.E. 5D6, P.B. 1D6, Spd 4D6+50 underground and underwater (roughly 38 mph/61 km), 1D6+25 (18-20 mph/29 to 32 km) on the surface. Supernatural Strength and Endurance.

Average Size: 28-36 feet (8.5 to 10.9 m) long, 6-8 feet (1.8 to 2.4 m) wide; the worms are widest in the middle. Their mouth is approximately 6 feet (1.8 m) wide and can swallow a man whole.

Weight: Up to 8 tons.

M.D.C.: 5D6x10+60

Horror Factor: 16 (11 for Haven Mutants who are used to battling the monsters).

P.P.E.: 4D6

Life Span: Unknown, at least 90 years, possibly three times that.

Natural Abilities: The worm secretes a greasy substance that helps it move through rubble and dirt. This also makes them impossible to grapple with or easily restrain, and they take only half damage from blunt attacks, including punches, kicks, and body blocks. They have no eyes, ears, or noses, and therefore do not suffer attacks directed at those senses. They do have a very powerful motion detection system, however. Underground, they can sense movement up to a mile in every direction, and can even discern the size, speed, and movement pattern of the object at 95% accuracy. Underwater, their range is limited to 3000 feet (915 m). In open air, their range is a pitiful 20 foot (6.1 m) diameter, but they are still formidable hunters and combatants. The giant maw, with its three, giant, spiked teeth, contains heat receptors that enable the Ruin Worm to "see" heat signatures emanating from living prey; range 300 feet (91.5 m). This means the worms are also impervious to Horror Factor and illusions.

Bio-Regenerates lost M.D.C. at a rate of 4D6 points per hour and can completely regenerate a lost tail/body section in 1D6+4 days.

Land Navigation 70%, Swim 70%, and Prowl at 60%; cannot climb nor squeeze through small openings, but may hammer its way in knocking down walls caving in ceilings and sifting through the earth and debris to find the bodies of those hurt and trying to eat.

Magic: None.

Psionics: None.

Attacks Per Melee Round: Three.

Damage: A head butt or tail swat does 5D6 M.D., a bite does 1D4x10 M.D., but Ruin Worms try to attack by swallowing a victim whole, then disappearing underground. They can swallow a humanoid up to 9 feet (2.7 m) tall, and will swallow men in body armor or power armor. Ruin Worms only fight to eat, but they are always hungry. Their preferred tactic is to come up directly underneath or just behind a potential meal, break through the earth or rubble and swallow the prey whole. Another tactic is to pop up in the middle of a group, and another is to corner a group and swallow them up one after another as they try to run by it, or whimper in a corner. When done eating, or if the prey proves to be too powerful (i.e., reduces the creature's M.D.C. by half) the monster goes back underground. **Note:** Ruin Worms can pop out of the ground and strike, swallowing a person whole in two melee actions.

Being swallowed inflicts 4D6+4 M.D. to its prey every melee inside the monster's gullet as the worm's powerful

muscles churn and crush its food. Digestion is a slow process. Doing adequate damage to kill the creature will slice it open and enable anyone trapped inside to escape. Victims who survive being swallowed can try to attack the beast from within, but any handheld weapons are almost certainly torn from their grasp by the rending muscles, and any physical attacks (punches and kicks) are ineffective (no leverage, no damage), because the arms and legs are pinned by the contracting and churning stomach muscles. However, attached and natural blades, energy weapons that are fired from the forearms or eyes, and psionics may be used in an attempt to escape. This means combat cyborgs have the best odds of success. An S.D.C. humanoid will be killed in a matter of minutes, but digested in four days, while a Mega-Damage creature or someone inside M.D.C. environmental armor will take up to three weeks.

Bonuses (in addition to likely attribute bonuses): +1 on initiative, +5 strike, +1 to dodge, +1 to roll with impact, +5 save versus mind control, impervious to possession, poison and Horror Factor.

Magic: None.

Psionics: None.

Allies: None; tolerate their own kind and sometimes travel in pairs or groups of three; never attack in greater numbers.

Enemies: Preys on humanoids of every variety, as well as Ruin Rats, Ruin Lizards and other large animals, but has no natural enemy per se.

Value: Their meat is edible to humans, though it is a bit of an acquired taste.

Habitat: Lives in the ruins of great cities throughout the Megaverse, Madhaven and Jersey Side are just two of them. Can also be found in old mines, tunnels, and natural caves.

Head Worms

Head Worms are horrific, semi-intelligent predators from another dimension. They are found in *Madhaven* and *Jersey Side*, where an estimated 2000-3000 are believed to inhabit each location. The only other places these creatures are known to exist are the ruins of *Old Chicago*, *Detroit*, *Windsor*, and *Saint Louis*, but nowhere else, and at a fraction of the numbers found in the East.

Head Worms have long, thin, soft, Mega-Damage bodies that resemble a worm or caterpillar, but a disproportionately massive head. The head and body is a pink, fleshy color with mottled patches of grey, purple, and black. Blue veins also bulge at places on the head, hand and arms. There are no obvious eyes, but close inspection shows a pale blue orb the size of a grape toward the back of the skull near the neck. In addition, there is a curved line of 5 or 6 tiny, black eyes that run along both sides of the jaw-line. Each is the size of a pea and barely noticeable among the veins and other lines and wrinkles on the head and jaw. That means the creature has a total of 11-13 eyes.

The mouth is hideous, filled with small, sharp teeth set into a large set of protruding gums. The tongue looks more like a serpent's tail and can shoot out like a dart to stab S.D.C. prey like a harpoon on a tow line. (Does 3D6 S.D.C. damage and can pull

anyone with a P.S. less than 15 right into its mouth in 1D4 melee actions!)

The horrible looking thing also has 1D4 arms, but in the case of two or more, they are scattered across the length of the body, with the first one being 2-3 feet (0.6 to 0.9 m) from the base of the head. The arms are small and spindly. The hands, tiny and frail looking. Hands and arms are used to grab, hold and use weaponry from melee types to modern guns.

Although Head Worms look and act like wild animals, they actually possess low human intelligence and can be reasoned with and even befriended and commanded like combat troops. Head Worms are extremely aggressive and don't care about art, philosophy, beauty or peace. They like to hunt, fight and kill! This makes wild Head Worms dangerous predators with human cunning. Domesticated Head Worms are kept by Haven Mutants as savage pets, guardians, hunters, trackers and trained attack animals. In fact, many a mutant owner keeps his Head Worm on a leash, to rein it in as necessary.

For reasons unknown, juvenile Head Worms take to *Pseudo Men* and happily serve them like a loyal pet or an adoring child. However, even a *tame and friendly* Head Worm goes wild in combat, attacking over the slightest provocation or threat. When in *attack mode*, the beast will charge against overwhelming numbers of enemies or more powerful menaces, and fight to the death, especially when protecting one of its Pseudo Men masters or younglings. As a result, Pseudo Men often collar and leash their . . . um, comrades to keep them under control or from running off to hunt and kill. Surprisingly, Head Worms never attack their owners/handlers, even under the most emotionally volatile situations.

Many Rogue Scholars and Scientists suspect Head Worms may actually be a sub-demon of some kind from an unknown dimension. However, nobody on Earth seems to have any idea where that might be. Even the Splugorth, who capture the monsters for combat in the gladiatorial arena and use as attack animals and shock troops, have never seen them anywhere except a few select locations on Rifts Earth.

Head Worm Stats, NPC Monster or Pet/Companion

Also known as Hunter Worms and Worm Slaves.

Alignment: Considered Miscreant or Diabolic evil.

Attributes: I.Q. 1D6+4 (low to average human intelligence), M.A. 3D4+2, M.E. 2D4+2, P.S. 2D4+12, P.P. 1D4+16, P.E. 2D4+12, P.B. 1D4, Spd 3D4+12.

Average Size: 7-12 feet (2.1 to 3.6 m) long from tip of the nose to the end of their tail. Can stand on their tail, like a cobra, up to two-thirds their total length.

Weight: 300-450 pounds (135 to 202.5 kg).

M.D.C.: 3D6+28 +P.E. attribute number, and an additional 2D6 per level of experience. May wear body armor.

Horror Factor: 15

P.P.E.: 4D6+8

Life Span: Unknown, at least 50 years.

Natural Abilities: Low to average human intelligence, but functions on two-thirds instinct and emotion, and one third intellect. Emotionally charged and aggressive. Quick to combat and merciless in battle. Drinks the blood of its victims

and eats their internal organs, as well as road kill and carrion. Impervious to spoiled meat, foul water and most diseases. Bio-Regenerates lost M.D.C. at a rate of 2D6 per hour and can completely regenerate a lost tongue, teeth, eye, arm and tail/body section in 1D6+4 days. Moves by slithering like a snake. The arms are only used for rappelling/climbing, combat and handling weapons.

Language (special): They can speak single words and short phrases (“attack,” let go me,” “no hurt friend or you die,” “go now,” “kill,” “die,” “charge,” and similar), but more often than not, they growl and howl like dogs, and shriek and scream like banshees in combat. Has a natural aptitude (probably psionic based) for language and can understand and speak any language after hearing it for only 1D4 days.

Advanced Sight (special): Nightvision 1000 feet (305 m), see the infrared and ultraviolet spectrums of light, see the invisible, see in murky water and fog.

Skill-like Aptitude: Natural Prowl 50%, Climb/Rappel 75/75%, Swim 70%, Land Navigation 80%, can smell blood

up to 4000 feet (1219 m) away, track blood scent 80%, track by sight (following tracks and signs) 65%.

Average Level of Experience: 1D4+2.

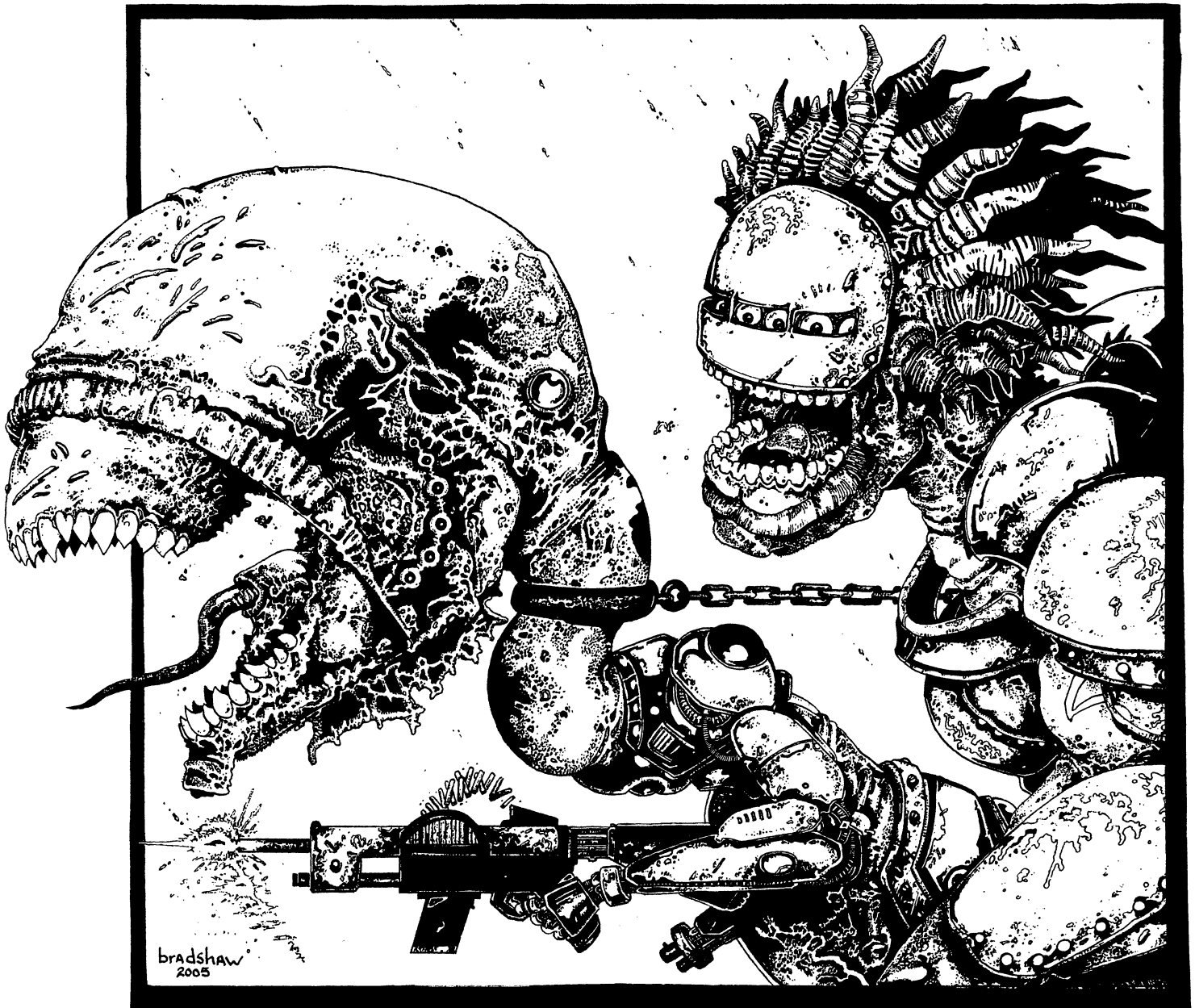
Attacks Per Melee Round: Four to start, +1 at levels 2, 4, 6, 8, 11 and 15.

Damage: 3D4 M.D. from a bite attack, 1D4 M.D. from a punch, head butt or tail strike, or by weapon.

Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to strike, +1 to parry, +3 to dodge, +2 to disarm, +4 to roll with impact, +3 on Perception Rolls, +2 to save versus Horror Factor, +4 to save versus poison and disease, and is impervious to possession, and damage from spoiled/rotting meat or diseased blood. Also seems to be impervious to the psychic imprint of Madhaven, though their violent nature stems, in part, from the emotions trapped in this hellish land.

Magic: None.

Psionics: Considered a Minor Psychic with the following abilities: Mind Block (4), Deaden Senses (4), Death Trance (1),



Telekinetic Push (4), plus one Physical Psionic ability of choice. **I.S.P.:** M.E. attribute number x3 +2D4 per level of experience.

Allies: Their own race, Pseudo Men, Crazies, Psi-Stalkers, Shifters and certain ordinary humans. Why these people or O.C.C.s seem to strike their fancy more than others is anybody's guess.

Enemies: Head Worms hate Caterpillar Men, Undead Horrors, Vampires, demons (even though they may be a sub-demon themselves), Ruin Rats, Ruin Worms, the Splugorth and their inhuman minions (all of them, including Horune Pirates), and anybody who strikes them the wrong way. And once they decide they don't like someone, they seldom change their minds. Head Worms dislike most creatures of magic, including dragons and Faerie Folk, as well as spell casters and other practitioners of magic. Nor are they fond of cyborgs, Metal Morphs, Leopard Men and *humans* in general, except to eat them. They view most humans as treacherous creatures not to be trusted. The only exception being the human(s) the worm happens to take an inexplicable liking toward. Head Worms regard *Haven Mutants* as something other than human, even if their ancestors started out as human beings long ago.

A natural hunter, the beasts primarily prey upon Ruin Rats, Ruin Worms, Undead Horrors, and lesser demons, but will also attack and eat humans, D-Bees, and large animals, especially when hunting is thin.

Value: Horune Pirates and other Slavers will pay 10,000-15,000 credits for one Head Worm, but most mutants, especially Pseudo Men, won't sell their ugly little buddies, and have warned Slavers to back off. No Head Worm hunting allowed in Madhaven.

Habitat: Known only to exist (a few thousand) at Madhaven and Jersey Side, but small numbers (a few dozen to a hundred) have been encountered over the years in and around Old Chicago, Detroit, Windsor, Saint Louis and Washington DC.

Onion Heads

Whenever a small vegetable garden, berry patch or mushroom garden is found among the Madhaven ruins, you can bet that 2D6 Onion Heads are nearby. At first glance, Onion Heads may appear to be some sort of plant being, but they are actually small, slug-like creatures with tentacles for their hands and feet, a short tapered body and a large, bulbous head. They try to "blend in" among humanoids by wearing clothes, such as a shirt and/or jacket, a pair of pants, scarf and a hat, but the clothing only accentuate their huge heads, giving them an even more pronounced "onion-bulb" appearance. The mouth is a long slit with tiny, dangling tentacles that resembles the mouth of a catfish or a creepy looking mustache. Their eyes are the two dark slits above their mouth.

Onion Heads can eat just about anything from meat and processed foods to fruit, vegetables and rotting garbage, but they are, by choice, vegetarians who grow gardens and prefer to eat fresh fruit, nuts and vegetables.

The little farmers seem harmless and incapable of defending themselves, but appearances can be deceiving. They secrete an

acid through their skin that dissolves organic material, including human flesh! This natural defense makes them unsuitable to eat by predators (the acid burning their attacker's mouth, tongue and skin). The acid is also used to dissolve and liquify organic material/food and so the slug beings can lap it up with their mouth or absorb it through the skin of their tentacles. The little fellows also possess a small, but impressive range of psionic abilities used to protect themselves and their gardens.

Onion Heads don't mind other people as long as those people don't steal from their gardens. Those who steal even a single item or damage a single plant are chased away with pitchforks, rakes and shovels, or laid low by psionics, killed, dissolved by acid, and eaten or diced up and used as fertilizer! The lucky victims of an Onion Head are captured and traded away to slavers or mutants for seed or fresh produce. Thus, "lucky" is a relative term and the victim is lucky only in that the Onion Heads haven't immediately slain them.

Onion Head Stats, NPC Monster or Companion

Alignment: Considered Anarchist (60%), Miscreant (20%) or other selfish or evil alignment.

Attributes: I.Q. 1D6+6 (low to average human intelligence), M.A. 1D6+4, M.E. 1D6+6, P.S. 1D6+10, P.P. 1D4+6, P.E. 1D6+10, P.B. 1D6, Spd 1D6+2.

Average Size: 3½ to 4½ feet (1.1 to 1.4 m) tall from the top of the head to the bottom of their . . . um . . . tentacles.

Weight: 60-90 pounds (27 to 40.5 kg).

M.D.C.: 2D6+10 +P.E. attribute number and an additional 1D4 per level of experience.

Horror Factor: 9

P.P.E.: 2D6



Life Span: Unknown, believed to be 1D4x10 +60 years.

Natural Abilities: Low to average human intelligence, but instinctively knows all about growing and caring for plants, tending crops, and the basics of botany. Quiet and peaceful, Onion Heads tend to keep to themselves, fighting only if they or their gardens fall under attack.

Nightvision 1000 feet (305 m) and can see in murky water. Bio-regenerates lost M.D.C. at a rate of 1D6 per hour and can completely regenerate a lost tentacle, eye, or body part in 2D6+24 hours. Uses two of its four tentacles two walk upright and two as arms, but can also crawl on its belly, climb and swim. The tentacles can be used to wield weapons and tools by wrapping around them. Impervious to rotten food, foul water, chemical poison, acid and diseases.

Acid Secretion (special): Onion Heads eat their food by secreting a powerful, organic acid that melts and liquefies organic material such as fruit, vegetables, and meat within one minute (4 melee rounds). Organic acid can be released along one tentacle, the mouth or over the being's entire body. The latter is used as a means of self-defense, inflicting 1D6 S.D.C. damage to anybody who touches or strikes the Onion Head; double damage to soft tissue like the mouth and tongue. Likewise, releasing the acid along one of its tentacles adds 1D6 damage to its punches (2D6 S.D.C. total). **Note:** The organic acid affects both S.D.C. and M.D.C. skin, but only does one point of Mega-Damage (1D4 M.D. to the mouth and tongue). The acid has no effect on dense materials such as wood except to mar the surface with a chemical stain. Nor does the acid have any effect on rock, glass, plastic or M.D.C. materials, only plant life and skin/flesh/meat.

Advanced Sense of Taste (special): Can recognize specific poisons, drugs, impurities, ripeness, and ingredients by taste. Must liquify with body acid, first. Base skill: 66% +2% per level of experience.

Aquatic Abilities (special): Hold Breath for up to one minute per P.E. point, Swim 88%, survive depths of up to 800 feet (243.8 m).

Climb Walls (special): Onion Heads can stick to and climb walls and even ceilings but move at one third their normal speed, lose one melee attack/action, and leave a chemical trail/stain.

Language: Other (special): Understands American and can speak it in a garbled, squeaky, chipmunk-like voice. Their Language: Other skill proficiency is at the base number plus bonuses for level advancement. May also use psionics to communicate. Seldom learns more than one language, so the Onion Heads in Madhaven only speak American.

Skill-like Aptitudes (instincts): Botany 75%, Brewing 80%, Climb 90%/85%, Dowsing 65%, Holistic Medicine 60%, Identify Plants & Fruit 98%, Land Navigation 75%, Preserve Food 95%, Prowl 60%, and Recycling 60%. Can track the scent of fruit and vegetables up to 1000 feet (305 m), double for rotting produce or prepared food while it is cooking; 68% +2% per level of experience to follow the scent trail, +12% to identify the food item(s) by scent alone.

Average Level of Experience: 1D6+3.

Attacks Per Melee Round: Three to start, +1 at levels 3, 8 and 12.

Damage: By acid, psionics or weapon. Punch/tentacle strike does 1D6 S.D.C. damage (double damage if tentacle is covered with acid, and is effective against unarmored opponents in ordinary, S.D.C. clothing or bare skin).

Bonuses (in addition to likely attribute bonuses): +1 to strike and parry, +2 to dodge, +1 to disarm, +3 on Perception Rolls, +3 to save vs possession, +3 to save versus Horror Factor, impervious to poison, disease, and rotten food, and also seems to be impervious to the psychic imprint of Madhaven.

Magic: None.

Psionics: Considered a Major Psychic with the following abilities (including a couple Super-Psionic powers): Commune with Spirits (6), Empathy (4), Meditation (0), Mind Block (4), Psychic Diagnosis (4), Psychic Purification (8), Telepathy (4), Bio-Manipulation (10) and Electrokinesis (varies). Also impervious to the vocal and psionic influences of Caterpillar Men. **I.S.P.:** M.E. attribute number x10, +1D4+4 per level of experience.

Allies: Onion Heads tend to stick to their own kind in small groups of 2D6. They tolerate humans, mutants and other beings who are friendly and don't steal from their gardens (not even a seed). Onion Heads may invite people into their gardens and subterranean homes (small caves, crevices and shallow holes) and willingly share their food, as long as it is an Onion Head who harvests the food, not the visitor. (They're not about to let a clumsy human pick what they want.) In fact, being offered food by an antisocial Onion Head is a great compliment.

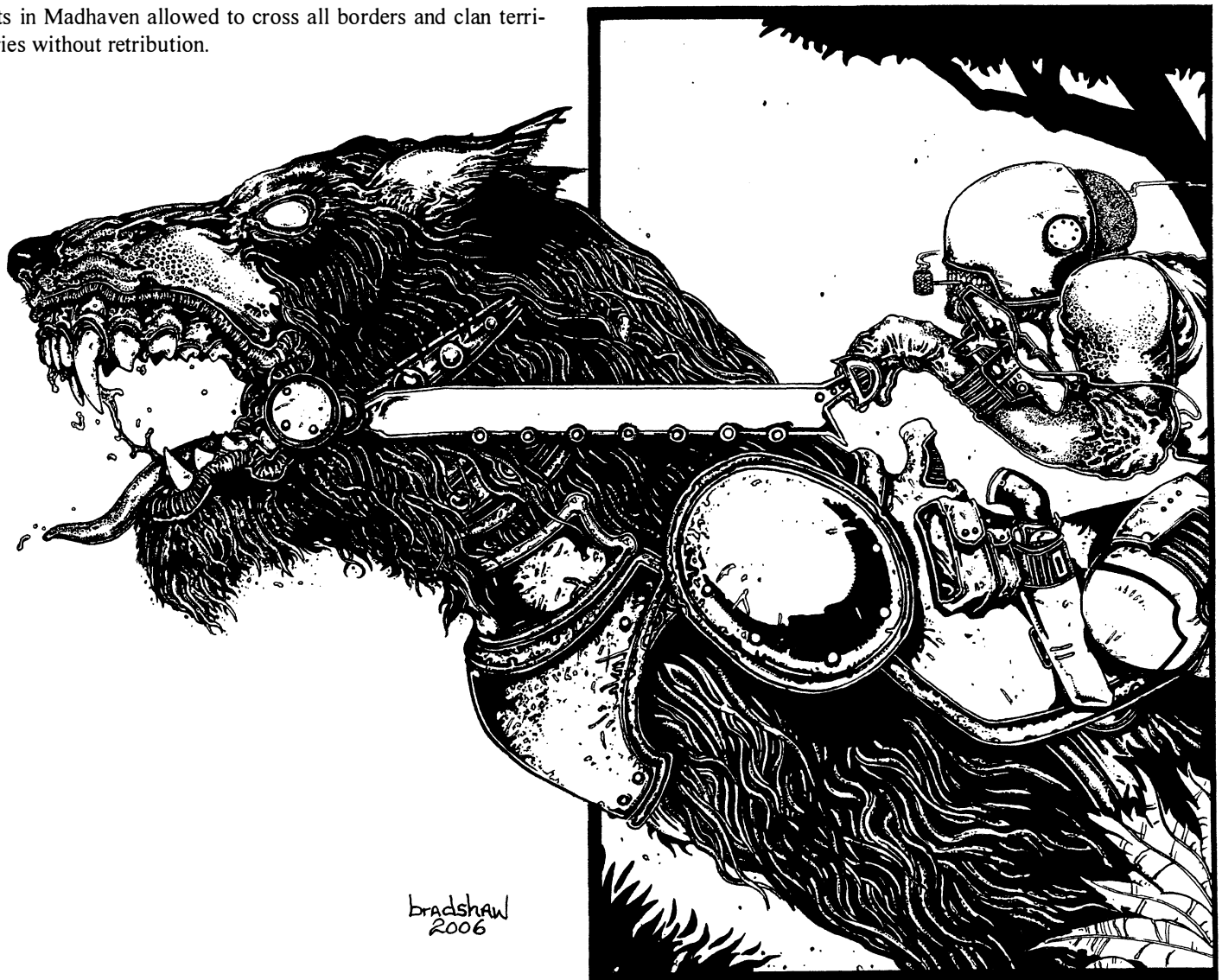
Haven Mutants come to the weird little beings to get their help in diagnosing injury and illness, as well as getting medicine or medical treatment by trading seeds, fruit, vegetables, grain, jam, preserves and similar items, but especially seeds and vegetables. One may win an Onion Head's favor by giving him seeds and vegetables without wanting anything in return and by chasing away birds, rodents, humanoids and other pests that may plunder a vegetable garden. Break the stem of even one plant or crush a single bulb, however, and the Onion Head may instantly turn cold, distant or angry.

Enemies: They hate Caterpillar Men on general principle and *never* trust anything they say. Onion Heads don't care much about other beings or the outside world, just their gardens and their own needs. Invade or damage their garden, or try stealing from it, and the Onion Heads will attack with a surprising fury and intensity. They show no mercy to thieves who fall to their attack, incapacitating or killing them and using their corpses for food, trade or compost. They loathe Ruin Rats and other vermin that threaten their gardens, including humans. Threaten an Onion Head or its garden and expect lethal retribution by the entire clan. **Note:** Although most everyone in Madhaven complains about the stingy little runts, most people are happy to have them around. Locals disguised with masks raid Onion Head gardens and winter stockpiles when desperate for food and sometimes for fun.

Value: None per se. The organic acid secreted by the Onion Heads can not be preserved or used on weapons.

Habitat: Only a few hundred are known only to exist scattered throughout Madhaven and Jersey Side. Clans seldom number more than 10 or 12. Onion Heads are among the few inhabit-

ants in Madhaven allowed to cross all borders and clan territories without retribution.



Phantom Wolf

Living in the vast wooded areas surrounding Madhaven is a massive type of Wolf-like creature known as the Phantom Wolf. Throughout history, rumors of large, black dogs and wolves with a supernatural ability to evade detection or capture have persisted in the northeastern United States, Pennsylvania, New Jersey, and New York especially. Whether or not the Phantom Wolf is a survivor of the Great Cataclysm or an extra-dimensional creature from beyond the Rifts is unknown.

The Phantom Wolf is a vicious hunter who may stalk its prey for days, often engaging in cat and mouse games to weaken or break the spirit of those it hunts. The massive beasts stand 6-8 feet (1.8 to 2.4 m) tall at the shoulders, and their huge jaws are large enough to bite a man in half. The Phantom Wolf has shaggy black hair, and males are distinguished by a short mane or scruff around their necks. The beast has broad shoulders and powerful leg muscles that ripple under their fur when they run. The eyes glow a faint blue that can be seen at night or in the darkness as they follow their prey.

Evil Mystic Knights, Psi-Warriors, Necromancers, Knights of the White Rose, Simvan Monster Riders, Psi- Stalkers, and

daring barbarians and warrior types may try to capture and train a young Phantom Wolf as a guardian, attack animal or even as an exotic riding animal. They are attracted to the beasts for their intelligence and ability to learn and train easily as much as for the beast's raw strength, speed and special abilities. When used as a mount, a Phantom Wolf can engage its natural abilities to conceal both itself and its rider – both becoming semi-transparent and intangible like a ghost! A creature of magic, the Phantom Wolf's bite and other attacks inflict Mega-Damage and can harm the supernatural creatures of Madhaven, including Entities! The Keepers of the Garden have even begun a breeding program which has so far produced 35 Phantom Wolves used by the Order of the White Rose for the purpose of combat mounts. There will be 4D6+5 Phantom Wolves in the stables at any given time being groomed, healed, or undergoing training. When used in combat by the Order of the White Rose, the wolves are generally given a special, TW barding to provide additional M.D.C. protection.

Phantom Wolves are P.P.E. vampires who feed on the P.P.E. of their kills rather than on their flesh or blood. This means they prey on large animals, humanoids, demons and creatures of magic.

Dark Hounds and Phantom Wolves are kindred spirits and regularly share each other's company (see Psyscape for details on Dark Hounds). As a result, Phantom Wolves have been known to follow Dark Hounds, protect them, and sometimes hunt with them as a member of the Dark Hounds' pack.

Phantom Wolf, NPC Monster

Also called Black Dogs, Black Hounds, and Ghost Dogs.

Alignment: Any, although wild Phantom Wolves are usually regarded as Anarchist or Miscreant because they attack and kill humanoids and intelligent creatures.

Attributes: I.Q. 1D6+4 (high animal I.Q.), M.E. 1D6+10, M.A. 2D6+10, P.S. 2D4+20 (Supernatural), P.P. 1D6+16, P.E. 1D6+20, P.B. 1D6+12, Spd 2D4x10+40 (41 to 120 mph/65.6 to 192 km). Supernatural Strength and Endurance.

Average Size: 10-13 feet (3 to 3.9 m) long from tip of the nose to the rump end, the long, furry tail being an additional 3-4 feet (0.9 to 1.2 m) long. The Phantom Wolf stands 6-8 feet (1.8 to 2.4 m) tall at the shoulders.

Weight: 900-1200 pounds (405 to 540 kg).

M.D.C.: 3D6x10+50 plus 3D6 M.D. per level of experience (more reflective of age).

Horror Factor: 14

P.P.E.: 1D6x10 +P.E. attribute number.

Life Span: 2D6+28 years.

Average Level of Experience: 1D4+2.

Natural Abilities: Can leap 10 feet (3 m) high and 20 feet (6.1 m) lengthwise, excellent Nightvision (2000 feet/610 m), See the Invisible (constant), Land Navigation 80%, Prowl 72%, Swim 70%, Track by smell/scent 70% (+15% to follow the scent of magic, i.e., magic spells and magic weapons as they are being used, and the scent of creatures of magic such as Faerie Folk, dragons, and others). Bio-regenerates 3D6 M.D.C. per hour.

Phantom Walk (Special): The Phantom Wolf can, at will, turn itself and its rider into a phantom – semi-transparent and intangible as a ghost or spirit! **Duration:** One minute per level of the wolf. Requires a five minute rest between uses, double the duration near a ley line or nexus (within 4 miles/6.4 km) and Phantom Walk can be maintained indefinitely when actually on a ley line. The wolves often use this form to hunt, frighten people, or to investigate an area without risking personal harm. The transformation takes one action.

Phantom Walk has three distinct advantages: **1)** Wolf and rider become completely silent, they cannot be detected by technological sensors/scanners (including heat and motion detectors), and they enjoy a bonus of +20% to prowl. They can still be seen, but not heard, even when the rider speaks to his wolf mount. Only psionic and magical means of communication can reach the physical world.

2) In Phantom form, the creature and its rider can harm ghosts, Entities, Astral Beings, and similar otherwise intangible beings. Of course, they can be harmed by the spectral be-

ings they attack. Likewise, they can be harmed by attacks, magic and psionics that would normally hurt spirits, ghosts, Astral Beings, or Entities.

3) Cannot be harmed by attacks from the physical plane while Phantom Walk is engaged. Bullets, rail gun rounds, energy blasts and explosive impact all pass through the animal and rider without harm. However, the Phantoms can *NOT* attack or hurt people in the physical world while the Phantom Walk is engaged, not even by magic or the use of psionics that affect the physical body. Wolf and rider must cancel the intangibility and become solid again to attack in the physical world. **Note:** Despite being intangible and ghostlike, the Phantom Wolf and rider can *NOT* walk through walls or physical barriers. Similarly, if the rider dismounts from the Phantom Wolf while intangible, he instantly becomes solid and visible again.

Attacks Per Melee Round: 5 attacks per melee round.

Damage: Bite attack does 3D6 M.D., clawing or pounce attack does damage as per Supernatural P.S. (typically 2D6 or 3D6 M.D.).

Bonuses (in addition to likely attribute bonuses): +1 on initiative, +4 to strike, +4 to Automatic Dodge, +4 to save vs Horror Factor, +2 save vs psionic and magic attacks, +5 save vs poisons, drugs, or disease, and +2 to Perception Rolls. Trained Phantom Wolves can be controlled by their rider in the same way as an equestrian can control his horse.

Magic: Chameleon (6), Sense Magic (4) and Shadow Meld (10). **P.P.E.:** 1D6x10 +P.E. attribute number. Duration is as per level of the wolf's experience.

Psionics: None.

Allies: Their own kind and Dark Hounds. Like Earth canines, there also seems to be a certain affinity toward humans, Psi-Stalkers and Simvan, allowing for the animal to be tamed and trained by people, including Haven Mutants if raised from a pup or a young animal (under two years old).

Enemies: Ruin Rats, large animals, humanoids, supernatural beings, and creatures of magic. Phantom Wolves have come to recognize the Minions of Splugorth, particularly Slavers, Blind Warrior Women and Horune pirates (all of whom hunt and capture the wolves) as their mortal enemies to be avoided or slain. **Note:** Remember, Phantom Wolves are P.P.E. vampires, so their primary prey are creatures with large amounts of P.P.E. (12 points or more, doubled at the time of death).

Value: Used as pets, watchdogs and riding animals by the Haven Mutants, some local barbarians and coveted by the Minions of Splugorth. A domesticated Phantom Wolf is easily worth 30,000 to 60,000 credits; double in Atlantis.

Habitat: Wooded areas in and around Madhaven and throughout the Northeast (Delaware through Maine and into the Canadian Province of New Brunswick).

Ruin Lizard



The Ruin Lizard is not actually a lizard at all, but an alien amphibian like a toad or salamander, but bigger than a horse. It prefers dark, cool, shaded areas, making the ruins of Madhaven and Jersey Side, with their many hiding places, canyons, debris canopy and many dilapidated buildings, a wonderful home. Ruin Lizards eat almost anything; grass, vegetables, fruit, garbage, insects, and rodents, including young Ruin Rats. They never attack people, don't mind people coming around them, and can be somewhat domesticated and ridden like a loping horse. However, only the Leopard Men and the occasional Dyno-Man use the creature as a riding animal.

Ruin Lizards have thick, muscular legs reminiscent of the hindquarters of a bullfrog, and massive, six-fingered feet. The toes actually look like giant, human digits with the capability to stick to walls and wood. This enables the beasts to cling to the sides of buildings, hang underneath bridges and ceilings, and to prowl the ruins without fear of losing their footing even when running at top speed. The animal's head is large and shaped like a watermelon, and the mouth and neck resembles that of a frog or toad. It is the loose, floppy fins that run down the spine and the thick, short tail that gets most people to mistake the beast for a lizard rather than an amphibian. As an amphibian, the Ruin Lizard is an excellent swimmer and can hold its breath for up to 10 minutes. However, like toads, Ruin Lizards prefers cool, shady areas on dry land and hibernate in an underground burrow in the winter.

Although the Madhaven Leopard Men, and others, have learned to train Ruin Lizards as riding animals, they don't make great mounts. For one, they are broad, barrel-chested beasts, making sitting on their backs difficult. Most human-sized riders sit sidesaddle or ride standing, kneeling or in a crouched position (easy for Leopard Men, not so comfortable for others). Only the large Dyno-Men and Savage LummoX can straddle the Ruin Lizard like a horse. Furthermore, the animal runs in a long loping or leaping style similar to a frog rather than a horse or dog, and has the bad habit of leaping up to the side of a wall or hunk of debris, sideways, and bouncing off of it. Running and leaping at vertical and horizontal angles is natural for the Ruin Lizard, and even trained animals forget and do so when in hot pursuit or panic. Many a rider has taken a nasty tumble when his Ruin Lizard leaped and turned sideways or clung to the side of a building.

Ruin Lizard Stats, NPC Monster

Alignment: Considered Anarchist or Unprincipled. Most Haven Mutants like Ruin Lizards because they never attack people and eat juvenile Ruin Rats and other vermin.

Attributes: I.Q. 1D4+1 (low animal intelligence), M.A. 1D6+1, M.E. 1D6+6, P.S. 1D6+20 (Supernatural), P.P. 1D6+10, P.E. 1D6+10, P.B. 1D6, Spd 2D6+38 (around 30 mph/64 km). Supernatural Strength and Endurance.

Average Size: 7-11 feet (2.1 to 3.3 m) long from tip of the nose to their rump, the tail is an additional 4-6 feet (1.2 to 1.8 m). The Ruin Lizard stands 5-6 feet (1.5 to 1.8 m) tall at the shoulders and is 4-5 feet (1.2 to 1.5 m) wide in the front, tapering a bit in the hindquarters similar to a frog.

Weight: 1-2.5 tons.

M.D.C. by Location:

Head – 1D4x10+50

Front Legs (2) – 1D6x10+60 each

Rear Legs (2) – 1D8x10+80 each

Hands/Feet (4) – 4D6+25 each

Tail (1) – 1D6x10+30

Main Body – 3D6x10+100

Horror Factor: 9 for those outsiders seeing the Ruin Lizard for the first time. None for the inhabitants of and regular visitors to Madhaven.

P.P.E.: 3D6

Life Span: 2D6+30 years.

Natural Abilities: Nightvision 2000 feet (610 m), Swim 96%, hold breath for 10 minutes at a time, can survive depths of up to one mile (1.6 km), can cling to walls and hang upside down but move at half the usual speed when doing so, and can leap 20 feet (6.1 m) high and 40 feet (12.2 m) across. Tend to be calm, gentle creatures who tolerate humans and other animals.

Play Dead (Special): A Ruin Lizard may also curl up tight to cover its belly and head, and play dead (01-85% chance of appearing to be dead), holding its breath and not moving even when jabbed, punched or bitten.

Average Level of Experience: Not applicable.

Attacks Per Melee Round: Four for females, five for males.

Damage: Bite does 2D6 M.D., a restrained head butt or body bump does 1D4 M.D., a head ram or body block does 1D8+2 M.D. and a rear leg kick does 6D6 M.D. Both a full strength ram and a rear leg kick have a 01-70% likelihood of knocking down human sized opponents up to 8 feet (2.4 m) tall (counts as two melee attacks and the victim loses initiative and two melee attacks). A tail swipe does 1D6 M.D. and a stomp does 1D6 M.D. **Note:** Ruin Lizards tend to flee from trouble or play dead, not stand and fight.

Bonuses (in addition to likely attribute bonuses): +2 strike, +4 to dodge, +6 to automatic dodge while running only, +3 to roll with impact, +4 save versus Horror Factor, and +2 to save versus poisons, drugs, or disease.

Magic: None.

Psionics: None.

Allies: None per se. Often travel in pairs and small groups of 2D6 other Ruin Lizards, but tend to ignore other animals and beings unless they are attacked first.

Enemies: Its size, speed and high M.D.C. makes it an unlikely target for other predators in the Madhaven area. However, a pack of Ruin Rats will attack young, old and injured Ruin Lizards, and at sea, they are the favorite snack of the Devil Kraken. Ruin Lizards feed on vegetation, garbage, rodents and young, sick or injured Ruin Rats. Sometimes attack cats and other small pets.

Value: Only the meat on the legs is edible; taste like chicken, and a 90-100 lb (40.5 to 45 kg) leg sells for 60 credits in the Madhaven region. 700-1400 as a riding animal, but the creature's reputation makes it undesirable to most people in the market for even an exotic riding animal.

Habitat: Known to exist in Madhaven and Jersey Side and in smaller numbers along the East Coast from Maryland to North Carolina.

Ruin Rats

The same mutagenic agent that transforms humans may also be responsible for mutating Earth rats into dog-sized vermin with Supernatural Strength. Wildly aggressive, Ruin Rats have lost any fear of humans and humanoids, and boldly invade camps to steal food or to attack and drag away human prey!

The primordial hatred and fear between humans and rats has only been intensified in Madhaven, where Ruin Rats and Haven Mutants hunt each other for food. The giant rats are most dangerous in packs, because the larger the pack, the more bold and aggressive the rats. A typical hunting or scavenging pack will have 2D4+8 of the vermin, but the largest packs can have 40-60 of them and swarm into a camp devouring any food and organic material they can grab and run off. Worse, the swarm will try to take a few bites out of any humanoids in their path, fight defenders and try to drag away any children or sick or injured people to be killed and eaten at some nearby lair or hiding place. Their favorite food is the Haven Mutants, but they may also attack Ruin Worms, Mystic Knights and outsiders. The Ruin Rats have learned that humans and D-Bees (humanoids in general)

can be easy prey. As a rule, however, a pack of fewer than 20 only target children, one or two healthy humans and people who are sick or infirm. In desperation, they may also attack pets, livestock and even each other, killing and eating the weakest among their number.

Haven Mutants return the favor by hunting and eating Ruin Rats. Fortunately, the food supply of these monsters is very limited. The only creatures they can eat in Madhaven are too strong to be overwhelmed by the rats. This keeps their population just low enough to prevent them from completely infesting the place. They are also just as vulnerable to the Entities and ghosts as any other living creature. Even with all of these factors, however, the rat population is slowly growing. The Knights of the White Rose estimate that in as early as 10 years, there could be too many of the rats for comfort, and they will either wipe out every other life form in the boroughs, or spread outward and start plaguing surrounding communities. Everyone kills these rats whenever they are encountered.

Ruin Rat Stats, NPC Monster

Alignment: Considered Anarchist or Miscreant, because they are disgusting vermin who attack and eat humanoids and intelligent beings.

Attributes: I.Q. 1D6 (low to medium animal intelligence), M.A. 1D4, M.E. 2D4, P.S. 1D6+11, P.P. 1D6+9, P.E. 1D6+15, P.B. 1D6, Spd 22+2D6. Supernatural Strength and Endurance.

Average Size: 3-5 feet (0.9 to 1.5 m) long from tip of the nose to their rump, the tail is an additional 4-6 feet (1.2 to 1.8 m). About two feet (0.6 m) tall on all fours, 3-5 feet (0.9 to 1.5 m) tall standing on hind legs; about the size of a large dog or a small human.

Weight: 100-150 pounds (45 to 67.5 kg).

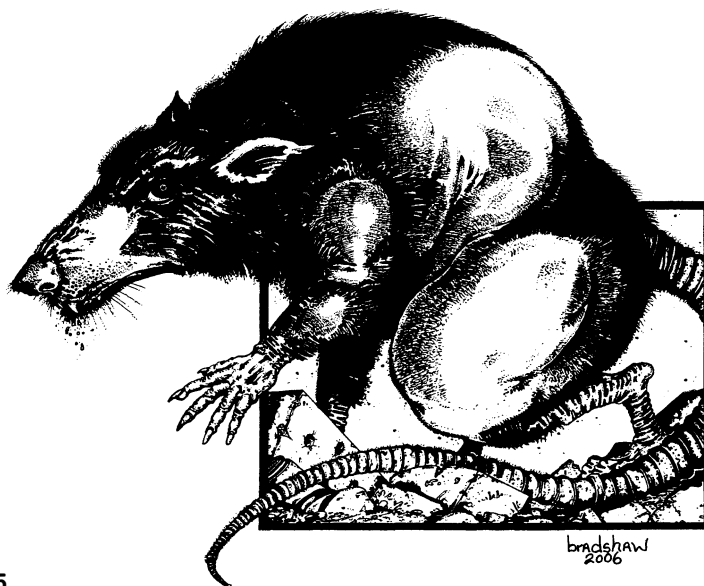
M.D.C.: 4D6+18

Horror Factor: 9 for one, but 16 for a swarm of 10 or more.

P.P.E.: 6D6

Life Span: 1D6+4

Natural Abilities: Nightvision 2000 feet (610 m), natural Prowl 90%, Swim 60%, Acrobatics 70%, leap 10 feet (3 m) high and 20 feet (6.1 m) across (increase by 30% with a running



start), can smell blood and decaying matter up to 2 miles (3.2 km) away, and knows when a creature is sick, or dying. Ruin Rats can also track by scent 80% and squeeze through openings one third the size of the rat.

Attacks Per Melee Round: Four.

Damage: Ruin Rats attack by lunging for the throat, head and soft spots like the belly and clawing or biting. In a pack they may work as a loose knit team, with one rat latching onto the leg with its hands and mouth to impair movement or prevent escape while one or two others attack full force with claws and teeth.

A restrained claw strike does 4D6 S.D.C., a full strength claw strike does 1D6+2 M.D. and a bite does 2D4 M.D.

Bonuses (in addition to likely attribute bonuses): +3 to strike, +1 to parry, +4 to dodge, +2 to roll with impact, +5 to save versus Horror Factor, +1 to save vs psionic attacks, +5 save versus poisons, drugs, or disease, and +1 to Perception Rolls.

Magic: None.

Psionics: Presence Sense (4), Sixth Sense (2), See Aura (6), and See Invisible (4). I.S.P.: M.E. number +3D6.

Allies: Often travel in pairs, trios and packs of 1D6x10 fellow Ruin Rats or ordinary rats.

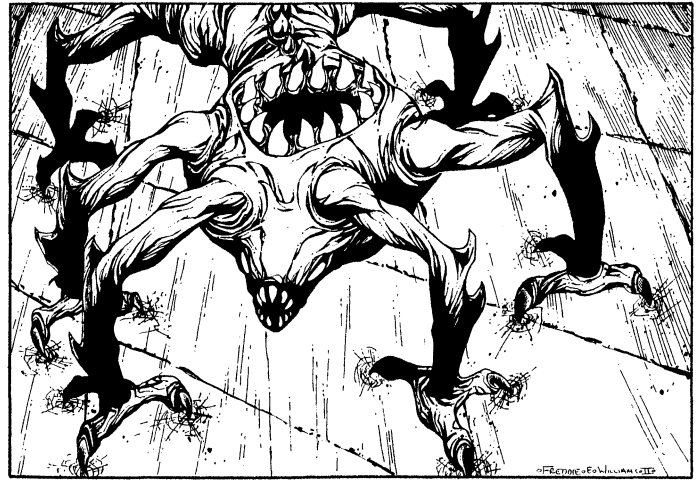
Enemies: Ruin Rats are scavengers and opportunistic predators who feed on the garbage, waste and remains of people. They feed on the corpses of the dead, but will also attack, kill and feed on children, sick and injured people (mutants, D-Bees and humans) and penned or tethered livestock. Bold Ruin Rats in a pack of 6-18 will not hesitate to attack a lone individual or pair of healthy humanoids or large animals, but will flee if their prey puts up too much of a fight and starts to seriously hurt or kill them. A lone individual, someone tied up or imprisoned, those suffering from serious injury or sickness and small children, are at the greatest risk of attack. They prey on weakness and are boldest in large packs.

Value: The meat is edible and surprisingly good tasting (similar to tender rabbit). It sells for one credit per two pounds.

Habitat: Known only to exist in Madhaven, where they exist by the thousands, and Jersey Side, where their numbers are a fraction of that. Why they haven't spread to other places is unknown, but they seem unwilling to leave the Madhaven region.

Toothback Wallcrawler

The Toothback Wallcrawler looks like it should be some kind of demon from the pits of Hell, but it is another creature from an alien world. It has six legs and an insect-like shape, like an ant. It can crawl up and down the sides of buildings, hang from a ceiling, scurry across debris piles faster than a human and squeeze through tangled masses of metal with ease. The skin is wrinkled like a prune, grey colored, but M.D.C. tough. Each leg has two jagged spikes and ends in a three fingered, taloned hand. Each arm/leg is double-jointed so the appendages can bend and twist in unimaginable positions. This enables the monsters to squeeze through wreckage, dangle from strange angles and twist to snare prey, and to hold and shove food into the maw located on its back.



The Toothback has one head but two mouths: a small one in the front and a massive maw on its back. The large mouth on its back is designed to cut and eat large hunks of meat, as well as slice and chop bone (even the M.D.C. bone of the Haven Mutants). It is used primarily after a kill is made and the prey is being eaten, however, the maw can bite and inflict horrendous damage if an attacker (humanoid or animal) should pounce on its back or come within biting range. Otherwise, the Toothback makes its kill using its claws and true mouth. The creature hisses and growls when angry and will fight to the death when cornered. Solitary hunters, Toothback Wallcrawlers are usually encountered alone, unless one happens upon a nest (male, female and 1D4+1 young; the latter with half the stats and do half the damage), or a communal resting area. Toothbacks are found throughout the ruins of Madhaven and Jersey Side and like bats, often gather in a cave or floor of a building where they sleep. Such communal rest areas may contain 3D6+6 of the monsters. If a human intruder (prey) is quiet and doesn't attack or make a sudden move, the creatures will probably ignore him/them. However, if disturbed, frightened or attacked the Toothback lash out in self-defense (or hunger). Thankfully, only one will attack a person at a time. They never attack as a group nor do they ever work as a team, and half are likely to flee rather than fight a group.

Toothbacks may hunt during the day or night, but usually during the day when their favorite prey – humans, D-Bees and mutants – are on the move. They prowl the insides and outsides of buildings, lurk inside tunnels and caves and scurry about canyons and ravines. Toothbacks hate forests and stick to caves, ruins and mountains, including remote areas of the Allegheny and Appalachian Mountains.

Toothback Wallcrawler Stats, NPC Monster

Alignment: Considered Miscreant or Diabolic evil.

Attributes: I.Q. 1D4+3 (medium animal intelligence), M.A. 1D4, M.E. 2D4, P.S. 1D6+16, P.P. 1D6+14, P.E. 1D6+12, P.B. 1D4, Spd 1D6+16.

Average Size: 5-7 feet (1.5 to 2.1 m) long from tip of the nose to the rump; 3 feet (0.9 m) tall, but can stand on hind legs to stand 5 feet (1.5 m; partially erect) or 7-9 feet (2.1 to 2.7 m; fully erect).

Weight: 300-400 pounds (135 to 180 kg).

M.D.C.: 6D6+32

Horror Factor: 13

P.P.E.: 4D6

Life Span: 2D6+26

Natural Abilities: Nightvision 1000 feet (305 m), natural Prowl 60%, Climb walls and sheer cliff facings 85/75%, Swim 50%, Land Navigation 60%, can smell blood and human sweat up to 3000 feet (915 m) away, track by scent 70%, can fit in and through areas much smaller than its body would seem to allow, lands on its feet like a cat from falls as great as 1000 feet (305 m), can leap up to 12 feet (3.6 m) high or 15 feet (4.6 m) lengthwise, impervious to spoiled meat, foul water and most diseases, and can bite, break and devour M.D.C. bone and flesh.

Attacks Per Melee Round: Six, using slashing claws and bite attacks.

Damage: 1D4 M.D. from a punch or swat, 1D6 M.D. from a restrained claw attack, 2D6+3 M.D. per full strength claw attack, 4D6+3 for a power strike (but counts as two melee attacks), 2D4 M.D. for bite attack from the front mouth, 6D6 M.D. from the bite of the back maw. Pounce attack does 1D4 M.D. and has a 01-60% likelihood of knocking human sized opponents up to 7 feet (2.1 m) tall off their feet and causing them to lose initiative and one melee attack. The Toothback then proceeds to attack its prey/victim by clawing and biting.

Bonuses (in addition to likely attribute bonuses): +2 to strike, +4 to parry, +1 to dodge, +2 to disarm, +3 to pull punch, +4 to roll with impact, +4 to save versus Horror Factor, +3 to save versus poisons, drugs, or disease, and is impervious to spoiled/rotting meat and water.

Magic: None.

Psionics: None.

Allies: None, not even its own kind, although they tolerate one another's presence.

Enemies: Preys primarily on mutants, humans, and D-Bees, but may attack livestock and demons.

Value: None, except maybe to Horune Pirates and Splugorth Slavers (100 credits per animal) as monsters in the arena. The Toothback's meat is NOT edible.

Habitat: Known only to exist in large numbers at the Madhaven and Jersey Side ruins, but are also found in small pockets in the eastern mountain ranges.

Undead Horrors (Optional)

"Undead Horrors" is the general term for a host of supernatural undead monstrosities that prowl the ruins. Their numbers are comparatively small (perhaps a few dozen of each), but they are vile, powerful fiends who are a constant threat to the living. They come from an alien dimension accessed by random openings of the Harlem Rift, so they can never be completely exterminated. The Haven Mutants and the Mystic Knights of the White Rose both attack and kill Undead Horrors whenever and wherever they are found. Visiting heroes, Psi-Stalkers and Phantom Wolves who come to Madhaven to hunt supernatural monsters also hunt these, and other, monsters.

All Undead Horrors are twisted, disgusting predatory creatures who live by instinct and prey on mortal beings. Since they are so animalistic and supernatural beings themselves, they are usually left alone by the ghosts and Entities. Haven Mutants battle the undead constantly, and have been known to launch full campaigns and united clan operations to destroy nests of Undead Horrors who plague their territory. Any Undead Horrors who stalk Central Park or even try to pass through Central Park (aka the Gardens) are quickly hunted down and destroyed by the Mystic Knights of the White Rose.

Note: Stats and descriptions for the following Undead Horrors are found in **Rifts® Dark Conversions** (starting on page 48) along with more Entities, demons and monsters like the Grave Ghoul, Hell Hound, Mind Slug and Malignous, all of whom are suitable, in small numbers, to the *Madhaven* environment, *Jersey Side* and demon filled ruins like *Old Detroit & Windsor*.

Undead Horrors of Madhaven & Jersey Side:

Blighters	Grave Diggers
Bone Fiends	Revenants
Festulents	Sleepwalkers

In the alternative, the G.M. may substitute or include *Wild Vampires* and a few *Secondary Vampires* and/or other predatory supernatural creatures with low I.Q.s and animal-like behavior.

Sorry, space limitations prevent us from reprinting these vile fiends, but getting a copy of **Rifts® Dark Conversions** should give any Rifts® G.M. a welcomed number of undead, monsters, demons and supernatural beasties.

War Birds

Giant, eagle-like creatures native to a dimension very similar to Rifts Earth are masters of the sky over Madhaven and Jersey Side. Often black, purplish blue, or pure white in color, the massive avian creatures very closely resemble eagles and falcons of Rifts Earth. With similar bone structure, musculature, and general appearance, the aspect that sets the War Bird apart from ordinary birds of prey is its supernatural reflexes and astounding maneuverability while in flight. Simply put, the War Bird is incredibly swift, agile and graceful for a creature its size. Some of its abilities are obviously boosted by magic, because all War Birds are creatures of magic. This is most obvious when the creature becomes agitated or engaged in combat against a Mega-Damage opponent and is surrounded by a crackling aura of blue mystic energy. The energy covers the bird's entire body and trails behind the rear edges of the wings and tail. As the War Bird speeds across the sky it leaves a blue contrail behind and glows at night. While this energy can be damaging to those who physically come into contact with the bird, it also functions as a deterrent to those who would attack the creature. Just the sight of a War Bird glistening with blue energy is enough to make most intelligent beings back off and animal predators to disengage and flee.

When enraged or attacking prey, the War Bird becomes a creature of vengeance and death, dive bombing its opponent like a guided missile. Striking with raking talons and tearing beak or carrying the victim away. The biting and clawing (and some-

times multiple dive bombing attacks) continue until their prey or enemy falls to the fusillade of attacks or flees until the bird gives up. More surprising than any conventional attack is the fact that War Birds can fire a blast of mystic energy from their mouths and the blue energy field that surrounds them provides additional M.D.C. protection and inflicts greater M.D.

War Birds consider the ten mile (16 km) radius around their nests to be their exclusive territory and, unless trained to do otherwise, will attack others of their species and other flying creatures who enter their air space. This makes the alien bird a danger to people in flying power armor, small aircraft, Wing Boards or flying under the power of magic. If the *intruder* is clearly not a threat and simply flying through, the War Bird will ignore him, but if the flyer is circling, flying a search pattern, locked in combat with another flyer, or seems to be hostile or too close to the nest, the bird strikes with a vengeance.

The War Bird is more tolerant of activity on the ground, but only to a point. The great bird will attack anybody, including groups of people, power armor, and giant robots engaged in any activity that destroys or damages the woodlands. That includes cutting lumber, mining, and clearing large areas or lengths of land. Even small squad skirmishes may attract the War Bird, causing it to circle and observe the firefight below. If the battle rages too long (more than an hour), is seriously damaging the surrounding woodlands or is getting too close to its roost, the War Bird will join the fray, swooping down and attacking or carrying away the combatants, one person at a time. As long as travelers are careful not to destroy or damage the forest as they pass through, the War Bird won't bother them. However, even a small campfire will attract the attention of a War Bird within 10 miles (16 km) of it, and bring the creature to investigate. If the War Bird doesn't like what it sees (and they don't like fire) or considers those below to be destroyers or prey, it picks a target and attacks.

Barbarians, Psi-Stalkers, Native Americans and other people who live in harmony with nature, consider the presence of a War Bird or two to be a good omen and a sign of protection against hostile woodland forces. Indeed, enemy forces and animal predators familiar with the bird know not to do anything to attract its attention and are less likely to attack when one of the giants is circling or nesting nearby.

War Birds mate for life, so travelers must be wary of at least two at any given time. The female War Bird lays 1D4 eggs every three years, and the parents allow their young to remain in their territory for two years before chasing them away. The young often stake out a territory near its parents and if one of the parents is killed, one of the young will adopt that territory for itself and its mate. The lone parent is allowed to keep its nest and stay in the reclaimed territory, but the single will always hunt and nest alone.

The Knights from the Order of the White Rose have managed to tame and train a few of these beautiful, massive birds for breeding purposes and for use as mounts. The Mystic Knights are impervious to the mystical aura around the War Bird when it launches into combat mode, enabling them to ride the giants without damage or difficulty. A group of 24 Knights of the White Rose comprise a sort of Special Forces air unit called *The Rose's Thorn*, in which all ride a War Bird as their specified mount. After three months of regular, daily contact, the Knight

and the War Bird form a special bond by which each knows the thoughts, feelings, and emotions of the other, enabling them to act fluidly in combat. The bond is so great that if the Knight dies, there is an 01-70% chance the War Bird will die within 1D4 weeks. Strangely, the bird will only form this bond with the Mystic Knights.

War Bird, NPC Monster

Also called Little Thunder Birds and Storm Hawks.

Alignment: Most are considered Unprincipled or Scrupulous.

Attributes: I.Q. 1D6+4 (high animal I.Q.), M.E. 2D6+2, M.A. 2D6+6, P.S. 2D6+16 (Supernatural), P.P. 1D6+15, P.E. 2D6+11, P.B. 1D6+16, Spd 2D6 on the ground; 1D6x10+30 (40 to 100 mph/64 to 160 km) flying, and can dive at twice this speed (counts as two melee actions/attacks). Maximum altitude is four miles (6.4 km). Attributes are considered Supernatural

Average Size: 10 feet (3 m) tall. Average wingspan is 25-30 feet (7.6 to 9.1 m).

Weight: 700 to 1000 pounds (315 to 450 kg).

M.D.C.: 4D4x10 +P.E. attribute number and 1D8 M.D.C. per level of experience.

Horror Factor: 11 +3 when surrounded by its magical aura.

P.P.E.: 1D6x10 +P.E. number.

Life Span: Uncertain, believed to be 1D6x10+60 years.

Average Level of Experience: 1D6+2.

Natural Abilities: Flight (approx. a 23,000 foot/7010 m altitude maximum), incredible agility, hawk-like vision (can see a rabbit or campfire two miles/3.2 km away), Supernatural Strength and Endurance, Land Navigation 90%, Track (by sight) 78%, bio-regenerates 1D8 (or 2D4) M.D.C. per hour.

Energy Aura (Special): When engaging in combat against a Mega-Damage opponent, be it a Haven Mutant, demon, dragon, power armor or robot, or a magical or supernatural enemy, the War Bird activates its own magical energy field. This *magic energy* provides 1D6x10+70 extra M.D.C. protection (damage coming off the energy field first) and energy attacks do half damage, including magic fire and energy blasts. The aura also lets the War Bird inflict an extra 1D6 M.D. with its talons, 2D6 M.D. against opponents vulnerable to magic. Furthermore, anyone touching, grappling, or physically striking the bird takes 1D6 M.D.

Energy Blast (Special): When the energy aura is active around the War Bird the creature can expel blasts of mystic energy from its open mouth every time it shrieks. Each blast does 6D6 M.D. and has a range of 2000 feet (610 m).

Telepathic Bond (Special): A War Bird has the ability to form a telepathic bond with its riding companion. This link forms after a three month period of becoming attuned to the mystic and mental energies of its rider. The union of man and beast provides two-way telepathic communication and empathic transmission between the War Bird and its rider at no I.S.P. cost and a range of 1000 feet (305 m). The link allows the pair to function as though they are in complete synchronization. This link has never been known to be extended to anyone other than the Knights of the White Rose, and some have theorized that War Birds may see them as kindred spirits because of their connection to, and ability to channel mag-

ical energy. The question remains, however, can evil Mystic Knights also link to War Birds? Many believe the answer is yes.

Bonuses to the Rider from the bond with the War Bird: +20% to Horsemanship: Exotic Animal skill when riding the War Bird, +1 attack per melee when mounted, +2 to initiative, +1 to strike, +2 to dodge while in flight, +12 M.D. to attacks made with melee weapons in a dive.

Magic: None.

Psionics: Empathy (4) and the special, psychic bond between rider and animal. **I.S.P.:** 1D4x10.

Attacks Per Melee Round: Five.

Damage: Bite: 3D6 M.D. Swing Swipe: 1D6 M.D. Talons/Claw Strike: 2D6 M.D. + Supernatural Strength damage (add an additional 1D6 M.D. if the Magic Aura is in place). Swooping Strike (counts as two attacks): As per Supernatural Strength power punch +3D6 M.D. Power Dive: 2D6x10 M.D. but uses up all melee attacks.

Bonuses (in addition to likely attribute bonuses): +3 on initiative, +4 to strike, +1 to parry, +6 to Automatic Dodge in flight (roll to dodge as usual, but the act of dodging does not use up a melee attack), +3 to roll with impact, +4 to pull punch, +3 to Perception Rolls, +4 to save versus psionics, and +2 to save vs Horror Factor at levels 1, 3, 6, 9, 12 and 15.

Allies: Their own kind, but may be tamed and trained by patient Mystic Knights of the White Rose. May be trainable by other humans, Psi-Stalkers and/or Simvan Monster Riders.

Enemies: Any creature who appears to be a threat to them, their mate, young, nest or wildlife. Forests under the protection/ownership of one or more War Birds are pristine woodlands free of cutting lumber, mining, excavation or large towns or cities.

Preys upon woodland animals, including deer and goats, as well as livestock from local farm communities, and unsuspecting travelers. To these giant birds of prey, humanoids are easy targets.

War Birds and *Blood Hawks* (see **World Book 12: Psyscape** for description) are natural enemies who will attack each other at sight. It is not uncommon to see a solitary War Bird or a mated pair being attacked by a swarm of four or five Blood Hawks in a swirling, reeling mass of gleaming talons and flashing beaks that ends only with the deaths or disengagement of one of the groups involved. The War Birds are one of the only creatures that the Blood Hawks will fight to the death, and vice versa.

Value: None as a wild animal (not edible), though some tribes of Native Americans and Barbarians believe the War Bird's feathers are lucky. (+2% bonus to O.C.C. skills to those who truly believe the feathers are lucky.)

Habitat: Wooded areas around Madhaven and the Catskill mountains. Occasionally found anywhere in the state of New York and southern Pennsylvania. Not known to exist elsewhere on Rifts Earth, but could very easily adapt to life in the Rocky Mountains or the mountains of Russia, Europe, and Asia.

Ghosts of Madhaven

Gluttonous Entity

Beautiful Ghost

Harmful Ghost

Madness Ghost

Conglomerate Entity

Contagion Entity

Rotting Entity

An Entity is a *supernatural energy being* that is *invisible* to the human eye. Consequently, it is the Entity that has become known as ghosts, spirits, wraiths, and similar non-corporeal apparitions. All have two appearances, one as a ghostly image torn from the memories and emotions of the living who leave their psychic impression on the scarred Earth, and the other as a sphere of living energy the size of a grapefruit or soccer ball.

In their natural, energy sphere form, all the Entities presented in this book can hover and fly at a maximum speed of 30 mph (48 km), are *intangible*, which means they can pass through solid objects, and their natural state is *invisible*. However, the Entities *cannot* be seen, touched or make contact with humans and other mortal beings unless they take on their ghostly appearance. The appearance of these "ghosts" usually reflects their nature, disposition, motivation and purpose. The Entity is impervious to physical and energy attacks in both its energy form and ghostly visage. Magic, psionics and trickery are usually the only weapons effective against an Entity, though each has its special vulnerabilities. Most Entities are solitary beings lost in their own misery or delusions and never associate or work with other supernatural beings or practitioners of magic unless forced to do so.

The five major and most common types of Entities are described in the pages of **Rifts® Dark Conversions**, and although they can be found in small numbers in the region, Madhaven is home to a host of less common, but terrifying Entities who haunt the ruins of Madhaven and Jersey Side. They feed on the life energy of the living to survive, but take great delight in tormenting and terrifying the living, and try to drive mortals into madness or to their doom. Each is uniquely different from the others and are all rare except at places like Madhaven, where ghostly beings congregate.

Gluttonous Entity

Greed is a powerful emotion and motivator, and an easy emotion to be consumed by. Sometimes, when a person dies, their desire to hang on to worldly pleasures is so intense that part of them hangs around the world of the living, constantly trying to amass treasures and hoard them someplace hidden. When that part of the personality is captured by psychic energy and becomes locked and imprinted on a particular location, a Gluttonous Entity is formed. They usually come out only at night to cause mischief, but can also appear during the day if the prize is worth the trouble.

It matters not that these Entities have no real use for the things they desire. They cannot spend money, they cannot use weapons, nor can they eat expensive food, drink wine, or satiate carnal desires. They are only concerned with getting more of what they covet, more of everything. That is the Gluttonous Entity's sole purpose of existence, and as the foul embodiment of greed, they are willing to do anything to achieve their goals; lying, stealing, trickery, treachery and killing are all par for the course.

The most spiteful and mean-spirited Gluttonous Entities are not content to steal for themselves. No, they need to have more than anyone else. They need to be the envy of others and owners of anything worth owning.

In their search for that which is coveted, Gluttonous Entities sneak into a campsite at night and make a mess by tossing equipment around, breaking computers, spreading food rations all over, ripping open packages, hiding (or stealing) weapons and ammo, jewelry, gold, gems, keys and small trinkets, locking keys inside vehicles, and generally ransacks people's belongings, often out of spite. These ghosts also tend to be misogynistic, and like to harass and pick on women. After all, to such a greedy spirit, women are just another possession to have and to hold, show off and lock away. That means a Gluttonous Entity may try to capture a female character, trapping or locking her away someplace secret until she wastes away. The greater the fuss and excitement made about *finding* her, the happier the ghost is, for it only proves she is indeed coveted by many, but she is his.

In addition to "acquiring valuables and objects to be coveted," the Gluttonous Entity enjoys manipulating, cheating and corrupting mortals. It seldom kills because there is no reward in it. No, this despicable being wants to leave victims in its wake so it may gloat and feel powerful, rich and superior. A common practice of the Gluttonous Entity is to seek out somebody who is weak, frustrated and already envious or jealous. The fiend then whispers in the person's ear, fanning the flames of envy and desire to get the individual to act on his base feelings. The twist is that the Entity really wants the object of desire for itself, and will trick, cheat or steal the object from the individual, leaving the character with the blame, but without the sought after treasure. Since the Entity cares nothing about its mortal pawn, it often leaves the character holding the bag, ruined, humiliated, imprisoned or shunned, all of which only adds to the monster's sense of joy and triumph. Since it understands greed and desire so well, it plays upon a mortal character's greed, lust for power, want for revenge, hatred, love and other exploitable weaknesses and desires. It also encourages murder so that the gluttonous fiend can absorb all the doubled P.P.E. of the murder victim.

The Gluttonous Entity Stats

Alignment: Anarchist (50%), Miscreant (40%) or Diabolic (10%). Gluttonous Entities are as selfish as one can get. The most ruthless and malicious Entities will stop at nothing to get and keep every item in their treasure hoard.

Attributes: I.Q. 1D4+9, M.A. 1D4, M.E. 1D6, and Spd 14; all others are inapplicable. Average intelligence, but possesses surprising cunning and guile when it comes to trickery and treachery.

M.D.C.: 2D6x10

Horror Factor: 13

P.P.E.: 2D6

Ghostly Appearance: A man (60%) or woman (40%) dressed in fine clothing, but with a hideous face and a sour expression. May be deceptively beautiful or handsome, but more often appears as a grossly obese humanoid or a withered, miserly old person. The Entity is always a semi-transparent, ghostly apparition or a green sphere of light.

Natural Abilities: Natural state of these Entities is invisible and intangible but can become visible for short periods of time (4D6 minutes at a time). Do not need to eat, sleep, or breathe, impervious to physical and energy attacks and the physical aspects of magic and psionics. Impervious to Horror Factor, mind control, and illusions. Nightvision 2000 feet (610 m), and can see the invisible. Recovers lost M.D.C. at a rate of 1D6 points every hour.

P.P.E. Vampire: Like most Entities, the Glutton feeds on P.P.E. stolen from living beings. It cannot feed on ambient energy from ley lines, but can take P.P.E. from practitioners of magic, creatures of magic or any living creature. It can subsist on 15 P.P.E. a day, but as is the Entity's gluttonous nature, it isn't satisfied with less than 50 P.P.E. a day.

P.P.E. is acquired through the *killing* of a living creature, ideally a humanoid, and best of all if that person was desired, envied, highly respected, important or powerful; all of which gives the Entity a euphoric high that lasts for 24 hours. This also means Gluttonous Entities encourage mass murder and wholesale slaughter.

When killing for P.P.E. by manipulating mortal beings isn't possible, the Gluttonous Entity can *steal* 1D4+1 P.P.E. every time a magic spell is cast in anger, hate, vengeance or desire (for power, love, money, etc.). The spell caster is powerless to prevent it, and may not even know the Entity is present until it drains him of an extra 1D4+1 P.P.E. To steal the P.P.E. the Entity must be within 20 feet (6.1 m) of the spell caster. However, a willing partner or pawn may let the Gluttonous Entity ride on his back, its arms wrapped around him like a gentle hug. In this case, the Gluttonous Entity is able to steal 1D6+3 P.P.E. every time a spell is cast, and in return, gives the spell caster's magic increased strength (1D6 extra damage or one melee round of extended duration) and shields him from outside influence, making him impervious to possession and psionic or magical mind control (mainly because the fool is already under the Gluttonous Entity's control). Similarly, a non-spell caster can let the Entity take up to 10 P.P.E. points from his personal reserve.

Skills of Note: Appraise Goods 80%, Barter 90%, Pick Pockets 80% (does so with Telekinesis), Recognize Weapon Quality 30%, Seduction 60%, Streetwise 50%, Streetwise: Drugs 40% and Tailing 55%.

Attacks per Melee: Three.

Bonuses: +2 to save vs magic and psionic attacks.

Magic: None.

Psionics: Empathy (4), Mind Block (4), Presence Sense (4), See Aura (6), Sense Magic (3), Telekinesis (varies), Telepathy (4), and Empathic Transmission (6), equal in power to a 4th level psychic.

I.S.P.: 1D6+20, however the ghost prefers to steal I.S.P. from

others nearby, including the very person it may be attacking, using their I.S.P. to fuel its psionic attacks rather than its own.

Special: Stealing Psychic Energy: Each attempt to draw on another person's I.S.P. or P.P.E. is considered a psionic attack and the intended victim must roll to save vs psionic attack. A successful roll to save means the Entity did not get the energy it needed and must use its own energy reserve or skip a psionic attack. If the character fails to save, the Gluttonous Entity can steal up to 10 I.S.P. or 2 P.P.E. from that specific person. That individual temporarily loses the energy points as if he had used psionic powers or cast a magic spell himself. A person who willingly offers his or her I.S.P. or P.P.E. does not roll a save vs psionic attack, the energy is automatically taken; this is often the case with willing humanoid pawns and conspirators. Cannot draw energy from ley lines.

Vulnerabilities:

1. Spell Magic: Control/Enslave Entity, Banishment, Constrain Being, Commune with Spirits, Summon and Control Entity, Exorcism, and protection circles, spells or magic items that hold Entities at bay. Likewise, magic attacks do their full, normal damage.

2. Greed. These ghosts only exist to rob, cheat and trick people out of their valuables and take what they believe is precious. Thus, if living beings want something (or someone) badly, the Entity wants it too. They are easily tricked into taking things that in actuality have no value, and may be tricked into relinquishing something of value for something (or someone) they are made to believe is even more valuable. Their very favorite objects to take, however, are money (gold, gems, or jewelry, not credits), delicious food, rare artifacts, artwork, weapons, keys and secrets (e.g., a secret code, important documents, instruction guides, incriminating film or evidence, and similar information and data).

Habitat: Madhaven, Jersey Side and other places haunted by spirits that have locked onto the memories of the past.

Beautiful Ghost

The Beautiful Ghosts typically appear as wispy, attractive women, surrounded by flowing semi-transparent garments that constantly swirl about them. They also produce a soft glow, which highlights their sensual features. These ghosts always appear friendly and inviting to the living, reveling in the deep emotions of love and desire.

This Entity floats through the world looking to latch onto psychic imprints involving strong emotions of love, desire and the human appreciation of beauty.

Good Beautiful Ghosts are the lucky spirits who see goodness and beauty in life. They are gentle, caring, kind and idealistic. They may flirt innocently with mortal males, offer helpful information, advice and do little favors for those who return their attention with kindness. This spirit is not hostile and would never deliberately hurt anyone. They are frightened and saddened by emotions of anger and hostility, and would rather flee or hide than fight.

However, Entities are alien beings who do not understand human emotions, especially one as complex as love. They simply know they enjoy the powerful feelings. Consequently, the Beautiful Ghost may mistake lust, obsessive love, and abusive love (all powerful emotions) for true love.

The Mournful Beautiful Ghost: With love there often comes the sorrow of loss or betrayal. The loss of a husband, child, parent or other loved one, as well as the pain and longing of unrequited love, and the anguish of abusive love. An Entity who draws upon one of these dark emotions may weep while mourning her loss, but help others in a similar situation, if she can.

Other Mournful Ghosts may seek their lost lover and latch onto any mortal male who resembles or reminds her of that individual. At first, this might seem a little weird but sweet, until the Mournful Beautiful Ghost becomes possessive and does things to keep the male with her, *always*. That may mean trapping him or even killing him so his spirit will be with hers (of which there is only a 01% chance on a percentile roll). If jilted (again!), a Possessive Mournful Ghost is likely to strike out in a jealous rage and do things to harm or kill the character and/or his friends. ("They're a bad influence. They're the ones filling your head with lies about me, or ideas of adventure when you should be home with me. I love you. I love you!") Likewise, the spirit may react violently or seek revenge when it feels betrayed, tricked, deceived, threatened, misused or treated like a sexual object. The most violent and bitter responses will mirror those of the *Vengeful Beautiful Ghost*, below, though afterward, the Mournful Ghost will feel remorse, regret and mourn what she has done. This spirit is locked in a bitter cycle of sorrow, loss and regret.

The Vengeful Beautiful Ghost: A Beautiful Ghost driven by lust, obsession and jealousy may be a wicked, spiteful spirit dedicated to making all men pay for what one or more did to her in the past. This spirit is typically an enticing tease or seductress who uses her beauty and feminine wiles to lure men to her. Depending on the emotions and memories of the specific ghost (stolen from a woman who once lived years, even centuries ago), she may be out to embarrass, harass, rob or kill the males she entices. This may involve framing the male for a crime he did not commit, tricking him into doing something illegal or foolish, or goading him to accept a dangerous challenge, brawl or contest. Similarly, the vengeful and wicked Entity may pretend to be innocent, kind and helpful, but actually lie and provide information that sends the unsuspecting adventurer(s) into a trap, ambush, a monster's lair, the hands of an enemy, or other danger. Such vixens may also enjoy sending the male(s) on a wild goose chase, false quest, or the wrong direction. If questioned or accused of wrongdoing, the ghost will first deny it, claiming it was all a mistake, but if pressed she may turn into a snarling hag spitting forth expletives and insults. Or she may laugh at their gullibility, and claim she has taught them a lesson like the one she learned about trusting the opposite sex. The worst are homicidal maniacs bent on torturous or murderous revenge upon all males.

The Beautiful Ghost Stats

Alignment: Can range from Scrupulous to Diabolic evil.

Attributes: P.B. 16+1D6, Spd 30+2D4; all others inapplicable.

M.D.C.: 4D6+10

Awe Factor: 12 (turns into Horror Factor only if the ghost is frighteningly possessive, violent or vengeful).

P.P.E.: 10

Ghostly Appearance: An attractive woman illuminated by an unnatural radiance.

Natural Abilities: Natural state of these Entities is invisible and intangible, but can become visible at will for limited periods of time (3D6+10 minutes at a time). Do not need to eat, sleep, or breathe, Impervious to physical attacks and the physical aspects of magic and psionics. Impervious to Horror Factor, mind control, and illusions. Nightvision 2000 feet (610 m). Recovers lost M.D.C. at a rate of 2D6 points every hour.

Attacks per Melee: 3 attacks per melee via psionics.

Bonuses: +3 to save versus psionics and +2 to save versus magic.

Magic: None.

Psionics: Empathy (4), Empathic Transmission (6), Mind Block (4), Presence Sense (4), Telepathy (4), and Ectoplasm (6-12), all equal in power to a 6th level psychic.

I.S.P.: 30, however the Beautiful Ghost prefers to steal I.S.P. from others nearby, including the very person she may be attacking, using their I.S.P. to fuel her psionic attacks rather than her own I.S.P.

Special: Stealing Psychic Energy: Each attempt to draw on another person's I.S.P. or P.P.E. is considered a psionic attack and the intended victim must roll to save vs psionic attack. A successful roll to save means the Entity did not get the energy it needed and must use its own energy reserve or skip a psionic attack. If the character fails to save, the Entity can steal up to 10 I.S.P. or 1D4 P.P.E. from that specific person. That individual temporarily loses the energy points as if he had used psionic powers or cast a magic spell himself. A person who willingly offers his or her I.S.P. or P.P.E. does not roll a save vs psionic attack, the energy is automatically taken; this is often the case with willing humanoid lovers or pawns.

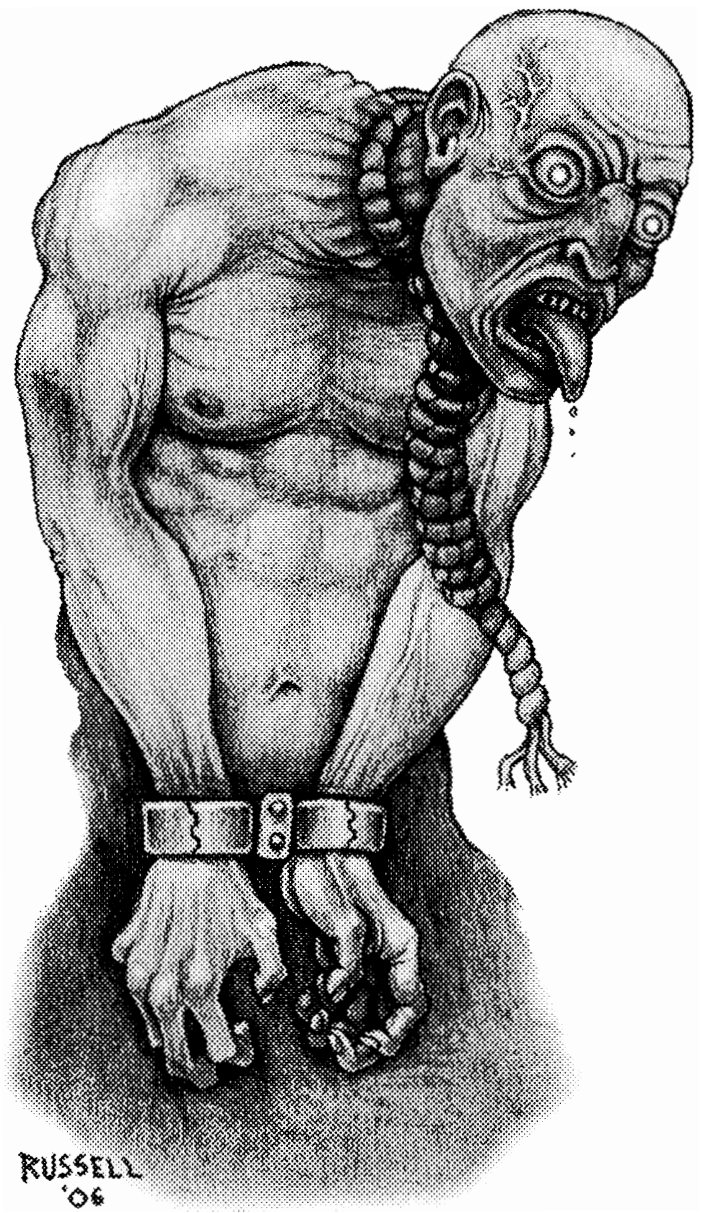
P.P.E. Vampire: Like all Entities, the Beautiful Ghost is a P.P.E. Vampire who quietly extracts 1D4 P.P.E. from those mortal beings who keep company with them (within a 10 foot/3 m radius). The good and kind ghost needs only 12 P.P.E. a day to feel nourished and satisfied; for the mournful and angry ones, double that amount. All Beautiful Ghosts, regardless of their orientation, enjoy the feelings of what they believe is love, whether it is deep and warm, sad and tormented or based on obsession and anger. Cannot draw energy from ley lines.

Vulnerabilities:

1. Spell Magic: Control/Enslave Entity, Banishment, Constrain Being, Commune with Spirits, Summon and Control Entity, Exorcism, and protection circles, spells or magic items that hold Entities at bay. Likewise, magic attacks do their full, normal damage.

2. These ghosts are repelled by ugliness and evil. Ugliness and cruelty are repugnant and drive them away. Any character with a P.B. under 7 will be ignored by these ghosts, as well as those who dwell on hate, evil, and misery.

Habitat: Madhaven, Jersey Side and other places haunted by spirits that have locked onto the memories of the past.



The Harmful Ghost

Some say, when a person dies in a state of extreme emotional pain, a part of that person stays behind in the world of the living. This is especially true of people who are betrayed just prior to their death or murdered by a trusted friend or loved one. It may also apply to those who die violently and unexpectedly, like those who perished in the Great Cataclysm. Ultimately, it depends on the victim's state of mind and whether he or she was at peace or in torment at the time. The Entity who absorbs such an imprint of rage becomes a bitter, resentful, angry and murderous Entity unable to get over its sudden and unexpected demise. The thing feels so cheated and overwhelmed by anger that it is bent on spreading its pain and misery to others.

Harmful Ghosts prey on the living, because the only solace they can find is in destroying the lives of all they meet. Harmful Ghosts are evil in the extreme and it is very difficult to encounter one and escape without becoming their next victim.

Harmful Ghosts are drawn and linked to the place where the person whose psychic imprint they have captured died or was betrayed, worked or lived. The ghost has very few memories left

and tries desperately to hold onto anything that reminds it of its past. This means the ghost also becomes attached to objects that remind it of when it was alive or seeks to reclaim that which was taken from it (money, secrets, wife, etc.) just before it was killed. The objects they desire are rarely anything of great value, but are trinkets, photos and keepsakes that hold special meaning to the ghost as a memory of its past life. This is the creature's "Haunted Focus." A Harmful Ghost may choose just about anything as its Haunted Focus, whether it be a house, a doll, a hand mirror, a wallet, a piece of jewelry, a photograph, a book, a statue, a videotape, a computer, etc. Whatever it is, and whether it still works, is broken or in pieces, the item has great significance and/or sentimental value to the ghost. Anyone who disturbs the item, either by desecrating it, taking it, damaging it, or losing it becomes the target of the ghost's terrible wrath. In fact, sometimes just walking through what was once the ghost's home, workplace, favorite get away, or place of death can have the same effect as desecrating an object and invokes the spirit's wrath. The Harmful Ghost may also attack someone who reminds it of someone it hates or was responsible for its death.

Before the Harmful Ghost launches its attack, the creature will usually voice its rage and make accusations. "You're just like them. You don't care who you hurt. You take what you want and do as you please. Well, your day of retribution has arrived."

Harmful Ghost Stats – A Greater Entity

Alignment: Diabolic or Miscreant.

Attributes: Average I.Q., M.A. 1D4, M.E. 1D4, P.S. 1D6+10, P.P. 1D6+4, P.E. not applicable, P.B. 1D4, Spd Hover up to 4 feet (1.2 m) above the ground and float silently at a Spd of 1D6+10; can walk or crawl at a Spd of 1D6+1.

M.D.C.: 6D6+30

Horror Factor: 15

P.P.E.: 1D6x10

Ghostly Appearance: A pale human who looks like a walking corpse. The face always has an angry expression and the body usually shows how it was killed (hung, dripping with water because it was bound and thrown into the river, riddled with bullet holes or knife wounds, a piece of its skull missing from a gunshot to the head, marks around the neck from strangulation, burnt and charred from fire, and so on).

Natural Abilities: Like all Entities, the Harmful Ghost's natural state is intangible and invisible (can only use psionics, and at half power, to attack when in this form). However, this angry creature of retribution wants people to see its horrible visage and can assume its ghostly appearance at will and maintains it for as long as it desires, provided there is at least one living humanoid in its presence (within 100 feet/30.5 m) to terrify. The ghost may look semi-transparent or appear solid and real by making a physical body out of ectoplasm. Does not need to eat, sleep, or breathe. Impervious to Horror Factor, mind control, and illusions. Nightvision 2000 feet (610 m), can see the invisible, and is impervious to physical and energy attacks. Recovers lost M.D.C. at a rate of 3D6 points every hour.

Electromagnetic Disturbance (Special): The very presence of a Harmful Ghost gives off an aura that screws with electronic devices. Electronic compasses read all over the place, clocks

give odd times (such as 94 o'clock), televisions, computer monitors, and videotapes show static broken by seemingly random "ghost images" that reflect the Entity's death or evil intentions. Radios and audio equipment pick up menacing whispers, laughter, or screaming. Cybernetic hearing devices and headjacks pick up similar static and sounds, and sensory devices function with a -20% penalty. Furthermore, the cyber-enhanced individual can't shake the feeling they are being followed and watched (senses the ghost's presence). Affects all electronics and cybernetics within 100 feet (30.5 m) of the ghost. **Note:** This phenomenon is outside the ghost's range of control and happens whether it wants it to or not. Those familiar with the ghosts of Madhaven will therefore know that a Harmful Ghost is stalking them.

Aura of Fear (Special): The Harmful Ghost constantly radiates negative energy that humans and other living creatures pick up on. They simply "know" that something around them is "wrong" or "evil." Because of this, humans are on edge all the time. This makes them -5 to save vs any Horror Factor rolls while the Harmful Ghost is within 100 feet (30.5 m) of them, and Dog Boys, Psi-Stalkers and others sensitive to the supernatural will be unable to sleep or relax while they feel the presence (-20% on skill performance). **Note:** The Aura of Fear vanishes during the daytime in the outdoors, but will be felt in dark subterranean environments like tunnels and caves.

Skills of Note: Prowl 80%, speaks and is literate in all the languages the person had in life, but only at 30%.

Attacks per Melee: Three via magic or psionics.

Bonuses: +6 to save versus spell magic, +3 to save versus psionics (the few that affect them), and +3 to save versus mind control.

Magic: Harmful Ghosts can cast the following spells, provided they have sufficient P.P.E.; spells are at 5th level potency: Horror (10), Fear (5), Shadow Meld (10), Heavy Breathing (5), Fingers of the Wind (5), Seal (7), Horrific Illusion (10), Hallucination (30), Shatter (5), Wither Plants (10; an Elemental spell) and Spoil: Water & Food (30). Remember, the Entity may draw P.P.E. from its victims and other living beings to acquire the P.P.E. necessary to cast its spells.

Psionics: Telepathy (4), Empathy (4), Ectoplasm (6-12), Telekinesis (varies), Telekinetic Punch (6), Telekinetic Push (4) and Bio-Manipulation (10).

I.S.P.: 36, however the ghost prefers to steal I.S.P. from others nearby, including the very person it may be attacking, using their I.S.P. to fuel its psionic attacks rather than its own.

Special: Stealing Psychic Energy: Each attempt to draw on another person's I.S.P. or P.P.E. is considered a psionic attack and the intended victim must roll to save vs psionic attack. A successful roll to save means the Entity did not get the energy it needed and must use its own energy reserve or skip a psionic attack. If the character fails to save, the Entity can steal up to 12 I.S.P. or 4 P.P.E. from that specific person. That individual temporarily loses the energy points as if he had used psionic powers or cast a magic spell himself. A person who willingly offers his or her I.S.P. or P.P.E. does not roll a save vs psionic attack, the energy is automatically taken. This may be the case with terrified people who offer the murderous Entity their energy in the hopes that it will

spare them further torment or death. Cannot draw energy from ley lines.

P.P.E. Vampire: Like all Entities, the Harmful Ghost is a P.P.E. Vampire who extorts and steals P.P.E. (as noted above) from the living. This Entity will not hesitate to kill, and drink in the doubled P.P.E. that comes at the moment of death. The Harmful Ghost needs 24 P.P.E. a day to be nourished, but its lust for retribution makes it seek double that amount though no amount ever seems to satisfy or cool its rage. All Harmful Ghosts enjoy intimidating, terrifying and killing the living.

Vulnerabilities:

1. Sunlight weakens the Harmful Ghost. The Entity cannot stand the light of day and remains hidden in a dark place during daylight hours. Sunlight prevents the creature from using its magic and causes the ghost to suffer one point of M.D. every melee round. A Globe of Daylight will scare them away and inflict the same damage. Strikes from a magical Lightblade do full damage and may chase the thing away.

2. Spell Magic: Control/Enslave Entity affects them, though they get a +4 to save versus all spell magic and an additional +3 vs any form of mind control. Other spells that affect the Harmful Ghost: Banishment, Expel Demons, Constrain Being, Commune with Spirits, Exorcism, protection circles and any spells that normally affect Entities. Summon and Control Entity and Summon Lesser Being only work on these ghosts if used in a place like Madhaven where the creature is anchored to our realm of existence.

3. The Haunted Focus: All Harmful Ghosts have 1D4 objects of "focus." Possessions that remind them of and link them to the past. This focus object is often (01-60%) a small item such as a mirror, ring, toy, photo, the weapon used to kill him, and similar, or it may be large (61-80%) such as a car, bed, or house (even if it only exists in ruin). The Haunted Focus may also be the *place* (81-00%) where the actual person last lived, died, grew up, or loved (Grandma's house, a favorite playground, park, church, etc.) even though that place may be in ruin, buried in rubble or look completely different.

The Haunted Focus object is always hidden and kept in a safe place, never carried with the Entity. The Harmful Ghost *never* travels more than 30 miles (48 km) from its Haunted Focus, and most prefer to stay close by (within 500 feet/152 m) and look at and fondle it often. This limits the cruel spirit's area of operation, but also presents a way to destroy it. If a mortal gets his hands on the focus object and threatens to destroy it, the Harmful Ghost will do anything to get it back. If killing the person outright is not an option (the Harmful Ghost will hate the character for finding and threatening its Haunted Focus), the ghost will submit to that person's mandates. Thus, the ghost can be blackmailed into releasing any prisoners/captives it may have, revealing where it has hidden something (or someone) vital, the location of the body(s) of those it has killed, or even agree to go away and leave them alone for X number of days (never more than one month, though it may promise longer).

Destroying the Haunted Focus breaks the Entity's link to our world and causes the Harmful Ghost to vanish as if it never existed. However, that only works if the character has

ALL of the objects that are part of the Haunted Focus (e.g. three pieces of jewelry). Destroying just one out of two or more is a shock and will *seem* to destroy the Entity, causing it to shriek and vanish. However, the fiend returns after 4D6 days angrier than ever.

Habitat: For a variety of reasons, Madhaven and, to a lesser degree, Jersey Side, attracts and holds a disquieting number of ghostly entities. Among them, the hateful Harmful Ghost. However, they may be found anywhere in the Megaverse.

The Madness Ghost

The Madness Ghost is a terrible entity unique to Madhaven. For reasons unknown to anyone, there are thousands of these fiends prowling the ruins of Madhaven, but they are seldom found anywhere else in the rest of the world.

Madness Ghosts are among the most terrible, because they torment and drive people insane rather than kill them. They attack without any rhyme or reason, and do so mainly to inflict suffering, although the monsters also feed on their victims under their thrall. Only the Haven Mutants and a few of the other monstrous inhabitants are impervious to these ghosts, and only the Garden (Central Park) is entirely free of them and all Entities. Outsiders, on the other hand, beware! The Madness Ghosts infest Madhaven like a plague. Thousands of them float among the rubble looking and waiting for a new victim to torment.

The Madness Ghost Stats – A Greater Entity

Alignment: Diabolic.

Attributes: I.Q. 1D6+9, Spd 10+3D6, can only move by floating or flying through the air. Other attributes not applicable.

M.D.C.: 20+4D6

Horror Factor: 16

P.P.E.: 2D6+13

Ghostly Appearance: A gaunt, screaming face with sunken eyes, or as a pale green mist or wispy green sphere of light.

Natural Abilities: Natural state of these Entities is invisible and intangible. They can become visible at will. Do not need to eat, sleep, or breathe, are impervious to physical attacks and most magic and psionics. Impervious to Horror Factor, mind control, and illusions, have Nightvision 3000 feet (914 m), can see the invisible and recovers 2D6 M.D.C. every hour.

Limited Possession (Special): Madness Ghosts have the ability to possess a living creature for a short period of time. During this time, the victim loses all sense of self control, as per normal possession, and becomes a raving lunatic, screaming and howling, speaking gibberish and attacking whoever is nearest with melee weapons, or with his fists and teeth when startled or when he feels threatened or scared. If no one else is around, the victim will turn on himself, scratching his arms, legs and torso, remove body armor, tearing his clothing, and acts of self-immolation. The Entity, may do things to scar and hurt its victim but never inflict enough damage to kill him (typically the victim loses about 10% of his Hit Points and all his S.D.C. or 10-20% of his M.D.C.).

Part of the horror of this attack is that the Madness Ghost makes itself visible to attack and physically enters its victim

by prying open the mouth and flowing inside the mortal. The victim can see the ghost and can try to dodge the attack (same as always, defender wins ties). A failed dodge roll means the ghost has a lock grip on his head and chin and is trying to pull open his mouth. At this point, the ghost rolls to *strike* (pull open the mouth) and the victim rolls to *parry* (bonuses applicable) to keep his mouth closed. High roll wins.

The victim can scream for help, but that means he must open his mouth, the ghost gets in and it instantly seizes control. Or he can resist and try to keep his mouth closed. Since the ghost is ethereal, the victim cannot grapple or physically attack it. Although it seems to him the ghost is trying to pry his mouth open with its claws, it is really using Telekinesis. The targeted victim must focus all his energy and concentration on keeping his mouth closed. That means he cannot cast a spell, summon forth psionics or attack the creature with silver himself. However, there are ways to battle this thing, only he'll need the help of a friend. Getting a friend's attention and conveying the problem is the tricky part. Assuming the victim can keep his mouth closed, he'll look as if he is having a convulsion, his head jerking this way and that, his jaws clenched tight as he thrashes about groaning and moaning through clenched teeth. You see, the Madness Ghost is visible only to its victim, nobody around him can see it unless they can *See the Invisible* or *See Aura*, or have *sensors* that will indicate movement or heat, which will show movement and temperature fluctuations around his head and shoulders, and similar anomalies. *Infrared and ultraviolet optics* will show a mist encircled around the head. This means the victim cannot talk and probably has to run around, arms flailing and gesturing, as he tries to indicate the problem, and all the while continuing to win combat rolls (parry) or succumbing to possession. Repelling the Madness Ghost is easy, if you understand and realize what you are battling, know its weaknesses and chase it away before it possesses the individual. A psychic using the power of *Psychic Surgery* (14 I.S.P.), *Ectoplasm* (6) or *Astral Projection* (8) or any Astral Being can pull the ghost off with ease, causing it to flee. Psi-Swords and rune weapons inflict full damage to the Entity and the fiend will not fight to the death. Psionic or magic Exorcism (10 I.S.P.) will, if used at the very start of the psionic attack or magic spell, in this case send the ghost fleeing. Sticking the mist with an object made or coated with *silver* breaks its hold, does 1D4 M.D. and sends it fleeing. A *Globe of Daylight* or the light of day (if attacked while underground or in a cave) has the same immediate effect, and so does splashing it with *holy water*.

Succumbing to possession means the nasty spirit enters the body through the mouth, takes immediate control, and turns the victim into a shrieking wild man who attacks anybody who comes near him; or runs around gibbering and screaming, attacking only when someone comes within a few feet (a meter) of him; or he grabs something of value and runs away with it to hide, throw away or destroy it. The possessed character seldom uses deadly force in his attacks, but can still cause damage to individuals and property, as well as create a commotion that might attract animal predators, mutants and enemies. Duration: Thankfully, the possession lasts for only 2D6 minutes, after which the ghost is expelled and flees the area, at least for now. For the miserable spirit, this

attack was fun and it will revel in the chaos it inflicted before it returns 2D6+12 hours later. Bonuses: While possessed, the lunatic victim sees his P.S. and Spd increase 20%, +1 attack/melee action per round, +3 to dodge and disarm, +3 to save vs magic, and the victim is impervious to mind control or possession by anyone else. Penalties: The victim's mind is bombarded with the ghost's deranged thoughts, fears and emotions – mostly panic, unreasoning fear and confusion.

Drain Sanity (Special): Madness Ghosts are among the most loathsome and feared of the Madhaven Entities, because they don't kill you, they rob you of your sanity and turn you into a monster – one of the many raving lunatics who prowl the ruins screaming and attacking others without reason. A fate worse than death.

Drain Sanity is accomplished by the fiend quietly attaching itself to its victim. The process is very traumatic, and causes random insanities in the character being attacked. The victim doesn't know he is under attack or losing his mind. The Drain Sanity attack happens slowly, over a matter of days, and depletes the victim of his Mental Endurance (1D4 points stolen by the Madness Ghost every day) until there is nothing left (M.E. zero).

The lower the M.E. drops, the more susceptible the character is to the Madness Ghost's own delusions, fears and paranoia. Thus, the victim gets one insanity for every four M.E. points that are lost. Roll on the table that follows to determine the type of insanity and then roll on the appropriate insanity table in the main rule book.

Random Insanities from Drain Sanity Attack:

01-60% Phobia (probably having to do with ghosts, specific animals and monsters, dark places, and similar things common to Madhaven).

61-70% Obsession (hates whatever it is).

71-80% Roll on Neurosis Table.

81-90% Roll on Psychosis Table.

91-00% Roll on Random Insanity Table.

Note: Roll on the Affective Disorder and Psychosis Tables when M.E. is reduced to zero and the character becomes a Madhaven Lunatic.

Madhaven Lunatic: When the monster is done, its victim is a raving lunatic who lives like a mad dog surviving on scraps, and wanders the ruins stealing food, weapons and items he likes or needs and attacking people for no apparent reason. When not stealing or fighting, the lunatic hides in the shadows, making sudden outbursts (howl, bark, scream, laugh, cry, curse, shout out warnings or cryptic statements, sing, hum, and so on) and adding to the frightening ambience of the place. At this stage, the character has no memory of his past, retains only 1D6+2 O.C.C. skills, and sees everyone as an enemy or monster out to get him.

Stopping the Madness! Although the victim of the attack is unaware he is a victim of the Madness Ghost, those around him will know otherwise. Sudden changes in behavior (i.e., exhibiting insanities) is one clue, but even more dramatic is the fact that the character has a pale green aura, rather like a mist, that can be seen clinging around his body at night (invisible in the daylight). At a ley line or nexus point, the green mist radiates like a halo that cannot be missed. Obviously, a

green mist clinging to the body is not normal, it is the Madness Ghost holding on and working its evil. **Note:** While attached to a mortal victim and using the Sanity Draining power, the Madness Ghost can NOT do anything else or use any other power or attack. The problem is it is only vulnerable to a handful of magic spells and exorcism when in this form of attack; silver, sunlight, and holy water have no effect.

Remove the Entity and stop the madness. Furthermore, until the M.E. is reduced to zero, the various insanities inflicted are temporary, lasting 1D6 months after the fiend is removed (roll duration for each insanity). Likewise, the stolen M.E. points return at a rate of one point per day (every 24 hours). However, if the victim's M.E. was reduced by half or more, 1D6 M.E. are permanently lost even after he recovers. Perhaps the best news of all is that the victim cannot be attacked by the same ghost for one year, and other Madness Ghosts will give him a pass for six months.

The following magic (and psionic equivalents where applicable) *will remove the ghost* and stop the madness: Banishment (65), Constrain Being (20), Control/Enslave Entity (80), Exorcism (30; automatic success), Expel Demons (35), Remove Curse (140), and Restoration (750). Life Blast (15) has a 01-33% chance of removing the ghost.

Cause Nightmares (Special): Madness Ghosts come out at night and love to torment the living while they are asleep and defenseless. This is considered a psionic attack, but because the sleeping victim is asleep and unaware, he gets no bonuses to save (unless one is a Mind Melter or has the Mind Block Auto-Defense ability in place).

The victim of this attack is plucked from a normal, healthy dream state and plunged into a psionic nightmare. The exact nature of the nightmare is left entirely up to the Entity, but is likely to be very realistic and terrifying. The victim wakes up in a cold sweat or screaming at the moment of death or some equally horrifying moment of the dream. The experience is so trying that the victim feels exhausted, gets none of the benefits of a restful sleep (no healing, Hit Points, I.S.P. or P.P.E. restored), and can't fall back to sleep for another 4D4x10 minutes.

Reoccurring nightmares (the Madness Ghost can make the same nightmare occur over and over again) have a 01-40% chance of instilling a Random Insanity if the dream repeats more than a dozen times over a three week period.

Only sleeping in a magical *Sheltering Force*, *Circle of Protection*, or with a *Mind Block up* or *Mind Block Auto-Defense* will prevent the dream.

Actually, there is one other alternative: to be watched over while you sleep by a Shaman, mage or psychic who can combat or dispel the ghost. To invoke the nightmare, the Madness Ghost must appear as a pale green mist that settles over its victim and remains in place until its victim awakens. A guardian can use magic or psionics to keep the ghost away, chase it away, or even attack and kill it. Daylight, silver, and holy water have no effect on it in this form, but Psi-Swords and rune weapons inflict half damage.

Attacks per Melee: Four.

Bonuses: +5 to dodge, and impervious to Horror Factor.

Magic: Madness Ghosts can cast the following spells, provided they have sufficient P.P.E.; spells are at 5th level potency: Befuddle (6), Calling (8), Compulsion (20), Fear (5), and Heavy Breathing (5). Remember, the Entity may draw P.P.E. from its victims and other living beings to acquire the P.P.E. necessary to cast its spells. **P.P.E.:** 13+2D6.

Psionics: Detect Psionics (6), Empathy (4), Ectoplasm (6-12), Presence Sense (4), Telekinesis (varies), Telepathy (4), and Psychosomatic Disease (30).

I.S.P.: 2D6+50, however the ghost prefers to steal I.S.P. from others nearby, including the very person it may be attacking, using their I.S.P. to fuel its psionic attacks rather than its own.

Special: Stealing Psychic Energy: Each attempt to draw on another person's I.S.P. or P.P.E. is considered a psionic attack and the intended victim must roll to save vs psionic attack. A successful roll to save means the Entity did not get the energy it needed and must use its own energy reserve or skip a psionic or magic attack. If the character fails to save, the Entity can steal up to 12 I.S.P. or 4 P.P.E. from that specific person. That individual temporarily loses the energy points as if he had used psionic powers or cast a magic spell himself. A person who willingly offers his or her I.S.P. or P.P.E. does not roll a save vs psionic attack, the energy is automatically taken. This may be the case with terrified people who offer the frightening Entity their energy in the hopes that it will spare them further torment or madness. Cannot draw energy from ley lines.

P.P.E. Vampire: The Madness Ghost is a P.P.E. Vampire who steals 1D6+6 P.P.E. from the living whenever it is contact with them via possession, Sanity Draining or Nightmare. This Entity needs only 18 P.P.E. a week to be nourished, but its lust to torment others and inflict insanity makes it attack and gorge (triple that amount) whenever it can. It can also *steal* P.P.E. or I.S.P. as noted above.

Vulnerabilities:

1. Spell Magic: As described above under the various forms this ghost takes to attack. Generally vulnerable to psionic and magic attacks, the magical Sheltering Force, Circle of Protection, Mind Block, Mind Block Auto-Defense, psionic or magic Exorcism (10 I.S.P.), and the spells Control/Enslave Entity, Banishment, Constrain Being, Commune with Spirits, and Exorcism.

2. Psionics: Mind Block will help protect one from the Madness Ghost, as well as a psionic P.P.E. Shield. Psionic Exorcism will dispel the fiend without fail. They are also vulnerable to various other psionic attacks, including Empathic Transmission.

3. Astral Attacks: A character in Astral Form can physically and psionically attack a Madness Ghost, and normal S.D.C. attacks will do M.D. to the Entity!

Habitat: Rare outside of Madhaven.

Note: Thankfully, Madness Ghosts are loners who do not work with other Entities or supernatural beings, but wander around inflicting madness and chaos as they please. That means a player group is not likely to encounter more than one Madness Ghost (or any of the Entities in this book) at a time.



Conglomerate Entity

The Conglomerate Entity is considered by many scholars to be the most powerful and dangerous of all Entities. It takes its name from the fact that it is not one solitary being, but in fact an amalgamation of many different souls. What is even stranger is that the Conglomerate Entity is something of an accident of na-

ture. It somehow comes into being when many people die violent or horrible deaths at the same place or time as each other. Such locations hold the psychic imprints of numerous people and this Entity absorbs the many bits and pieces to become a being with multiple memories, personalities and conflicting agendas. It is, in effect, a mass of tortured souls bound together by their despair, hate and suffering. This manifests itself as a ghostly horror that spreads death and torment as it adds the tortured essence of those it slays into its ever growing and evolving body. This makes the Conglomerate, or “Soul Collector Ghost” as it is sometimes called, a physical manifestation of human emotions with a focus on misery and despair. As it draws more souls into its twisted mass, it becomes ever more powerful, but also more erratic and uncontrollable.

With so many personalities and memories trapped within its mass, constantly reaching out in every direction for release, the actions of the Conglomerate Entity are chaotic, spur of the moment and often without apparent logic or reason. Thus, this Entity may attack with little or no provocation, or it may choose to help or guide an adventurer, or kidnap someone out of possessive love, or desire an object (worthless trinket or valuable relic or magic item) and perform other obsessive acts. Basically, the Conglomerate Entity is constantly at war with its many selves. There is no one dominating mind or essence, each is equal and each takes turns seizing control depending on the situation. That means the frightened child, when threatened, may be instantly replaced by the bully or the warrior or the homicidal maniac to protect it or face the new challenge. The fighting spirit may be replaced by the vengeful or sadistic personality to punish or torture mortals it has vanquished in combat. When there’s an item it/they desire, the thief or seductress personality may surface. Get the picture? And whichever is in control at that time – good, selfish or evil – it dictates what the monster will do next. Thus, dealing with a Conglomerate Entity is pure chaos and madness. Communication is disjointed at best as each of the dozens of trapped personalities locked within the Entity have different views, desires and opinions. As a result, the Conglomerate Entity is constantly in anguish, confused and angry. An anger that manifests as homicidal rage. Ask it a question, confuse it, frustrate it, anger it, and the Entity’s knee-jerk response is to make the person responsible for its current rage pay for it by attacking or killing him.

Evil Shifters, Necromancers, and powerful Demon Lords sometimes summon these ghosts to use as guards in their sanctums, berserkers in battle, or insane guardsmen who will attack and crush all they encounter.

Only when the Entity is completely destroyed (no easy feat) will the life fragments and personalities spill out and fade away.

The Conglomerate Entity Stats – A Greater Entity

Also known as the Soul Collector Ghost.

Alignment: A seething pool of every alignment and 2D6+12 personalities, the overriding alignment is Diabolic driven by pain and rage that makes the Entity want to hurt and kill every intelligent being it encounters. These Entities are evil and insane.

Attributes: P.S. 2D6+16 (Supernatural), P.P. 1D6+16, Spd 1D6+16 by floating/flying. All others are inapplicable.

M.D.C.: The average Conglomerate Entity will have 4D6x10+20 M.D.C.; the largest and most powerful have an additional 2D6+12 personalities and an additional 2D6x10+66 M.D.C.

Horror Factor: 17

P.P.E.: 5D6

Ghostly Appearance: A solid, floating mass of 1-5 dozen people, their angry, confused or sad faces constantly appearing and disappearing as they melt into each other and reform. 1D6+6 arms and hands are also scattered across the body, but there are only six at any give time that are available for attack. The body is molded out of ectoplasm and given power by the burning rage locked within.

Natural Abilities: Like all Entities, the Conglomerate started out as an individual sphere of living energy. In that state of being it is invisible and intangible, does not need to eat, sleep, or breathe, and is impervious to physical attacks and most magic and psionics. Like a Haunting Entity or Beautiful Ghost it is attracted to powerful emotions imprinted on the land and goes to absorb and emulate one. Then something goes wrong and the Entity absorbs 2D6+12 different imprints, becoming them all in an emotional jumble that makes it insane.

The Conglomerate Entity is driven by pain, rage and confusion to lash out at the living. Thus, it desires and creates a physical body made out of ectoplasm as its vessel and goes in search of victims to kill. It never turns invisible, never hides its true nature and will fight until it is down to its last 25 M.D.C. before one of the cowardly personalities seizes control and makes it flee. As ectoplasm, the Entity can make its body squeeze through a crack or opening the size of a keyhole. However, if lost in a berserker rage controlled by a warrior or lunatic, the Conglomerate may fight to the death.

Nightvision 4000 feet (1219 m), see the invisible, physical attacks do half damage, and energy attacks, fire, heat and cold do half damage to the Conglomerate even if magical in nature. *See Vulnerabilities* for its weaknesses and how to kill it. Recovers lost M.D.C. at rate of 2D6 per melee round, and instantly gets 1D6x10+10 when it kills a human, D-Bee or mutant, 3D6x10+30 when it slays a supernatural or magical being! It gets that restorative boost by absorbing part of its life essence as well as doubled P.P.E. at the moment of death. But it does not capture the victim’s personality unless killed by Life Drain, below.

1. Deadly Ectoplasm (Special): The Conglomerate can create Ectoplasm from itself to use as a weapon. They appear as tendrils that resemble an umbilical cord or gnarled tentacle and lash out to strike whomever has earned the monster’s wrath.

In combat, the ectoplasmic tendrils can cause different effects on a target, but only one effect can be used at a time.

Agony (as per the spell) to anyone it touches. Duration is equal to fifth level potency. Cost to the Entity: 10 P.P.E.

Burning Touch inflicting 3D6 M.D. per touch. Range: Touch. Cost to Entity: 5 P.P.E.

Electric Shock inflicting 4D6 M.D. per touch. Range: Touch. Cost to Entity: 7 P.P.E.

Life Drain by entangling its victim and inflicting 1D6x10 M.D./Hit Points (as the case may be) per melee round. If the

person dies from this damage, they crumble to dust and become one of the personalities/life essences trapped inside the Entity.

2. Collect Souls: Anyone who dies while in the area of influence (100 feet/30.5 m) of a Conglomerate Entity faces the very real threat of having their soul “collected” and added to the ghost’s power! This includes not only being killed by the Entity, but even being killed by someone else or by natural causes. It takes one action of concentration for the Entity to draw the soul into its collective. During this time, the target soul must make a save versus magic, with full bonuses; an 18 saves. If it succeeds, the soul is free to travel on to the afterlife. If the save fails, it is pulled into the entity and absorbed. A soul that is absorbed cannot be recovered except by destroying the Entity. Reducing the M.D.C. of the Entity to zero will disincorporate the souls and send them off into the afterlife, free of their torment. For every soul collected, the Entity grows stronger, but less stable. The larger ones are like enormous storm clouds that ravage miles of land and kill hundreds. Completely unable to control itself, the Entity rages on and on, growing steadily more and more powerful.

Attacks per Melee: Nine!

Damage: Punch as per Supernatural P.S., bite does 2D4 M.D., or by psionic attack, or Deadly Ectoplasm (above). Seldom uses a handheld weapon unless it is a readily available melee weapon, thrown rock, and similar.

Bonuses (in addition to likely attribute bonuses): +2 to strike, +6 to parry, +6 to disarm, +2 to save versus magic and psionics, +6 to save vs Horror Factor, +10 to save versus mind control, and impervious to possession.

Magic: None.

Psionics: Bio-Manipulation (10), Electro-Kinesis (varies), Pyrokinesis (varies), Telekinesis (varies), Telekinetic Lift (6), Telekinetic Punch (6), and Telekinetic Push (4), all at the equivalent power level of a 6th level psychic.

I.S.P.: 3D4x10+30! Too savage and confused to draw I.S.P. from others.

P.P.E. Vampire: The Conglomerate is a P.P.E. Vampire who steals one P.P.E. point from each opponent it battles and from the doubled P.P.E. at the moment of death from those it kills. When humanoids aren’t around to kill, it will attack animals, livestock and monsters. This Entity needs 30 P.P.E. a day to feel nourished.

Vulnerabilities:

1. Weapons made of silver do their normal damage as Mega-Damage to these ghosts.

Rune weapons and other magic weapons do half damage, but a Soul-Drinking Rune Weapon can remove one of the many personalities inside whenever the soul drinking power is used. Use the standard rules for soul-drinking. When a personality is removed, it also inflicts 1D4x10 M.D. that cannot be recovered for 48 hours.

Psi-Sword inflicts full damage.

Holy Weapons do double normal damage.

2. Spell Magic: Vulnerable to most forms of magic, although physical attacks, lightning/electricity, fire and cold do half damage. Note that these Greater Entities cannot be controlled via Charm, Compulsion, Domination, or mind control, nor by the Control/Enslave Entity spell.

3. Psionics: Those who can Astral Project can attempt to attack the Entity on the Astral Plane with fists, where such attacks do normal damage as Mega-Damage, and by psionics and magic, but it can also strike back with its ectoplasm fists, tentacles and psionics. Most psionic attacks do full damage.

4. Trickery: A creature of fury and destruction, the Conglomerate may ignore (01-60% chance) anybody who turns away and does not look it in the face, and does not say a word or move a muscle even if the horror screams at him, issues a challenge or pushes him around! Likewise, if anyone it attacks feigns unconsciousness (doesn’t move even if pushed, struck, picked up and thrown or dropped; the Entity will only do this once), it will leave him where he lay and move on. The Conglomerate seeks conflict to vent its rage; deny it that and it moves on to find someone or something willing to do battle. **Note:** This ploy will work with one or two individuals, not an entire group of people. Those who run will be chased. Those who hide will be sought out, though not necessarily found.

Habitat: Found in Madhaven, Jersey Side, Detroit, Windsor, St. Louis, Calgary, Tolkeen, and other places where large numbers of people perished, but never in large numbers and never in groups of other Entities. In China, they are sometimes captured and used as torturers of the Dead and Damned. May hunt day or night, seldom sleeps or rests.

Contagion Entity

Contagion Entities are malevolent beings who are composed of pure diseased-filled negative energy. They are like an intelligent cancer seeking a willing, living host to infect so he or she may spread the contagion. To this end, the Contagion Entity may be considered a creature of vengeance, for they typically recruit people so filled with hate that they are willing to sacrifice their own humanity so that hundreds, even thousands, may be killed in their name. Once a mortal accepts the Contagion Entity into his body, there is no turning back for him. Within a matter of seconds, he is transformed. All wounds, broken bones, impairment and illnesses he may have had are cured, and the person becomes a Mega-Damage creature. The only outward signs of illness (besides any obvious physical recovery) are that the character’s nose is constantly dripping mucus, the eyes are red and bloodshot and the individual coughs a lot.

He is the Contagion. A walking, talking *carrier* of a terrible magic-based disease. The person and the Entity are now *one* and cannot be parted, except in death. *Their one goal:* Retribution by spreading disease, suffering and death to everyone they encounter. Unless the carrier of the Contagion Entity can be located and destroyed, there is no limit to the amount of suffering they can inflict.

The Contagion Sickness

The contagion is a magical sickness. As such, it cannot be cured by conventional medicine, which is why it can spread like wildfire. The sickness is passed on by both the carrier and those individuals infected by him. The disease is carried in the body fluids – blood, saliva, mucus from the nose, and similar exchanges of fluids will infect anybody who comes in contact with

it. Coughing sends a spray of fluid into the air, onto the hands and clothing, etc., to spread the disease by air and touch. Thus, unwitting victims of the Contagion Entity and his carrier host are doomed to spread the disease that the carrier starts.

Symptoms, Penalties & Death. For the first day or two, the ill person feels the onset of a cold coming on, complete with coughing and feeling rundown. By day three, the victim is laid low by a burning fever, feels nauseous, cannot hold down food, has trouble holding down water and fluids, muscles ache with a burning sensation, and the victim cannot concentrate (reduce the number of attacks, combat bonuses, Spd attribute and skill abilities by *half!*). Most die of dehydration within a matter of a couple weeks. Their coughing and contact with others is what spreads the disease.

Day three, the infected lose one third of their S.D.C. and the damage cannot be recovered through rest, meditation or conventional medical treatment.

Day four, the infected lose another third of their S.D.C.

Day five, the victim loses all remaining S.D.C. as his condition worsens quickly.

Day six, the victim loses 1D6 Hit Points, and from this point forward, the damage cannot be recovered through rest, meditation or conventional medical treatment.

Day seven, subtract another 1D6 Hit Points and repeat for each subsequent day until the victim dies! Children, the elderly, and those already ill or injured (i.e., those with low Hit Points to begin with) are the first to die.

Death is inevitable for everyone infected unless the *Contagion Entity Carrier* can be located and destroyed! **Note:** The Contagion Entity is extremely dangerous in dense population centers and places like the 'Burbs and the slums of large cities, where the carrier can lose himself among the masses and go undetected for weeks. If undetected or if the monster manages to elude the heroes seeking it out, the death toll could be catastrophic.

Magical treatment (but not a cure): Cure Minor Disorder, Heal Wounds, Impervious to Poison, Light Healing, Negate Magic, Negate Poison, Remove Curse and Summon & Control Entity have *NO* effect and provide no healing whatsoever.

Healing Touch, *Heal Self* and *psionic Healing Touch* will only restore one Hit Point per healing and stop working after 1D4+2 healing applications; *Greater Healing* (and Healing potions) will restore 1D4 H.P. but stops working after 1D6+3 applications. *Super-Healing* will restore 1D6+1 Hit Points, but stops working after 1D6+4 applications.

Cure Illness only reduces the fever and pain to manageable levels (skill penalties are only -25%) for 1D6+1 hours per spell, and stops working after 1D6+4 applications.

Exorcism on the infected has a 01-52% of forcing the disease out of the stricken person, but only if the spell (or psionic Exorcism) is performed before Day Six. Furthermore, the restored character can get reinfected and sick again if exposed to the carrier or bodily fluids of an infected person.

Psychic Diagnosis will clearly reveal that this is the infestation of a Contagion Entity, but neither this power nor *Psychic Purification* or *Psychic Surgery* can help treat or cure the victim. However, *Induce Sleep* and *Deaden Pain* both make the victim more comfortable.

Restoration will restore the person back to complete health! However, the character remains infected, and the symptoms will all begin anew, starting with Day One tiredness and cough. He also remains contagious and can spread the disease to others unless the character wears an air filter, gas mask or environmental armor.

Sheltering Force will keep the contagion out and those inside safe. Alternately, if used as a quarantine containment measure where the sick are put inside of it, the magic force will hold the sickness inside its confines and prevent it from spreading beyond its walls.

Note: *Characters in environmental body armor*, power armor, or any environmental sealed robot or vehicle are safe from the magical contagion, at least as long as they stay in their environmental armor.

The cure requires finding the carrier.

Detecting & Tracking the Carrier

In the Coalition States, Psi-Net has encountered these Entities in the past and is ever vigilant to stop their carriers *before* they enter into heavily populated Coalition cities, especially the fortress cities. They also know how to track and eradicate Contagion Carriers before they can spread too much sickness and death. For one thing, *Dog Boys* and *psychics* with Healing or Sensitive psionic powers, sense the disease, magic and evil of the Entity within the person carrying it, and *instantly recognize it* for what it is. (**Note:** This is true of Shamans and all psychics who have such powers. Contagion based plagues in the 'Burbs, however, may kill hundreds before action is taken.) Furthermore, **Dog Boys** can actually smell the creature and easily track its trail. (+20% bonus to track by smell ability and can follow a Contagion scent that is 48 hours old and even track it in the wild. They can also sense and locate the carrier when he is within 6000 feet/1828 m.) This enables defenders to track down and accurately identify the carrier for *cleansing!*

The Cure

Quarantine of the carrier (as well as those who are ill) will contain the spread of the disease, but is never a safe bet. Those attending to the carrier may be exposed and carry the mystical disease back into the public, or the fiend may get loose and cause more havoc.

Both cures require finding the carrier, the character who has merged with the Contagion Entity.

Exorcism on the carrier. 01-50% chance of success. Find the Carrier, restrain him and conduct the Exorcism (magical or psionic Exorcism have the same result).

If successful, the Contagion Entity is forcibly removed, but still exists in our plane of existence. It cannot reenter its previous host (the carrier) but can try to seek another willing party. If it can find one, the plague begins anew. If it cannot find someone within 36 hours, it vanishes back to its native dimension. The carrier returns to the condition that the Entity found him in, and is again an S.D.C. mortal being, probably sick and ailing himself. **Note:** Once the Entity and its mortal servant are separated (that person was the Entity's link to our physical world), the magic plague stops and everyone who was infected recovers and gets well within 1D6 days! What becomes of the carrier is left to the player characters and the local justice system.

Destroying the carrier. “Cleansing the carrier” is a euphemism for complete and utter destruction of the carrier – i.e., reducing the carrier to ashes via *fire* (S.D.C., M.D. or magical fire will do the trick) or M.D. plasma blasts, or by *atomizing* the carrier via ion, laser or particle beam blasts. Destroying the carrier also sends the cursed Entity back to its natural dimension, where it will take 4D6 centuries for it to find a way back to Earth or another inhabited planet.

Blowing up the carrier kills him and releases the Entity, but neither is a good thing. The Contagion continues for 1D4 weeks and the explosion puts thousands of contagious *particles* into the air. Every person who comes in contact with even a microscopic spec of the carrier, by breathing it in or coming in contact with their bare flesh, will become infected, making as many as 1D4x1000 people within a two mile (3.2 km) radius of the explosion infected! A parting shot by a vile creature who hates life. Meanwhile, the Entity has 36 hours to find a new host (an unlikely prospect) or return to its native dimension. However, thousands could get sick and die in the weeks that follow before the magic disease runs its course.

Finding and killing the carrier is not as easy as it may sound. First, he must be found, and this villain doesn’t want that. He and the Contagion Entity inside of him want to hurt or kill as many people as possible and will actively take measures to lay low and avoid being found.

When the fiend is found, he will fight like a demon to escape, pausing only to spit on or bleed on an opponent to make him sick. Remember, merging with the Entity turns the carrier into a minor Mega-Damage being with Supernatural P.S. The carrier also retains all of his old memories, skills, and O.C.C. abilities (if any) and will use them to avoid detection or make good his escape. While this behavior is the norm, some carriers are cocky and manipulative, and may engage in cat and mouse games with their pursuers and the law. Like an extortionist, he may forewarn the authorities (or his foes) where he’ll be next, daring them to come and catch him, *if they can*.

Worse, if the carrier knows he’s going to be captured or killed, most will try to kill themselves in such a way (like being blown to bits) that the plague continues for 1D4 weeks after his demise. This includes being blown up or shredded (half the number of casualties and range of being blown up), and similar things that send his parts flying into the atmosphere.

Note that Haven Mutants are +3 to save vs the Contagion Entity and Haven Shamans have a 100% cure rate when they get to an ill person in time. They also know how to I.D. the Entity and destroy it. However, the mutants still loathe this abomination and destroy them whenever they are encountered. They do this not just for their own benefit, but to prevent the Contagion from escaping into the world and afflicting people not prepared to deal with the creature.

Contagion Entity Host/Carrier Stats

– A Greater Entity

Entity and mortal host become one.

Alignment: Diabolic and hateful. Think insane terrorist out for blood. The bigger the body count, the better.

Attributes: Same as the character (human or D-Bee only) had in life, only his P.S. becomes Supernatural.

M.D.C.: The character’s Hit Points & S.D.C. become M.D.C.; typical NPC villain will have 6D6+30 M.D.C. (The Entity as an energy being has 1D4x10+10 M.D.C.). **Note:** M.D.C. beings cannot become a host.

Horror Factor: 15 to those who know what he is and what he represents. **P.P.E.:** 2D6+7

Natural Abilities: Same as the carrier had before merging with the Entity, except as noted in this description, including getting M.D.C. and Supernatural P.S., impervious to disease and poison, and bio-regenerates 1D6 M.D.C. per melee round. (The Entity has the usual abilities common to these beings.)

Contagion (Special): The carrier knows he spreads the magical contagion by contact with people and makes a point of rarely washing his hands, coughing in people’s faces, flipping his snot or blood at people, spitting on people and so on. The sickness is in the blood, saliva, and other bodily fluids of the carrier and those infected.

Note: Anyone exposed to the contagion must roll to save vs disease (bonuses are half the usual) and requires a roll of 17 or higher to save! Once saved, the character is safe for 24 hours, but must roll again if exposed after that period. Also roll again if the carrier’s saliva or blood gets on the character’s bare skin or in his mouth, eye or a wound.

Skills as per O.C.C.: Any, excluding practitioners of magic. Half are usually Vagabonds or adventurer types.

Attacks per Melee: As per the host’s O.C.C. and experience (2 as an energy being). Most carriers have 4-5 attacks per melee round.

Bonuses (in addition to the carrier’s attributes and experience): +2 to Perception Rolls, +2 to disarm, +4 to pull punch, +2 to parry, +4 to dodge, +4 to save vs Horror Factor, impervious to possession (already possessed by the Entity), mind control, poison, disease and radiation. Drugs are half as effective and last only one third their normal duration.

Magic: None. Whatever magic abilities and P.P.E. the character once had are gone, re-roll P.P.E. as 2D6+6.

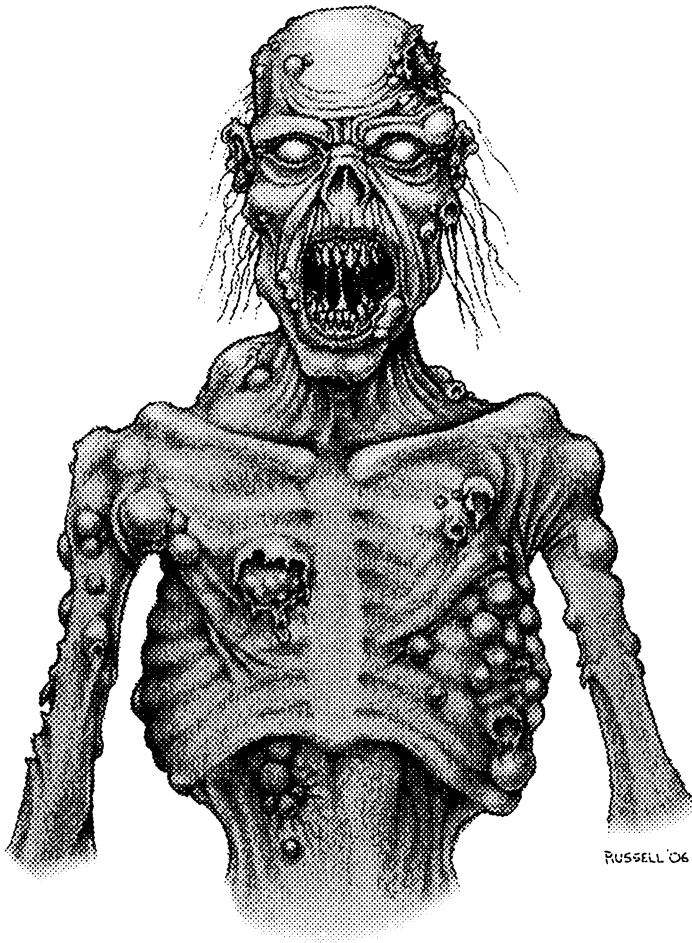
Psionics: Whatever psionic abilities the character might have once had, they are gone. However, the human carrier and the Entity share each other’s vile emotions and goals to cause mass murder and suffering. The Entity fuels the carrier’s glee at inflicting harm and killing to an obsessive and sadistic level.

The Entity has Telepathy (4), Empathy (4), Empathic Transmission (6), Radiate Horror Factor (8), and See Aura (6), but only when in its natural energy sphere form. All are equal to a 3rd level psychic. Has no power, other than the abilities of its humanoid host, when merged with a mortal. **I.S.P.:** 4D6+15 and can draw I.S.P. from others the same as most Entities.

P.P.E. Vampire: The Entity only needs 13 P.P.E. a day to survive, and can actually go two weeks without feeding. It draws P.P.E. from its humanoid host (the carrier) to stay alive, but feasts upon the P.P.E. released at the moment of death from those it makes sick and eventually die. It can gorge itself on as much as 60 P.P.E. per day, putting itself and its carrier into a drug-like euphoric haze (reduce bonuses by half) for 1D6 hours. **Note:** This means the ghoulish carrier tries to stay near those who are sick, sometimes volunteering as a nurse or helper.

Vulnerabilities: In addition to those noted previously, the Contagion Entity and its carrier host like to observe their handiwork, which means they are often near the sick. They also tend to be cocky and take foolish risks, especially to expose a large number of people to the contagion.

Habitat: Thankfully rare, the Contagion Entity can be found anywhere in the world, but is most common to Madhaven, Jersey Side, the ruins of Detroit and Windsor, Africa, China and India. The carrier usually tries to lose himself among humanity and likes to hang out in poor, dirty slums where he can cause the greatest mayhem and disease.



Rotting Entity

The Rotting Entity is another demonic spirit who takes physical form on Earth, the body of a rotting and festering corpse. These foul beings exist solely to haunt, hurt and destroy the living. Whereas the Contagious Entity spreads disease and sickness, the Rotting Entity prefers to breed terror and inflict torture and maim. The thing has the ability to rot and decay organic matter at an accelerated rate. With a single touch they can rot a loaf of bread or pound of meat in seconds. They can make cattle and people sick, rot food by the ton, and even rot away living flesh. The latter is a truly horrifying experience to behold, let alone endure.

The Entity delights in terrifying and bullying the living, and loves to see horror in the eyes of its victims as its flesh shrivels and dies, leaving them lame or crippled. Fortunately, these

ghosts can only affect exposed flesh. People clad in protective environmental body armor (even S.D.C. armor) or locked inside a vehicle, behind a door or behind a force field are safe, at least for the moment. The Rotting Entity must touch bare skin or a porous S.D.C. material like most fabric used to make clothing.

To bind itself to Rifts Earth, the Entity must enter the body of a corpse dead for no more than 48 hours, and bond to it. Once bound to the corpse, the Entity's presence makes its skin bubble and blister, some popping open. Some say they are not true Entities, but more closely related to some sort of vaporous demon that requires a physical body. The Rotting Entity always appears as a tall, gaunt humanoid with diseased, festering wounds, dull gray-green eyes, brown teeth and raspy voice. They stink of rotting meat, vomit, and feces, and always have maggots living in their body.

Rotting Entity Stats – A Greater Entity

Alignment: Diabolic, malicious and cruel in the extreme. Loves to torture, maim, cripple, and intimidate mortals, often enslaving a small band or even a clan or village as its slaves and playthings.

Attributes: I.Q. 1D6+6, M.A. 1D4, M.E. 1D6, P.S. 2D6+14 (Supernatural), P.P. 1D6+13, P.E. not applicable, P.B. 1D4, Spd 1D6+14 running, double hovering and floating above the ground.

M.D.C.: 2D6x10+27

Horror Factor: 15

P.P.E.: 1D4x10+40; **I.S.P.:** 1D4x10+20.

Natural Abilities: Nightvision 2000 feet (610 m), see the invisible, touch and hurt the intangible and ethereal (other Entities even in physical form). Does not need to eat, sleep, or breathe air, impervious to energy weapons and attacks; punches, bullets and other kinetic attacks do half damage. Magic does half damage.

Replace Missing Limbs (special): If the Rotting Entity loses a hand, arm, leg, eye, head, etc., it can replace it with an appendage from a dead body. The new appendage fits in place and rotting, boil-covered flesh grows over it in a matter of 1D4 melee rounds, making it as good as new. Likewise, M.D.C. regenerates at a rate of 1D4 M.D.C. per melee round, but the thing always looks half rotted like a diseased or decomposing corpse.

Rotting Touch (special): Once per melee round, the Rotting Entity can cause an accelerated decay to occur in organic material. *Non-living targets* such as processed or cooked food, a wooden chair or door, get no saving throw and take 4D6 points of S.D.C. damage every melee round the Entity maintains its touch on the material. If the target loses all of its S.D.C., it either crumbles to dust or melts into a puddle of smelly goo.

Living targets get to save vs magic, but bonuses to save are reduced by half (round down). A 16 or higher saves, but even a save means 1D4 points of damage direct to Hit Points for humans and most D-Bees or 2D6 M.D. to Mega-Damage creatures. Environmental body armor will block the Rotting Touch and the previously mentioned damage, but the armor takes 1D6 M.D. **Note:** Likewise, touching or punching the Rotting Entity does the same damage as noted, and requires a saving throw if the hideous thing is touched with bare hands.

A failed roll to save vs magical Rotting Touch causes whatever appendage touched (hand, arm, foot, leg,) to shrivel then boil, and seem to wither or melt! The victim suffers 3D6 H.P. damage (or 6D6 M.D. if a Mega-Damage creature!), P.S., P.P. and P.B. of that appendage is reduced by *half*; no combat bonuses apply when that limb is used, a -20% skill penalty applies to that limb, and it remains hideously deformed. If it is the face that is touched, one side shrivels, is covered in boils and P.B. is reduced by 50% and M.E. by one point. If the chest is rotted, it shrivels, turns a gray-green color, is covered in festering boils, and reduce P.E. attribute by 20%. Wearing armor will pop the boils, causing them to burn and weep (-2 on initiative, -1 on Perception Rolls). Touching and rotting the same limb four times will paralyze it. **Note:** The victim and everyone witnessing the horrifying attack must save vs Horror Factor 18 or higher, or lose one action and initiative. Cannot affect people in environmental armor or protected by a force field.

The Rotting Entity loves to maim and deform its opponents as well as innocent people, and will use the threat of doing so to get its way, and intimidate and blackmail terrified people into doing its bidding.

Restoring the damaged limb is dangerous and tricky. First, the Rotting Entity must be *slain!* This is done by depleting its M.D.C. to zero or less. Slaying the body will release the Entity's energy sphere form, and leave whatever is left of its corpse on the ground. The body will boil and melt within one hour and turn into a stinking ooze. However, the Rotting Entity is filled with maggots (fly larvae) that can be removed from the body within the first 10 minutes after the monster is slain. Taking three maggots and putting them on the disfigured and maimed limb will cause the maggots to burrow into the flesh and disappear. 1D6 minutes later the appendage or body part (face, chest, etc.) will return to normal! Each area (each side of the face, each arm, and each hand, etc.) must receive three maggots to be restored. **Roll for Insanity:** The entire experience is so traumatic that the character rolls for one of the following insanities. *01-20% Phobia: Decaying corpses and zombies, 21-30% Phobia: Maggots and larvae, 31-40% Obsessive Cleanliness (hates to be dirty, frequently washes), 41-50% Phobia: Ghosts, 51-60% Phobia: Madhaven (hates and fears the place; wants to get out and never come back), 61-80% Obsession: Entities (hates them and likes to see them destroyed), 81-00% lucked out, no insanity from this terrible experience.*

Noxious Odor (special): Rotting Entities radiate a foul odor that can be smelled for hundreds of yards/meters. At far distances, the smell is bad, but tolerable. However, the creature likes to get up close to its victims, and at closer than 20 feet (6.1 m), the smell is revolting, and the character throws up unless a save vs poison/toxin is made (needs a 14 or higher). A failed roll means vomiting, which makes the Rotting Entity smile. Victims who vomit also suffer a penalty of -3 to strike, parry, and dodge until they are 300 feet (91.5 m) from the repugnant creature. **Note:** Environmentally sealed armor and vehicles will protect those inside, as will gas masks. Air filters add a +2 bonus to save.

Skill-Like Abilities: Understands and speaks all languages 85%, Climb 60%/50%, Land Navigation 80%, Prowl 60%, Tailing 60%, and Tracking (people) 60%.

Attacks per Melee: Four. Remember, only one attack per round can be used to unleash the Rotting Touch.

Bonuses (in addition to possible attribute bonuses): +1 on initiative, +2 to strike, +2 to dodge, +2 to disarm, +2 to entangle, +3 to pull punch, +2 to save vs magic and psionics, Impervious to Horror Factor, possession, mind control, illusions, poisons, drugs and disease. Impervious to energy weapons and attacks! Impervious to S.D.C. damage.

Magic: Agony (20), Calling (8), Heal Wounds (10), and ALL *Spoiling Magic* equal to a 4th level sorcerer. **P.P.E.:** 1D4x10+40

Psionics: Deaden Pain (4), Detect Psionics (6), Healing Touch (6), Psychic Diagnosis (4), Psychic Surgery (14), Stop Bleeding (4), all used in torture and blackmail; plus Telepathy (4), See Aura, Sense Magic, and Sense Evil equal to a 4th level psychic. **I.S.P.:** 1D4x10+20, however the Entity prefers to steal I.S.P. from others nearby, including the very person it may be attacking, using their I.S.P. to fuel its psionic attacks rather than its own.

Stealing Psychic Energy (special): Each attempt to draw on another person's I.S.P. or P.P.E. is considered a psionic attack and the intended victim must roll to save vs psionic attack. A successful roll to save means the Entity did not get the energy it needed and must use its own energy reserve or skip a psionic attack. If the character fails to save, the Rotting Entity can steal up to 10 I.S.P. or 3 P.P.E. from that specific person. That individual temporarily loses the energy points as if he had used psionic powers or cast a magic spell himself. A person who willingly offers his or her I.S.P. or P.P.E. does not roll a save vs psionic attack, the energy is automatically taken by the Entity. This is often the case with willing humanoid pawns and victims, prisoners and slaves who are too afraid to deny their inhuman master what it wants. Cannot draw energy from ley lines.

P.P.E. Vampire: The Entity only needs 20 P.P.E. a day to survive, and can actually go two weeks without feeding. It draws 1D6+5 P.P.E. from its victims every time the Entity rots a limb or body part, or as above, or by killing humanoids and animals and feasting upon the P.P.E. released at the moment of death. It can gorge itself on as much as 45 P.P.E. per day, putting itself into a drug-like euphoric haze (reduce bonuses by half) for 1D4 hours.

Vulnerabilities:

1. Weapons made of silver or iron do double their normal damage as Mega-Damage, so a silver S.D.C. dagger that normally does 1D6 S.D.C. damage will inflict 2D6 M.D. to the Rotting Entity.

2. Holy Weapons do full damage.

3. Magic spells and magic weapons do half damage.

4. M.D. punches, bullets, explosives and other kinetic attacks do half damage.

5. Susceptible to the following spell magic designed to control Entities and supernatural beings: Control/Enslave Entity, Banishment, Constrain Being, Commune with Spirits, Summon and Control Entity, Summon Lesser Being, and Exorcism. Likewise, Protection Circles and the Sheltering Force spell will hold the Rotting Entity at its borders.

Enemies: Mortals and those who would try to enslave and command it.

Allies: None per se, sometimes forced to serve a Shifter, Necromancer, Demon Lord or Dark God.

Habitat: May be encountered anywhere, especially places where there are many victims to be had, like Madhaven, Jersey Side, the ruins of old Chicago, Detroit, Windsor, St. Louis and Calgary, as well as Africa, India and China. The signs of a Rotting Entity in the area are obvious, as it will decay any animals or people it comes across, including woodland creatures and livestock.

Conversion Notes for Beyond the Supernatural 2nd Edition

Any of the new Entities and ghosts presented here could present a new level of terror and challenge to a game of BTS2. The Harmful Ghost, in particular, was designed to take advantage of the mystery and investigation aspects of the game, and to play on the fear and uneasiness the player characters are likely to be feeling while searching an old mansion or discovering a mysterious crate in the attic. Because of this, there are simple conversion notes below for each of the new Entities. Except for the changes below, the Entities should stay the same. G.M.s, feel free to alter them to your liking to make them more or less dangerous in regard to your individual games.

Gluttonous Entity – Hit Points: 6D6+30, **P.P.E.:** 4D4.
Discorporation: The ghost fades away with a silent scream.
Threat Level: x4, Prankster.

Beautiful Ghost – Hit Points: 2D6+16, **P.P.E.:** 4D6.
Discorporation: The ghost disappears in a brilliant flash of light. A small haze of dust that glitters in the light is all that is left. **Threat Level:** x4, Haunter.

Harmful Ghost – Hit Points: 2D4x10+20, **P.P.E.:** 3D6+20.
Discorporation: With a horrible, painful groan, the ghost folds in on itself and disappears. **Threat Level:** x4, Haunter/Predator; a Greater Entity. Does half damage from its attacks, which also cost half to use.

Madness Ghost – Hit Points: 3D6+20, **P.P.E.:** 2D6+20.
Discorporation: The ghost fades away with an ear-shattering scream, the sound of which may attract other ghosts, creatures, and people to investigate. **Threat Level:** x6, Haunter; a Greater Entity. Does half damage from its attacks, which also cost half to use.

Conglomerate Entity – Hit Points: 2D6x10+20, **P.P.E.** 2D4x10+10. **Discorporation:** The creature explodes with tremendous force and a wave of negative energy and black smoke that quickly dissipates. All of the spirits that composed the ghost fly off in every direction and disappear into the afterlife. **Threat Level:** x6 Haunter; a Greater Entity.

Contagion Entity – Hit Points: 4D6+40, **P.P.E.** 2D4x10+30. **Discorporation:** The Entity burns up into ashes and blows away at the first light breeze. **Threat Level:** x6, Predator; a Greater Entity.

Rotting Entity – Hit Points: 1D4x10+30, **P.P.E.:** 4D6+30.
Discorporation: The ghost falls to the ground and dissolves into a red stain topped with a pile of maggots. The stain remains for 1D4 days, then disappears completely. **Threat Level:** x6, Predator; a Greater Entity.

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Encounter Ideas

01-02% Wild-eyed stranger claims he knows where there is a vast treasure! An entire tech compound waiting to be claimed. If the group helps him get it, he'll share the spoils with them. A great opportunity for a straightforward treasure hunt, or the adventure can take several twists and turns (no treasure, but . . .), or it could be a trap, etc. G.M.s should run with the possibilities.

03-04% A friendly ghost. A Beautiful Ghost (female) approaches one of the characters and warns him or her about . . . G.M.s use this as a tool to provide the characters a clue(s) about something important to them, a warning about so and so (who they'll face soon), a warning that a child or somebody is in danger (by an evil ghost, monster, mutant, slaver, etc.), a warning that something terrible waits ahead or around the next corner, and so on.

05-06% Coalition renegades! 1D4+4 deserters from the war with Free Quebec. At least one pilots a Glitter Boy Killer and another pilots a battered, but fully armed SAMAS (missing half its M.D.C.). The rest are left to the G.M.'s discretion (make suitable to the player characters' power level). All are Anarchist or Miscreant.

They have come to Madhaven looking to make a fortune. They haven't seen any ghosts or monsters, just a few Haven Mutants who died as easily as any normal man. These soldiers turned brigands are looking for loot, treasure, secrets and fame. They are bullies who question and threaten any adventurers they meet, and are likely to try to take food and valuables. If the player characters resist, the CS Renegades attack. They will not fight to the death, and retreat if their opposition seems too powerful and determined. However, they will hold a grudge and look forward to meeting again when the odds are in their favor.

07% Insane Necromancer commanding an army of 1D6x10+6 animated human and D-Bee dead, each with approximately 1D6+12 M.D.C. He rants about being the King of Madhaven (or even the world) and demands that all who encounter him kneel down on one knee as he and his "entourage" pass. Those who comply are left alone. Those who refuse are attacked, slain and added to his army. The Necromancer is 1D6+4 level.

08-09% Insane Necromancer commanding 1D6+1 animated dead mutants and/or monsters, each with 4D6+32 M.D.C. The Necromancer is 1D4+2 level and in a foul mood. Anybody who threatens him or his animated dead are attacked.

10-11% Insane Headhunter who leads a group of 2D4+1 Metal Morph bandits. He is an 8th level merc and the Metal Morphs are all 1D4 level. These bandits are looking for food, booze, and tech items that strike their fancy. The latter may be spare parts, a gun, a bionic component or limb, a portable computer, camera, a piece of equipment, body armor or vehicle. They are most interested in technology and metal items that they can either use themselves or trade with Beast Men, Quill Men or Pseudo Men.

The Headhunter believes he is cursed and will die if he ever leaves Madhaven. He also believes he is safe from ghosts and

“the maddening voices” as long as he is with the Metal Morphs. Indeed, Entities and the voices don’t bother him when he is with the Metal Morphs (it’s all psychosomatic) and he is happy to serve as their leader to be free of madness. He becomes hysterical and violent if separated from his mutant cohorts. The Metal Morphs actually like the lunatic because he has years of experience and knows excellent strategies and tactics. Since he has led them, their importance in the clan has increased ten-fold. They will not fight to the death and retreat if an opponent proves to be too strong for them.

12-13% A plague. A band of 2D6 individuals are sick. They have the illness passed along by the Contagion Entity, 1D4x10 have already died. Worse, the Contagion Entity is among these people and glad to make anyone they encounter sick. The people beg for someone to help them. (Possible subplot is that if the people are saved and the Contagion Entity destroyed, the survivors are bad guys up to no good.)

14-15% Lord of the Entities. A Shifter who is completely off his nut. The crazy mage has decided he is the Lord of the Entities and master of Madhaven. The first time he encounters the player group, he tells them they are not wanted here unless they are willing to serve him. If they refuse he warns them to leave or else.

The next time he sees them, he gives the group a chance to become his henchmen and worshipers. If they decline the offer, the player group is attacked. The Shifter commands a Conglomerate Entity, two Harmful Entities, a Gluttonous Entity and 1D4 Raving Lunatics who are his worshipers. The G.M. may add to or decrease the number of opponents the player group has to face, making it reasonable for our heroes to survive the encounter.

16-17% Crazy psychic prophet accompanied by 1D4+5 mutants (one from each of the mutant races?) approaches the group of outsiders. A major psychic with *all* Sensitive powers, the prophet (male or female) insists that he or she be allowed to “read” one member in the group. By read, the psychic means to read the person’s aura, probe surface thoughts and divine his future. The latter is not really a power the psychic should possess, but he or she insists that the spirits speak to him and tell him things.

If the group or individual refuses, then they are marked as *harbingers of doom* and the player group can expect no help from Haven Mutants as word spreads quickly that they are agents of destruction or under a cloud of doom.

If allowed to be read, the psychic reveals an upcoming danger, threat or other hints of things to come; good or bad (Game Master discretion). This may include whether or not the character and his teammates will act as heroes or villains, cowardly or courageous.

18-19% Bandits from elsewhere. A group of 2D6+4 human or D-Bee bandits, or pirates. They have been to Madhaven many times in the past and know they are safe from madness for at least 48 hours. They seldom target mutants unless the freaks have something they want badly, instead they target stupid explorers, scavengers, adventurers, and other visitors to Madhaven. These “outsiders” are easy pickings because they are isolated from the outside world, friends and reinforcements. The Haven Mutants are *not* likely to come to their aid, and outsiders usually come to Madhaven laden down with weapons, equip-

ment, medical supplies, and other items that are easy to sell or trade. The bandits are probably friends and trade partners with local barbarians and small wilderness settlements as well as the Horune Pirates or Minions of Splugorth, and other bandits and mercs along the Eastern Seaboard. Heck, they might even trade with some of the mutant clans of Madhaven. The bandits are all 1D4+2 level, and a mixed group of Anarchist and evil thieves, raiders and men at arms. There are no psychics among them, although there may be one or two practitioners of magic.

20-21% The Wind and the Fury is what this insane Mind Melter calls herself. First, she’ll tail the player group, watching their every move for 24-48 hours. She uses this time to size them up before she takes action. Roll percentile dice to determine her opinion.

01-50% She decides they are heroes. If this is the case, she appears before them to charge them with a mission of mercy, i.e. to destroy a terrible monster (probably one or more Undead Horrors, a Greater Demon, evil invaders, or some other source of evil and sorrow). The menace and danger is real, and if the group is predominantly heroes, they should take the assignment.

51-00% She decides they are the servants of darkness, spies or assassins out to get her or one of the mutant leaders in Madhaven. In this instance she appears like a vengeful god, using levitation to float in the air and Telekinesis to make debris swirl around her. She tells them she is “the Wind and the Fury, Friend of Mutants and Protector of Madhaven,” and that she knows they serve the forces of darkness. She gives them one chance to leave Madhaven, now, and not return. Any argument or discussion is met with psionic attacks meant to defend herself, intimidate and threaten, not harm. If she is attacked, the Wind and the Fury strikes back with lethal force and fights until the group flees or until they are destroyed, or until she is slain.

Note: All Haven Mutants know this woman and know she is insane, *but* they also know she protects them against monsters and outsiders. Some even wonder if she might not be an avatar or servant of their mythical Mighty Lady. Consequently, if any mutants hear the battle (01-80% chance) they will come to her rescue and, if she is losing the fight or battling outsiders they know and like, they convince her to retreat. This means, unless the outsiders (player group) are evil or press their attack, the rescuing mutants only fight long enough to grab the Wind and the Fury and escape.

The Wind and the Fury is a 7th level Mind Melter (173 I.S.P.) who possesses all Sensitive, Ectoplasm and Telekinetic powers, as well as Bio-Manipulation, Empathic Transmission, Electrokinesis, Hydrokinesis, Mind Bolt, Super Telekinesis, Telekinetic Acceleration Attack, and Telekinetic Force Field.

She will remember the group (or individual) if they meet again and will respond according to her initial view of them as heroes or villains. If the latter, they have obviously defied her command to leave Madhaven, making them enemies to be destroyed.

22-23% Victim inhabited by a Possessing Entity. The Entity is looking to stir up conflict and violence by using the poor soul under its control. The Entity will pretend to be okay, even nice and caring, but ultimately sees the player group as its playthings to torment. It will cause all types of problems and lead them into danger whenever possible, but does so in such a way as to look innocent of any wrongdoing.

24-25% Mutants who hate outsiders and want them gone or dead. Mutants spoiling for a fight with outsiders. Thankfully, all are young (1D4 level) but they are also dangerous, angry and too full of spit and vinegar to give up until half their number are slain. The mutants will accept surrender, but will seize all obvious equipment, weapons and valuables, bully the player characters and do one of the following (Roll percentile dice again for a random determination).

01-25% Walk them to Jersey Side, where they kick 'em to the ground and leave them without proper gear to survive.

26-50% Take them not to their tribe, but to slavers (Splugorth, Horune or other) who will chain and drag our heroes off to Atlantis, a work camp, or god only knows where (time for an escape or escape and rescue adventure).

51-75% Take them to a pit where they tell the group if one of their teammates can beat their fiercest mutant warrior in fair combat, they will let them free. If the player character loses, they must leave Madhaven and never come back (or may be sold into slavery or must do something for the mutants).

76-00% The captives are taken back to the clan and presented to the Shaman to figure out what to do with them (eat them, kill them, sell them into slavery, set free, etc.).

Roll percentile to see what types of mutants are involved.

01-05% 1D4+3 Beast Men.

06-10% 1D4+2 Dyno-Men .

11-20% 1D4+3 Leopard Men.

21-30% 1D6+1 Mantis Men.

31-40% 1D4+2 Pseudo Men.

41-50% 1D6+4 Quill Men.

51-60% 1D4+2 Savage Lummox.

61-70% Mixed group of 1D4+2 Leopard Men and 1D4+1 Mantis Men.

71-80% Mixed group of 1D4 Beast Men, 1D4 Pseudo Men and 1-2 Metal Morphs.

81-90% Mixed group of 1D6 Savage Lummox, a Beast Man and a Metal Morph.

91-00% Mixed group of 1D6+1 Leopard Men and 1D4 Quill Men or Dyno-Men.

26-27% A Tectonic Entity made of junk is looking for a rumble. May be substituted with another type of Entity, lesser demon, Undead Horror, or monster.

28-29% A Mystic Knight threatening a trio of young mutants. The youngsters are clearly terrified and Mystic Knights are known to be vicious killers. One tries to make a break for it and is grabbed by the arm, another screams, the third drops to his knees and begins to pray. What do our heroes do?

If they attack, the kids run and the Mystic Knight returns fire. He'll assume they are bushwhackers or bandits.

If the group approaches in force but open to talk, they'll find out what's going on.

What's going on: The Knight (1D4+3 level) is a member of the Order of the White Rose. The confusion enters the picture because he is wearing the traditional body armor of the (evil) Mystic Knights. The kids are terrified for two reasons, 1) they were almost captured by a band of D-Bee pirate slavers (two of whom lay dead around the corner) and 2) the Knight was scold-

ing them and threatening to tell their parents that they were out in the ruins up to no good when they got into trouble. Had he not come along when he did . . .

The Knight is a good guy (scrupulous) and willing to forgive any combat or trouble arising out of this awkward and confusing situation. He'll ask what the player group are doing in Madhaven. Whether the group seems like good or bad guys, the Knight warns them to leave the mutants alone, and to be careful, Madhaven is a dangerous place. If they are smart, he'll tell them, they'll leave as quick as they can.

If they seem heroic, he may request their help in tracking down the rest of the slavers (there are more) and running them out of town. Or he may want their aid in some other matter.

Under NO circumstances does he tell them about the Garden, the history of the Knights of the White Rose, or anything about the Order. In fact, the Mystic Knight, who *may* admit to being a Knight of the White Rose, will pretend he is on an adventure or quest and just happened to be passing through Madhaven or pursued the trail of bad guys to the place and is staying for a while to help the locals.

If the player characters fight without trying to talk or reason with the Knight, the battle will be joined by 1D4 mercenary looking characters (Squires) and a Gateway Knight. They all fight the player characters to subdue them or make good their own escape.

30-31% The sage in the tower. An insane Ley Line Walker has locked himself away at the top of a skyscraper ruin. Most of the building is gone except for a 22 story corner that resembles a tall, narrow tower. The mad sage lives in a large room at the very top. The mutants bring him food and water in exchange for his advice and healing favors. The sage is a human who is constantly working on developing or uncovering and learning new spells, and acquiring new magic items. However, rumor has it, he hides or destroys magic items.

32-33% Psi-Stalkers. These wilderness mutants are either in Madhaven to prove themselves to their tribe by staying in the haunted ruins for 1D4+1 days and returning with the head of a monster or mutant, or they may be hunting members of a particular mutant clan to get revenge on Haven Mutants who wronged them in the past. Or the Psi-Stalkers may be hungry and looking for monsters (or mutants) with enough P.P.E. to sate their hunger. They generally aren't concerned with outsiders unless they wish to trade, talk, or fight with the group (the latter especially if the group is composed of Haven Mutants, mages, psychics, or supernatural creatures).

34-35% Wreckage of an alien robot. The remains of an alien giant robot are discovered inside the ruins of a building, a cave, a tunnel, or some enclosed place underground. Where it came from, when it came to Madhaven, why it was here, how it ended up destroyed and in this chamber and what the robot was capable of doing is anyone's guess.

A quick examination reveals the 'bot has been here a long time; decades, maybe centuries. Likewise, it looks like it was looted for parts decades ago too, and is an empty husk of M.D.C. metal. There are also the skeletal remains of at least a dozen (maybe a few dozen) bodies, human and mutant.

Any of the following or something the G.M. whips up may apply to the ruin of the giant robot.

01-20% *The ground rumbles and stops.* A melee round later, a *Giant Ruin Worm* pushes up from the ground and attacks. It is hungry and in a foul mood and fights until its M.D.C. is reduced by half, or until it swallows a couple of people!

21-40% *There is an odd noise*, sort of like scratching. A melee round later, *1D4x10 Giant Ruin Rats* fill the chamber! They are hungry and the player characters are dinner. The rats fight until $1D4+2$ of their number are killed, at which point the rest turn to feed on their dead and injured fellow rats. A good time to leave.

41-60% *1D6+1 adventurer types* enter from a concealed passage and start to shout that the robot is theirs! Get away from it! Die!! All are quite insane and will fight to the death with energy rifles and pistols blazing. If subdued, they rant and rave about the great find the robot represents and how it is theirs, all theirs, but they don't say anything that makes sense. They are all insane and obsessed with the empty robot shell. There doesn't appear to be anything of value in the chamber or with the robot (unless the G.M. wants otherwise).

61-80% *1D6 wild Head Worms* have made their home inside the safety of the robot and don't appreciate being disturbed. They attack and will eat anybody who is slain, but only fight enough to chase intruders away.

81-00% *There is an odd humming noise*, and a slight vibration under the ground. A moment later, *2D4 weird spider or crab-like robots*, the size of a toaster, start to crawl out of the woodwork and attack the player characters. They strike with electrically charged tendrils that come out of their bodies ($1D4$ M.D. per touching zap) and can also fire laser bolts from their three eyes ($1D6$ M.D. per single blast, $2D6$ M.D. per double blast, $3D6$ M.D. per simultaneous triple blast; combined blasts count as one attack). Each spider bot has 30 M.D.C., a Spd of 22, and 3 attacks per melee round. Two melee rounds after the first bots appeared, $4D4$ additional spider bots appear and join the attack. Two melee rounds after that, an additional $5D6$ spider bots appear and attack. This continues with their numbers doubling every two melee rounds and the player characters will get overwhelmed and killed unless they run for the hills. The spider bots remain in the chamber and do NOT give chase. Are they protecting some alien machine or alien A.I. hidden deeper underground? Is there more of a story here? That, we leave to the Game Masters.

36-37% **1D4+2 Insane adventurers**; may be a mixed group or entirely men at arms. They are extremely paranoid and afraid of all beings not human. "They're out there, hunting us. Did you hear that?! It's them. Monsters! Hideous monsters!" They will attack any *nonhumans* (D-Bees, mutants, etc.) in the group with the intention of killing them. Any humans who try to protect their inhuman friends will be deemed to be mind controlled pawns of the monsters or shape-changed monsters themselves. These madmen will fight until it looks like they are losing the battle, and then flee. However, they now consider the player characters their mortal enemies and will regroup, formulate a new plan of attack and strike later that day. They will continue to follow and attack the player group until they are killed, imprisoned or sent away.

38-39% **Angry mutants.** A large group of Haven Mutants ambush and attack the party! There should be at least one for each party member, two or more each if the player group is rea-

sonably powerful. These mutants fight to kill, but will retreat if too many of their number are slain. They take the bodies of their dead with them, as well as any weapons they may have dropped. This may be a group of mutants who hate humans or mutants who have mistaken the player characters as bad guys who attacked and killed a number of people in their tribe.

40-41% **Mutant scavengers.** The player group stumbles upon $2D6$ Haven Mutants who are scavenging the site of a recent battle. Apparently some Mystic Knights, mercenaries, bandits, or treasure hunters were killed here, by the mutants, rival gang of outsiders, undead or something else. These mutants will not share their loot and will chase off the player characters, but will flee if the group proves too powerful. They may (01-30% chance) be willing to trade some of their booty for better or different items.

42-43% **Stalking mutants.** The player characters are being hunted by a small ($2+1D4$) group of mutants. However, unless they are actively searching for ambushes, they most likely (01-90% chance, roll every hour of travel) don't realize they are being watched. The mutants are content to watch for now, but may either attack the group, rob their camp later, or decide to leave them alone. Circumstances and the G.M. determines what happens next.

44-45% **Treasure hunters.** At a location in the ruins, a group of adventurers are setting up a mechanical winch-and-cable system in order to lower themselves deep underneath the ruins. One of their members, either a mage or psychic, believes there may be a lode of pre-Rifts artifacts underneath where they now stand. The adventurers are well-armed, and not willing to share their claim. They are friendly as long as the player characters don't show any signs of hostility. One or two of them seem to be developing some mental instability, and all are a little jittery and paranoid. There is indeed a find below the rubble: pre-Rifts artifacts worth just over 100,000 credits.

46-47% **Poltergeist Entities!** $1D4$ Poltergeists want to "play" with the group. Unfortunately, their idea of play is to toss heavy rocks at the group.

48-49% **Surprise Entity attack!** Either a large *Conglomerate Entity* or $1D4$ *Rotting Entities* seep up from the ruins and attack the group. They are here to kill everyone. Nothing short of slaying the Entity(s) will stop them.

50-51% **Caterpillar Man** approaches the player characters and wants to be friends. Offers to be their "native guide" and will work for food; meat (and ultimately, one or more of the player characters). The Caterpillar Man is a villain who will lead our heroes into one trap after another with the hope of leading and killing them off one by one and feasting on their bones.

52-53% **Leopard Men attack!** $1D6$ of the mutants attack or challenge the group to mortal combat. They hate outsiders, especially humans, and are just out for blood.

54-55% **Born from debris!** One or two large *Tectonic Entities* or *Harmful Ghosts* (or other Entity) form out of the wreckage and attempt to stomp the player characters into goo. The Entity is in a foul mood and looking to inflict pain and suffering. May be substituted with a Lesser or Greater Demon, ghost or other monster.

56-57% **Giant Ruin Worms** – The ground beneath one of the player characters begins to rumble and shake, then a Giant Ruin Worm busts through and attacks!! There may be more than

one on its way. They will appear if one worm isn't enough to provide an adequate challenge. The worms will try to swallow one character each, and then disappear into the rubble.

58-59% Vegetable Garden of an Onion Head. Be nice and maybe the little bugger will be nice. Threaten the creature or his crops or dare to just take food and there will be hell to pay.

60-61% War Bird attacks. A wild War Bird swoops down from its perch from up high in one of the ruins. It decides one of the player characters is food and attacks. The bird gives up if the prey puts up too much of a fight or several others come rushing to his aid. May be substituted with a Gargoyle or other flying creature.

62-63% Pack of Giant Ruin Rats – 10+1D10 Ruin Rats climb up from the ruins and start ripping open whatever the player characters keep their food in and devouring it. The rats aren't looking for a fight, only food, but they will attack any character who is unarmored, sick, or dying as part of their dinner! The rats fight if attacked, but run away as soon as 1D4+1 of them are killed.

64-65% 1D6 Ruin Lizards. Don't bother them and they won't bother you. Come too close or make a threatening move, and watch out!

66-67% Toothback Wallcrawler. A lone hunter looking for prey. If it attacks or is attacked itself, the creature fights to the death.

68-69% Pirates and slavers (Horune or otherwise) and the player group looks like they could fetch a good price on the slave market.

70-71% Undead attack! The characters step over a hill and they come face-to-face with 1D6 undead (could be vampires, Bone Fiends, Festulents or other undead of choice). The horror(s) are in the process of devouring one victim and 1D4 others (outsiders, young mutants, etc.) are in their clutches, or the fiend(s) are simply shambling through the ruins, but their faces light up when they see our heroes, and attack. Will fight until destroyed.

72-73% A wild Phantom Wolf leaps from the shadows and attacks the nearest person. She fights only enough to chase the player character(s) away. If she is killed, the player characters will hear the sound of whimpering and whining. Following the sounds leads them to a pair of Phantom Wolf pups not more than two months old.

74-75% A place of slaughter. The stench of death can be smelled a mile away. Several people recently died here; Haven Mutants, treasure hunters, Knights of the White Rose, or outsiders. 4D6 large black ravens pick at the remains and 2D4 Giant Ruin Rats scurry in the shadows. A few bits of weapons and equipment also remain (nothing worth more than 30,000 credits).

76-77% Loose rubble. One of the player characters steps on a concrete block that is not as solid as it looks. The surprised character falls into a deep pit. If unarmored, he suffers 5D6 S.D.C. damage from the fall. If armored, the damage is only 2D6 S.D.C. There seems to be a man-sized tunnel (natural, old sewer, or whatever) that goes off in two different directions. They may lead to another way out, to an underground mutant tunnel system, to the nest of a Ruin Worm, or lair of 1D4 Toothback Wallcrawlers, or 2D6 Giant Ruin Rats, or who knows what (G.M.'s discretion).

78-79% Lone adventurer. Wandering the ruins, staring up at the sky, is an adventurer, mercenary, or bandit. He doesn't seem to realize where he is, or what's going on around him. He won't respond to anything the group does, and will scream and cry if attacked or restrained. He is only wearing his underwear (if that), and has no weapons or other gear (maybe a stick or other blunt object). His body is covered in scratches, cuts, and bruises. If he has been out for a while, they will appear malnourished and sunburnt. This person is in shock, but not crazy, at least not yet. Whatever did this to the poor soul will come looking for him and soon.

80-81% Whispers in the Dark. The characters hear voices in the dark corners of the ruins. Most of the time, their speech will be unintelligible gibberish, but they may occasionally say things in recognizable languages. They may offer warnings or make threats, or plant suggestions in a character's mind, but when anybody goes to investigate where the voices are coming from, they stop and there is nobody there!

82-83% Screaming woman. Off in the distance, miles away, a shrill female scream pierces the quiet of the ruins. A moment later, all is silent again. Investigating the sound reveals nothing.

84% Wispy apparition – Some sort of ghostly *thing* is just sort of floating there. It seems to be made out of mist or clouds, with wispy tendrils. When the apparition catches the light, it bends and flares it. It is both beautiful and terrifying. A couple of seconds later, it is gone.

85-86% Lights in the distance. They could be in the night sky, or close to the ground. Some kind of lights are far off in the distance. Sometimes they flicker, sometimes they just shine very brightly. Sometimes they move, slowly at first, then shoot off and disappear. Anyone trying to find the source of the lights will be disappointed as they suddenly flicker out. Then suddenly, trash – papers, rags, sticks, tin cans, a broken language translator, etc. – starts to pelt the people investigating. This is 2D6 Poltergeists at play. 1D4 Haunting Entities, Gluttonous or Harmful Entities may also be nearby and join in the, um, fun.

87-88% A Gluttonous Entity.

89-90% A Beautiful Ghost.

91-92% A Harmful Ghost.

93-94% A Madness Ghost.

95-96% A Rotting Entity.

97-98% A Conglomerate Entity.

99-00% A Contagion Entity.

A World Outside the Ruins

Some Mutants are not content to spend their lives within the confines of Madhaven. There is a much larger world out there and they want to see it. The entire player group could be mutants, or just a few of its members, but either way, this would be an adventure of discovery; some joyous and wonderful (all the new people, places, sights and sounds) and others jarring and painful (the prejudice, the conflicts, the rejection and fear). This group would find every encounter a new experience or challenge, since Haven Mutants are entirely unprepared for what awaits them in the outside world. They have a limited idea about high-technology, magic and ley lines, and are a simple, primitive culture compared to "civilized" people. They should be able to adapt, but there will be moments of child-like discovery.



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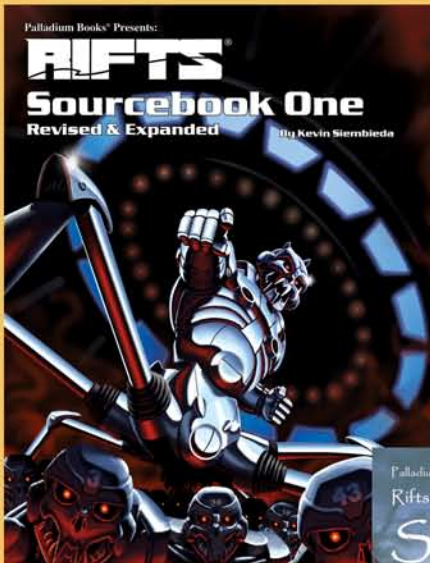
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