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Vampire Kingdoms™

By **Kevin Siembieda**

New Revised Edition



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Dedication

To my dear friend, *Cheryl Corey*; 20 years later, she is more valued than ever. Thank you for all of your help over the years. In addition to Cheryl's many other talents, she makes the best peanut brittle on the planet – a tasty treat to take along when hunting vampires.

– *Kevin Siembieda*

The cover, by *E.M. Gist*, depicts a human sacrifice in the shadow of a stone pyramid at one of the Vampire Kingdoms. A snarling horde of vampires wait for the bloodletting to begin.

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– *Kevin Siembieda, 2011*

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Vampire Kingdoms

Letters from Erin Tarn, 101 P.A.

The following are a series of letters from noted historian Erin Tarn describing her first visit to vampire territory along the Rio Grande and into Northern Mexico.

Erin Tarn, February, 101 P.A.

It has been 20 years since I last considered exploring the vast, empty lands to the south of Lone Star. To this day I have nightmares about my one, near fatal encounter with a vampire in the Lone Star territory, near the Rio Grande River. Yet I feel compelled to return and find the truth. Is it my infernal curiosity that nags at me, or is it the conscience of an old woman who feels she has left a job undone? I do not know, myself. Perhaps it is a little of both.

Many people look to me for guidance. More people than I'd like give my every word meaning, sometimes far more meaning than I ever intended when I penned it. Even my letters, such as this one, inevitably see print and take on some special significance or serve to exhibit some special insight. If that is to be my fate, so be it. I cannot change what I am. This being the case, I guess I do feel that I have an obligation to find the truth about the southern lands said to be the kingdom of the vampire. If the stories I continue to hear have any measure of truth, I must find out. For if they are true, it is time that we civilized people rose up to liberate our southern brothers from what must be a hellish existence.

Thanks to the unauthorized publication of **Traversing Our Modern World**, I am again a hunted enemy of the Coalition States. Many, I dare not say whom, have offered me sanctuary, but I have no wish to bring ill to these generous and kind people. Instead, I have decided to take this opportunity to travel west and south. Here, the Coalition has few eyes to follow me and there are many lands which I have yet to explore thoroughly. I suspect this will be an old woman's last great adventure. Wish me luck and remember me in your prayers, I fear I will need them.

The Rio Grande River

Erin Tarn, April 10, 101 P.A.

The history books before the Coming of the Rifts indicate that the Rio Grande River was little more than a long winding, mud puddle. Of course this is an exaggeration, but the point is that the pre-Rifts river was not the river we know today. The Rio Grande of our time is truly a river of great measure. It snakes its way along the border of Lone Star territory (the old American State of Texas) from the Gulf of Mexico to the San Juan Mountains in Southern Colorado. It is approximately 2,000 miles long (3,200 km), about 100 miles (160 km) longer than in the days of old, and measures between 100 feet (30.5 m) and 1,200 feet (365 m) wide depending on the location. The depth of the river, or so I am told, is as shallow as 10 feet (3 m) in some spots (we are looking for one such place now, so that we may cross) to about 80 feet (24 m) deep.

We are currently encamped near **New El Paso**, where we understand the river is shallow and the current is weak enough for our horses to swim across (our robot vehicles could cross at any

number of places without difficulty). If we cannot find such a location, we may have to arrange passage on a ferry boat at the city. We hope to avoid this, as New El Paso is a dangerous place renowned for its decadence and cruelty. The cattle baron who rules the small kingdom is a man by the name of *Wyatt Halloway*, a self-appointed "king." King Halloway is a strange and wild-eyed individual with cold, clammy hands and a sinister smile. I had the displeasure of meeting him when I was a much younger woman and he had just risen to power after the sudden, accidental (?) deaths of his father and his two oldest brothers. If ever there was a snake in human form it is Wyatt Halloway – I mean no disservice to snakes by this comparison.

Perhaps it is my imagination, but having traveled along the Rio Grande for several days now, I find myself troubled by a sense of foreboding and desolation. We have passed scores of burnt and otherwise demolished bridges as well as the broken remnants of river boats. Signs posted by local inhabitants and erstwhile adventurers warn of the vampires across the river. One plaque nailed to the burnt and crumbled skeleton of a bridge reads, "Cover not these sacred waters lest you give passage to the demons barred by them." This is the typical sentiment of the locals: The swollen river is seen as a godsend by many local inhabitants as it seems that the worse variety of *vampires* cannot cross over moving water. Myth? We shall see.

Vampires and Water

– April 30, 101 P.A.

We have been encamped here, near New El Paso, for nearly two weeks. My guides have thought it best to wait until a local skirmish passes before we move onward. The fear is that we may be mistaken for cattle rustlers if we do not. It also appears we may have to solicit passage from King Halloway to insure our safety. I wonder what that will cost us.

At any rate, this pause in our journey has given me time to write about my encounters with vampires from a safe distance and the tales we have heard about them.

The living dead. We are told that vampires are the living dead. Not animated dead, but people, once living, who have died, and risen from the dead as some sort of demons that feed upon the blood of the living. It is unclear to me whether these people have become actual demons or their dead bodies are inhabited by the demons.

Running water. We are told that vampires are killed by running water, and some insist any large body of water kills vampires if the creatures are immersed in it. Furthermore, true vampires cannot pass over running water. I would not have believed this myself had I not witnessed the phenomenon first hand. On several occasions we had seen what we believed to be vampires. Glowing red or yellow eyes and shadowy figures watching us from across the river, yet never did they cross. One might think, surely they cannot cross the river by swimming through the cleansing waters, but could metamorph into a bat, take to the sky and fly over the

water. Not so. One moonlit night, a small pack of vampires were calling to us from across the river. They jeered and swore, hooted and snarled, but none dared to cross the river. Suddenly, they transformed into large bats before our astonished eyes and flew into the night – away from the river.

The creatures cannot pass over the water under their own power, even of a high altitude. However, I am told that a vampire can be transported across water by means of boat or aircraft, provided the vehicle is piloted by a mortal servant and the vampire contained in a sealed box, or blindfolded and restrained. The creature cannot know he is being taken over water, otherwise the vampire may panic, fight to break away, and flee from the water. This seems to imply, to me, that water represents some sort of deep rooted *phobia* rather than a physical obstacle. If they can control their fear, vampires can cross over water on a bridge because the bridge is an extension of the earth and is, itself, rooted to the earth on either side of the river. The talk of earth, water, and air makes me wonder if vampires are not elemental beings.

Holy Water. Water blessed by a priest or shaman is said to be like acid to vampires, and if splashed on the flesh, it boils and burns. If poured on the ground, the vampire cannot step over it. However, I am also told the person using the blessed water must believe in God and the sanctity of the water/blessing for it to work.

Believe it or not, we are all armed with **squirt guns!** Yes, children’s toys. The toys/weapons fire a blast of water. The water is in motion and therefore counts as running water and, as such, is said to inflict painful damage to the living dead. The people we have spoken to are convinced of its success, so we have armed ourselves with them. We’ve seen even stranger water based weapons than water pistols. In one village, a traveling Techno-Wizard had created and sold a ridiculous contraption that was little more than a portable water sprinkler that showered water all around its wearer. The contention was the shower of harmless water acted as force field against vampires, preventing them from touching the wearer. I imagine there is some logic to the silly thing.

If water is a key to a vampire’s vulnerability, then it makes sense that tribes of vampires may live in the American States of Arizona, New Mexico, and Texas, as well as Mexico, where the climate is hot and dry. Much of the land here is devoid of tall trees and is covered with scrub and tall grass or stony deserts. It is a land where one can survey his surroundings for miles around and there is little rain, meaning the vampires need not worry about the threat of destruction from a sudden cloudburst.

More Vampire Legends: There appear to be at least a handful of different types of vampires. Even among the true vampires there are three, possibly more, types of these demons. The most powerful are the *Vampire Masters*. These “masters” serve as the leaders, lords and generals of the vampire legions. They appear human but are intelligent and powerful monsters. Rumor has it they can even learn magic and use human weapons and technology.

The victims of the Master Vampires sometimes rise from the dead to join their maker and serve as one of his lieutenants. These are the “undead” – once mortal humans and D-Bees reborn as vampires after having been slain by one. They possess many of the same supernatural powers as their master, but are not as intelligent or as powerful. Perhaps this is why I have also heard them called *Secondary Vampires*. It is unclear to me, at this time, why some victims of vampires rise from the dead and others do not.

The third type are known as *Wild Vampires*. Like the Secondary Vampires, they too were once humans until slain and trans-

formed into savage monsters. These Wild Vampires appear to be feral creatures that hunt in packs like wolves and behave more like animals than men. So far, we have only seen the feral, Wild Vampires.

There are other blood drinking demons and creatures from the Rifts, but I am told they are not the traditional or “true” vampire. Indeed, any monster that drinks human blood is a “vampire” in the broadest sense of the word, but that does not make him it of the living dead.

The following enumerated beliefs are accepted as facts by the residents along the Rio Grande.

1. Vampires stalk at night and sleep by day.
2. The light of day is agony to a vampire and turns them to dust.
3. Vampires cannot cross moving water and if forced into its embrace it can destroy vampires.
4. A wooden or silver stake, driven through the heart kills a vampire. A wooden arrow or silver bullet can also hurt and kill them.
5. Vampires are impervious to all other types of weapons, including particle beam weapons, lasers, rail guns, and explosives.
6. Vampires can “metamorph” into the shape of a bat, wolf, or mist.
7. Vampires possess Supernatural Strength.
8. Vampires can regenerate entire limbs overnight.
9. Vampires feed on humanoid blood. Animal blood cannot be substituted.
10. The victims of vampires are cursed to walk the earth as the undead until slain.
11. The undead, though once human, are demons when they are reborn as vampires.
12. Vampires are always evil and savage monsters.
13. Even the purest hearts and men of the cloth are not safe from a vampire.
14. Vampires never age and are said to be immortal.

Despite this frightening journey into a land said to be dominated by these demons, I am confident that humankind has persevered, and with luck, the stories of vampires, and what some insist are entire kingdoms of them, are exaggeration or myth.

Juarez, Mexico – May 3, 101 P.A.

We are now on the vampire side of the Rio Grande River. Our first few days were spent in the squalid city of **Ciudad Juarez**, which is built on the bones of the original, pre-Rifts city of the same name. Never have I seen such filth and decadence. Even New El Paso is a safe and happy haven compared to Juarez. Everything and anything is for sale. And I do mean everything, from illicit human services and human slaves to magic and dark pleasures. Several public and private arenas offer a variety of blood sport. Strange herbs, shrunken heads, animal feet, livestock and unidentifiable internal organs that I pray are those of animals are sold on every street corner. The poverty is everywhere. Human life has little meaning, and the squalor is beyond words. Days away I can still taste the bile of the city in my mouth. It is a wonder that our visit went without incident.

I spoke to some of the inhabitants of Ciudad Juarez who confirm stories about nomadic vampire tribes and of Vampire Kingdoms deep in the south. The official word is that Juarez is free of vampires. However, the peasants tell us otherwise, relating

countless stories of people slain or stolen away in the night. Of course, in this terrible place the fate of the missing could be in the hands of a hundred different villains, none of them vampires. Though I had hoped to encounter one of these more intelligent vampires, we had no such luck. Nor did we see any of the Wild Vampires. We were told this is because the Wild Vampires are subservient to the Secondary and Master Vampires, and do not come into town unless summoned. This, again, suggested there were intelligent vampires in Ciudad Juarez, and were the true leaders who ruled and pulled the strings from the shadows.

Everybody we spoke to tried to talk us out of heading deeper into the old territory of Mexico. When we could not be dissuaded from our journey, all agreed the safest route of travel is along the ocean coastline and the few rivers and tributaries. Despite this, my protectors and the scouts in our party have decided to take what is perhaps a more dangerous route across land. Our ultimate goal is to reach the site of old Mexico City, now said to be a city of vampires. Depending on what we encounter there, we may move on into the rain forests of the Yucatan and perhaps into the Land of a Thousand Islands (South America).

The Disappearance of Erin Tarn

Correspondence from Erin Tarn stopped after this letter. For a time, many thought Ms. Tarn and her companions had perished. Then, in October 101 P.A., came reports that she and her companions had resurfaced at Lazlo, safe and sound. As the story goes, she and her party fell ill and could not travel for several weeks. Then they encountered bad weather and blistering heat that forced them to turn back. Some sort of conflict between two warring factions required the party to head to the coast after all, where they had to dodge Splugorth and Horune raiding parties. It took them months before they could find their way back home. When asked if she ever made it to the Vampire Kingdoms, her practiced response is, "I must really try to organize another expedition to do so someday." Erin Tarn has frequently stated in public that the *Council of Learning* at Lazlo and other nations should conduct further expeditions into lands where little is known about them, including Mexico and Central and South America.

Behind closed doors, it is a different story. Though Erin Tarn's party never reached the Vampire Kingdoms, their eyes were opened to the horrors that exist to the south. The fact that the outspoken historian and leader has chosen to keep quiet about this danger speaks volumes.

A letter to the Council of Learning from Erin Tarn – September, 109 P.A.

My Esteemed Friends and Colleagues,

I know we have had our hands full with the Coalition's War on the Kingdom of Tolkeen and the fallout from the outcome of that tragic conflict. I also realize there is increasing concern about the Xiticix threat, and new dangers grow to the west in Calgary as well as disturbing reports of increased demonic activity in conjunction with something known as the Minion War. These are grave and uncertain times, and our hands are full. Yet I fear I must again voice my concerns about the Vampire Kingdoms of Mexico.

I find the recent events involving our friends at Arzno to be of great concern. I know they have determined the vampire incursion at Fort Tombstone to be an isolated incident, but I fear it speaks to a greater problem: The Vampire Kingdoms.

As I promised, I have not gone public with my own knowledge of the vampires of Mexico. I agree that it is best not to stir up that hornets' nest by even talking about it. If people knew the full extent of the vampires powers and numbers, panic would ensue. Nor can we afford the Army of the Coalition States, high on their victory against Tolkeen, riding into a war against a supernatural enemy they do not understand. It would be like sheep to the slaughter. And once the vampire-hornets' nest has been disturbed, I shudder to think how they might respond. It amazes me the Vampire Kingdoms have remained as quiet as they have for so long. Then again, the patience of immortal beings must be much greater than our own, as time is on their side.

Still, the Arzno incident is cause for alarm. I am not so convinced this was an isolated incident from a rogue vampire clan. And even if it was, how soon before another rogue vampire takes action against humanity on this side of the border? As the Vampire Kingdoms grow, I fear the number of such incursion shall only increase.

I am further dismayed so few of you have read the report you received from Doc Reid, the foremost authority on vampires in the world. Yes, the size of the voluminous 9,000 page report is daunting. Yes, Doc Reid is obsessed, and probably quite insane, but his depth of knowledge about vampires is unparalleled and terrifying. There is little wonder why he has been driven mad. Read it. Read just the first 500 pages and tell me how well you sleep afterward — if ever again.

I still have nightmares about what I witnessed with my own eyes. Though we never got close to any of the actual kingdoms, we saw the terror in the eyes of every human being we encountered. We saw the human slaves and servants. We saw the ranches where people are raised and slaughtered like cattle. We met the humans who serve and protect the undead out of fear or worse, for personal reward. We saw the full force of the undead when they slaughtered half the expedition and took the rest of us captive. We suffered their arrogance and witnessed their total lack of inhumanity. I still can't believe we managed to survive long enough to escape. If we hadn't been Rifted out of there when we were, we'd be among the dead, bled dry. Or worse, vampires who now seek your blood.

We cannot count on the growing resistance movement among the people of the region, or the increasing number of Vampire Hunters, nor the rivalry between the kingdoms themselves to be their undoing. You know I am a person of peace. I have never advocated war, but Doc Reid is correct: vampires are not to be pitied nor thought of as human. They aren't even demons, really. They are a disease that infects and destroys humanity. We need to stop the vampire pestilence before it becomes a plague that sweeps through us.

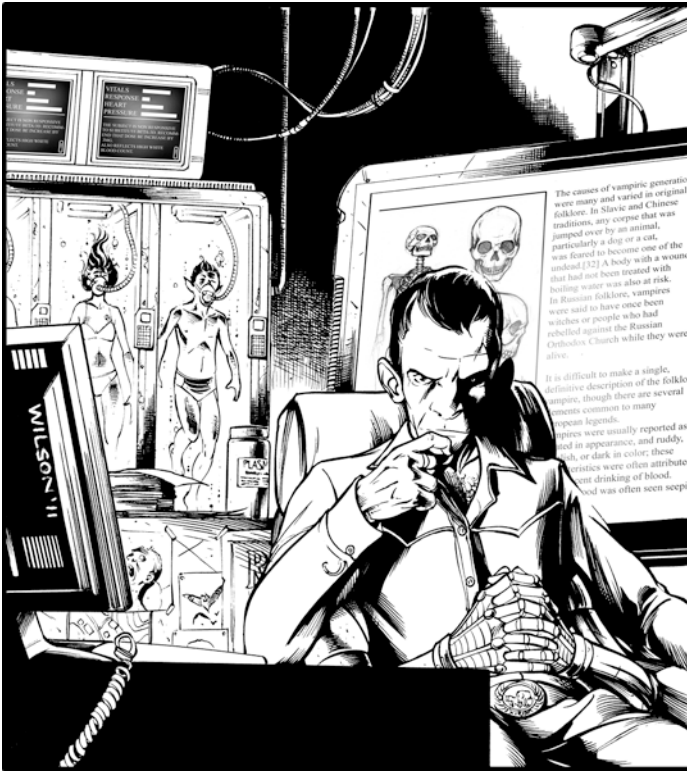
I look around me, and I see so much hope and promise. I see civilization about to blossom to heights we have not known since before the Great Cataclysm. At the same time, there are so many dangers that seem to be rising up, it makes me shudder. Do not doubt for a moment that the Vampire Kingdoms are one of them.

The day we find vampires at our gates, the war is already over.

– Erin Tarn

Undead Vampires

There exist a variety of supernatural beings and monsters that prey upon humanoids and drink their blood. The Dybbuk, Succubus, Batling and others are all, in the broadest sense of the word, “vampires,” as are any monsters that drink the blood of their victims. The monsters I refer to as **Undead Vampires**, or simply vampires, are the legendary living dead – *True Vampires*.



Highlights from Doc Reid's Report:

Understanding the Vampire Pestilence

Excerpts from a secret report compiled by the famous vampire hunter, *Doc Reid*, circa 108 P.A. Commissioned by the Council of Learning at Lazlo, the document had been shared with the Kingdom of Tolkeen, so it is possible it has fallen into the hands of the Coalition States since the Kingdom fell to the Coalition Army in 109 P.A. If this is the case, the document would have been classified as *Top Secret* while heads of the CS Army Military Intelligence and Propaganda Department evaluate the data and decide if any action should be taken.

Allow me to introduce myself. I am Doctor Kenneth Jonathan Reid, but I prefer to be addressed simply as *Doc Reid*. I am, without question, the world's foremost authority on Undead Vampires or what I call True Vampires. This statement is not

made in arrogance, but as a matter of fact. A fact you need to accept before reading this scientific study I have provided you. I say this because you, like most people unfamiliar with vampires, are likely to question the veracity of my findings or make the knee-jerk reaction of confusing vampire *myths* and *legends* for facts. Please refrain from this foolish impulse. Forget everything you think you know about vampires and accept everything you read in my report as absolute, verified truth. I have no reason to mislead you and I seek no accolades for what has become my life's work. I am trying to save your lives.

To that end, I write this report in plain speak without medical and scientific jargon. Nor do I sugarcoat my findings. I am blunt and to the point, because I want you to have a clear understanding of the complicated pestilence known as vampires, and the danger they represent to the entire world. The information presented in this thesis is complete and verifiable. The facts and conclusions have been tested and confirmed, and retested by multiples of at least one hundred times. There are no errors or false conclusions. My Rangers and I have battled the undead of the Vampire Kingdoms for more than 15 years. I myself have conducted more than 27,000 experiments on vampires as well as thousands of autopsies and extensive studies.

It is my understanding that among the vampire broods I am portrayed rather like *Doctor Mengele*. For those of you without knowledge of pre-Rifts history, a few hundred years before the Great Cataclysm, Doctor Mengele served Nazi Germany during World War II. He was, by and large, regarded as a monster, because his studies involved experiments, torture and the butchery of men, women and children. He was also the chief architect of the extermination of millions of innocent people in the name of genocide and human supremacy. I am told the vampires see me in a similar light. As I understand it, so do some of my fellow humans. A pity.

Let me set the record straight at the onset, so that your views are not prejudiced by such slander. I am a man of science. I serve no government nor military force. I did not choose my fate, but rather have fallen into the role of protector – some might even say hero – when it comes to defending people against Undead Vampires. I find genocide to be abhorrent, and the human supremacy practiced by the Coalition States to be a tragedy. I accept all people, human and D-Bee. My Rangers and I, in fact, are regarded as defenders of the innocent and we associate with Cyber-Knights and other heroes.

Make no mistake, vampires are not innocent or human. They are evil supernatural beings with the characteristics of an infectious disease. We fight them with the same clinical methodology, scientific approach and callousness as we would any disease. Vampires are shameless and despicable supernatural monsters who wear the face of humanity to trick us and stay our hand. You must not let that happen. You cannot look at vampires as human, because they are not. To believe there may remain some spark of the human animal inside the body of a vampire is a mistake these monsters love to exploit. Trust me, that which was once human dies the moment the vampire is born. Other than their deceptive appearance, there is no shred of humanity left in the foul

creature's soulless bodies. None. Vampires are a pestilence that infests and destroys. Do not be fooled. Show no mercy.

It has been my goal to learn everything I can about True Vampires: How they function, their pathology and behavior, their strengths and weaknesses, their habits and practices, and how to exterminate them. This report is the culmination of 15 years of study in the field.

Vampire Hierarchy

There are three primary types of Undead Vampires: the Master Vampire, Secondary Vampire, and Wild Vampire. There are also Vampire Lords, but these "Lords" are typically Master and Secondary Vampires that have taken or earned positions of power within vampire society. All serve the Vampire Intelligence that is, ultimately, their creator.

The Vampire Intelligence is the deific Alien Intelligence that is the progenitor of Undead Vampires. This creature is the source of the vampire pathogen starting with the creation of the *Master Vampire*. For this reason the creature is sometimes referred to as "the Beginning." This is a being we humans seldom encounter and is unknown to most people. Even my Rangers and I have yet to see one, though I have coerced numerous descriptions from both vampires and some of the people who have seen the monstrosity and lived to tell the tale.

Type One: The Master Vampire is the rarest and most powerful of the True Vampires. He is the carrier of vampirism that creates more vampires and starts and spreads the vampire plague. The Master, is the vessel through which a Vampire Intelligence extends its influence, and from which all other Undead Vampires of that specific Vampire Intelligence can trace their origins. This makes the Master leader of the undead legions. For this reason, the Master Vampire is sometimes known as "the Bringer" as well as Supreme Lord and sometimes, King or Emperor.

Type Two: Secondary Vampires are created by a Master Vampire or another Secondary Vampire. They are subservient to the Vampire Intelligence, the Master Vampire, and to the vampire who made them one of the undead. Secondary Vampires are expected to serve their masters without question. For this reason they are sometimes known as "They Who Serve" and "the Perpetuators" as well as "Common Vampire." It is the Secondary Vampire that comes to mind when most people think of vampires.

Type Three: Wild Vampires are created by Secondary Vampires, but are flawed. As their name suggests, Wild Vampires are much more feral and savage than the Master or Secondary Vampires. They tend to live in the wilderness like wild animals, hunt in packs and behave more like wolves than men. Despite being ruled by animal instinct rather than intellect, Wild Vampires possess intelligence, can think and speak, and use simple strategies and tactics. They show obedience and subservience to Secondary and Master Vampires, who use them as attack animals and cannon fodder. For these reasons, Wild Vampires are also known as "the Misbegotten," "the Wild Ones," and "the Hounds."

All Undead Vampires are subservient to their deific creator: The Vampire Intelligence. Like all Alien Intelligences, this creature is a supernatural being that is worshiped as the Creator and All-Father of the vampire clans it has spawned. All three types of vampires share the same basic powers, though the Master and Secondary Vampires possess greater intelligence, skills and self-control than Wild Ones.

The Vampire Pathology

I have found the behavior of vampires to emulate that of disease. Thus, I often refer to them as a pathogen and think of them as a plague. The vampire pathogen starts with a supernatural creature known as a **Vampire Intelligence**; a being of considerable power, worshiped as a god by the vampires who serve it. The Intelligence exists in another dimension beyond our physical borders of reality and cannot physically enter our plane of existence until a certain number of conditions have been met. The most notable being a minimum number of vampires born of its specific pathogen. The spreading of the vampire pathogen must start with a willing "host" born in our mortal world. This is a madman who wants to become an Undead Vampire for selfish or evil reasons. Tales of superhuman powers and immortality via undeath are enough to attract some people to forsake their humanity, betray their people and become a Master Vampire – the vector or "carrier" that spreads the disease and creates more undead. Exactly how a person makes contact with the Vampire Intelligence to become the carrier is not yet known, but it may very well have to do with evil intent, dedication to evil and pure luck.

In the world of vampires, the carrier is known as the **Master Vampire**. They are also sometimes known as the Maker Vampire, and many become self-appointed Vampire Lords, Kings and Emperors who hold positions of power at the top of vampire society and command undead hordes. It is the Master Vampire who creates other vampires, and they in turn create more and spread the pestilence of vampirism. Each created by this chain of heredity must answer to the Master Vampire and his creator, the Vampire Intelligence. The Master may be male or female, and is, as a rule, the most intelligent, powerful and cunning of the vampires.

There is a narrow window of opportunity here when an infestation is just beginning; use it. For the first few weeks, new born vampires – or in the vernacular of vampires, those "reborn" as the undead – are disoriented, frightened and uncertain. They behave rather like young children and look to their creator, the Master Vampire, for explanation, instruction and protection. During this short orientation period, the reborn undead remain near the Master who made them. Find and slay the Master and all of these first few creations, and you can contain the localized infestation and stop it in its tracks, but you must act quickly. Once the vampires created by the Master begin to spread out on their own, they can create more of their kind, spreading like a disease and creating an epidemic that can leave thousands dead in its wake. Like any swiftly spreading disease, the greatest fear is a pandemic and the loss of millions. Frankly, I'm a bit surprised the vampires of Mexico have not made such a move, but I fear it is only a matter of time.

The living dead created by the Master are known as **Secondary Vampires**, or sometimes as Common Vampires, and many other nomenclatures. They possess many of the same powers and abilities as the Master Vampire, including the power to make more vampires. However, they are not as intelligent or powerful, and possess a greater range of weaknesses and vulnerabilities. Though intelligent, Secondary Vampires exhibit a more savage nature ruled by hunger and feral instincts. They have more difficulty controlling their base desires and possess a smaller range of skills. Furthermore, they instinctively recognize the Master Vampire as their superior and seldom challenge his authority.

Without the Master to serve as the starting point and “carrier,” vampirism cannot be spread. This misanthrope is the beginning, but not the end. The disease of vampirism is so insidious that once it has begun to spread, it is almost impossible to quarantine and stop.

One reason for this is that, unlike true germs, the Secondary Vampires are both the disease and additional carriers.

Another reason is that most Secondary Vampires embrace the monsters they have become, and fight anyone trying to stop the spread of contamination. You might think they would hate becoming monsters. A real human would, but that’s what you must understand, a vampire, though he may appear to be human or even bear the face and memories of a loved one, is not the person who is now dead. This monster has assumed his appearance and identity, complete with some memories. The person you once knew is gone.

There are also **Wild Vampires**, the savage, predatory members of the Undead Vampires’ hierarchy; more on them later.



Humanity Gone

I apologize if I am confusing you with my reference to *disease*. Allow me to clarify. I am not saying vampires are people afflicted with a disease or that vampirism can be cured; it cannot. I am saying vampires *are* the disease. Their behavior mimics that of a pathogen. A human being who becomes an Undead Vampire is dead and gone. He is beyond help or a cure, because he is dead.

Let me repeat that: A human being who becomes a vampire is dead and gone.

I will discuss the process by which a person becomes a vampire later. What you need to understand is that the process that turns a human into a vampire is fast and it is *fatal*. The victim dies. The vampire’s bite starts the transformation. Three successive bites over a short period of time kills the victim. The only

way to prevent death is to slay the Master or Secondary Vampire responsible for the attacks before the victim dies.

This is the part people have the most trouble accepting and understanding. Your loved one slain by a vampire is dead. There is no cure for death. Not even vampirism. Those who tell you otherwise are liars or fools.

Despite the legends and lies perpetuated by the vampires themselves, there is no coming back from the dead. Your wife, husband, sister, brother, or best friend killed by a vampire is dead. It is imperative you understand and accept this hard fact. The abomination that rises from the grave as a vampire may bear the face of the person you knew in life, but he or she is not that individual. The vampire is a demon, a monster, who now wears the face and body of the person you knew just as you might wear a suit of environmental armor. It is a *disguise* these vile demons use to trick the living to get close enough to feed upon us, enslave us, and create more of their kind.

Terms such as “undead” and “living dead,” which even I use from time to time, may belie the reality of what the vampire really is. Such terms are misnomers, because the victim of a vampire is neither “living” or “undead,” but something completely new and inhuman. Every vampire that is born replaces one of us with a monster. That’s not your loved one any more, it is a demon patterned after the person who died. A monster that has stolen bits of memory, skills and identity from the person who died and uses them to disguise itself as human.

Vampires and the Human Illusion

The person you knew in life is no more. He died when the vampire slew him. In his place stands a demon that has stolen that person’s appearance and mimics some of his personality, but this thing is not that person nor is it human. This is a monster. A predator in human clothing. A cunning monster that uses its human appearance to cause hesitation, confusion and even acceptance by us. Do not be fooled.

I have found people respond well to thinking of vampires in the context of the old children’s story **Little Red Riding Hood**. That’s not grandmother anymore, that’s a wolf in granny’s clothing and skin. And my, oh my, what big teeth grandma has. The better to eat you with, my dears.

Remember that, and like Little Red Riding Hood, you may survive your encounter with a vampire. I’m serious.

Just as the wolf was not grandma, a vampire is not human. It never was and can never be human. As far as I can tell, it is an animated corpse inhabited by a tiny fragment of the Vampire Intelligence. The *Slow Kill* of its victim over a period of several nights enables the Intelligence, via its Master or Secondary Vampire carrier, to infect and take over the body of its victim three days after the person dies. This process also enables the monster within to draw upon some of the memories, personality and skills of the person the vampire has slain. Thus, the thing that rises from the grave is not the person who died, but a monster using the victim’s brain patterns to appear to be a shadow of that individual.

It is a brilliant disguise, because we humans tend to believe what we see, not what we know to be true. Case in point, when we see grandma, even though we saw her *die*, we don’t see a monster, we see our grandma. Somehow, seeing her standing there smiling sweetly and beckoning to us to give her a hug, causes our

emotions to override reason. It's granny. It's a miracle. Give her a big hug.

Wrong. It's an abomination. Grandma died. You saw it. You know it. This is not grandmother. It is a demon and a pestilence that wants to kill you and drink your blood, or use the Slow Kill to slay you and turn your body into another murderous vampire. Reading this on paper it may sound obvious and easy, but when faced with it in person, it is another story. I have seen Juicers and hardened war vets rush into the arms of grandma, or their wife or child, only to have their throats ripped open and blood drained by a monster who finds it funny.

Even those of us who never knew the woman as grandma see an innocent old woman. A fellow human being. A mother figure. It makes us hesitate and that gives the monster the edge it needs to launch an attack. Whether the vampire is an eight year old, eighteen year old or eighty year old, it is difficult to imagine that *fellow human* as a monster. It's the way we, as humans, are hard-wired, and the Undead Vampires take advantage of it. To survive, we need to learn to override our ingrained behavior patterns. If you know the person is a vampire risen from the grave, strike without hesitation or regret. You are killing a monster in grandma's skin, not grandma. This is apparent when grandma picks up a half ton Combat Cyborg and tosses him aside like a rag doll, or turns to mist, or lunges at you with fangs bared and eyes glowing like red hot coals. Only by then, it may be too late.

(Also see *Appearance* under Vampire Powers.)

Dispelling the Myth

Despite the preponderance of hard evidence and even anecdotal reports to the contrary, there persists a romantic notion that vampires are tragic figures who can be saved or redeemed. Some people even cling to the idea of "heroic vampires" that are able to maintain their humanity and suppress predatory instincts. Such "good vampires" do not exist. To believe otherwise is to open yourself and those around the vampire to danger.

1. As I have already made clear, the vampire is not your grandma, husband or child. It is a supernatural monster using your loved one's appearance for its own evil purpose.

2. Vampires, all vampires, are consumed with only two things: hunger and sating that hunger through killing. Sating the hunger is everything. Undead Vampires are killing machines. Killing is what they do. A vampire that claims otherwise is lying to you or itself.

3. A vampire who believes itself to be the person who died and whose identity it has stolen, is confused and deranged. Sooner or later, the monster will accept its true nature or be unable to suppress the hunger and kill.

4. Vampires use the *illusion of humanity* with great cunning and skill. They can make themselves seem quite ordinary and innocent, and no different than you or I. They can make themselves seem likeable, caring and kind, or sympathetic, vulnerable and sincere. Regardless, it is all a deception to get close to their prey: YOU. Their convincing acting abilities are aided by the monsters' powers of mind control and metamorphosis. (See *Appearance* under Vampire Powers.)

I must confess, I have encountered **Deluded Vampires** who honestly believe they are the person they were in life, afflicted with the "curse of vampirism." These lost souls are in denial about what they are and mistake the memories and emotions of

the slain person whose body they have stolen, to be their own. I don't doubt that some of these Deluded Vampires torture themselves by denying their true nature. I have seen some battle the wickedness that swells within their breasts and the hunger that drives them to kill. Some sincerely try to be human and maintain their human identity for a remarkably long period of time. Even under torture and pain of death, I have seen Deluded Vampires insist, with their last dying breath, they are not monsters and can control their predatory instincts.

They are wrong, of course.

Just as a leopard cannot change its spots, a vampire cannot be something it is not. ALL vampires need blood. Though the vampire who clings to shadows of humanity may try to be human, it needs blood to survive. The blood may be offered freely by a friend or loved one, but the creature must feed upon somebody. Animal blood cannot be substituted, and the blood of *D-Bees* requires twice as much because it is only half as fulfilling and nutritious. Some so-called *Heroic Vampires* rationalize feeding on their enemies and only kill to feed without ever turning their victims into vampires. Others draw blood from willing donors via a sanitized medical procedure, but how is any of this different from the monsters of the Vampire Kingdoms? How are those who offer their blood freely any different from the human cattle and servants of evil vampires? And are they offering their blood freely, or is there subtle mind control taking place? Such practices are nothing more than an attempt to rationalize the aberrant behavior of the vampire and deny the truth: The vampire is a predatory monster who lusts for the blood of humans and lives to hunt and kill humanoid prey.

In the end, a single vampire will kill at least several dozen people in the course of a year. Hundreds or thousands in its lifetime. The vampire *must* feed on blood. If denied blood, the monster becomes desperate to feed or starves. In time, the hunger becomes obsessive and, like a starving mad dog, the monster will attack and feed upon anyone, including the mortals it claims to love above all others. I have proven this a thousand times over. Vampires cannot control their need for blood. When push comes to shove, vampire instinct takes over and it is humans and D-Bees who pay the price every single time. A Deluded Vampire in denial may insist he had no choice or lost control. He may sob and proclaim to hate himself for his reprehensible acts of murder to momentarily quench his unquenchable thirst, but it won't stop him from doing so again, and again, and again. The monster can't help himself. It all comes down to survival, and the survival instincts of the vampire supercede all others.

We are human, they are not. We are the prey, vampires the hunters. Never doubt that.

I Am a God

Vampire Psychology and Delusions of Grandeur

Vampires see themselves as superior to humans in every way. How could they not? This I find easy to understand.

I, myself, have a genius level I.Q. Though I value all people, I sometimes feel frustrated and get irritable when those around me can't keep up or don't seem to understand the simplest ideas. When I'm tired and become annoyed, I think of them as idiots and morons who try my patience. I have to stop myself and put my emotions in check. I'm sure you have done the same from

time to time, and you also see it in competitive sports. We have all heard taunts at sporting events such as, "What's the matter? Can't you keep up?" "You can't touch me." "I'm going to crush you." "Take that." "Number one." It is a natural reaction to feel superior when you are smarter, stronger or faster than those around you.

Now imagine you are all those things and more. Imagine that you are stronger than 20 men combined, you move with the speed and agility of a Juicer, you don't age, you are impervious to disease, bullets and knives don't hurt you, energy beams do little more than ruin your clothing, and you regenerate from the most grievous of injury. More than that, you can influence the minds of others, transform into a flying animal, a wolf or mist, and you are immortal. Compared to humans, such a being is a god.

How can a vampire not feel like a superman compared to us? How can they not look at us as lesser beings beneath their feet? Even the Wild Vampire with its limited intellect and feral behavior is many times stronger, faster and superior to us mere humans, especially in combat. To vampires we are weak and inferior. Moreover, we are prey: the animals the Undead Vampire feeds upon.

A lion does not consider the antelope's value beyond becoming its meal. The lion doesn't care about the antelope's emotions, dreams or aspirations. The antelope is weak and a victim – prey to be hunted and eaten at the lion's whim. This is the way of nature and we understand it. So understand that the vampire is the lion, and we are the antelope. He is the king of the jungle and we are his prey. Though some vampires treat humans with the same fondness we might show for a favored pet, that is the best we can hope to ever be to them, a pet. Most of us are dumb, weak animals to be hunted for pleasure, sport and food. This is why vampires become so angry when a puny human bests or embarrasses them in any way. After all, it is a surprise when the antelope dares to challenge the lion. It is an insult and an outrage when the antelope triumphs over the mighty lion. When that happens, the king roars in fury, and may go on a killing spree to prove his superiority before other antelopes think they too can raise their hand against him.

The vampires' supreme arrogance and belief in their own vast superiority is one of the things we humans can exploit to our advantage. Most vampires find the human spirit and irreverence to be infuriating, and while it causes the monsters to lash out, it also causes them to make mistakes and take rash action. Secondary Vampires and the Master (who was truly once human) *underestimate* humans on every level. Again, it is the story of the lion and the antelope. The powerful and deadly king of the jungle cannot imagine the antelope being able to outsmart or beat him in anything. Only the human animal is no mere antelope. The fact that humans are intelligent, resourceful, learn, adapt and wield tools and weapons seems to escape vampires no matter how many times it is thrown in their faces. Even the Vampire Intelligence suffers from this blind spot concerning humans. We can use that stubborn blind spot, born in arrogance and power, to confound and slay the mighty lion. I know we can, because my Rangers and I have done so many, many times. Personally, I find it satisfying that the stuff that makes us human is our greatest strength against the undead.

Wicked Is as Wicked Does

Cruelty, sadism and vampires

Undead Vampires live to dominate, terrify and feed upon inferior humanoid life. Humans and D-Bees are regarded as prey to be hunted, and in the Vampire Kingdoms, we are cattle, bred, corralled, butchered and devoured. They also use humans and D-Bees as slaves and servants, pets and playthings. All too often, pets and playthings are made to satisfy the demons' sadistic pleasures and base emotions. They are beaten, raped, tortured and humiliated a thousand different ways. The majority of vampires, regardless of their station, enjoy inflicting fear and suffering in all its forms, from the physical to the psychological. I find many people do not realize the undead not only drink blood, but are *psychic vampires* that immerse themselves in dark emotions. Fear, hate, sorrow, and agony are all sweet nectar to Undead Vampires. When a vampire kills and feeds, the monster soaks up the delectable quintessence of life tinged with the tantalizing flavor of terror or ecstasy that only a vampire can evoke. When the mortals around them quake in terror or tremble with hate, vampires get an endorphin rush making them feel aroused and powerful. Thus, an environment of despair, sorrow and suffering in and around the Vampire Kingdoms is not an accident of vampire culture, but quite deliberate. The more miserable, demoralized and hopeless their servants and slaves feel, the more delicious and enjoyable the environment for the vampires.

The wickedness and sadism of vampires is so reprehensible that a newly risen vampire often seeks out the *loved ones* of the deceased whose body the monster now wears, as his first victims. The vile creature is drawn to the family and friends not because of the fond memories and emotions he has stolen from the deceased, but to make a mockery of them and destroy everything he once held dear. What a rush it is to return from the grave as daddy or mommy to rip the life from the children and spouse. The delicious horror from the children as their life is bled out of them, one by one, by darling daddy or loving mother is the best thrill-kill high the vampire will ever know in its eternal life. And just to be cruel, the new vampire may decide to turn the wife or little sister or sweet auntie into a vampire like itself. I know this, because it has been told to me by hundreds of undead before I had the pleasure of taking their horrible lives.

All mortals are considered lesser beings, but as terrible as humans are treated, **D-Bees** get it even worse. The less human a D-Bee's appearance, the more humiliation and suffering the poor being will suffer at the hands of vampires. The food pens of the Vampire Kingdoms are 50% D-Bees, and D-Bee slaves are treated like mules and barely worthwhile. One vampire told me they are little more than a barn cat or scurvy old dog. Vampires behave like playground bullies when it comes to all of their slaves and servants, laughing at every misstep, accident and plea for mercy. Like a malicious child pulling the feathers from an injured bird, the vampire picks and pokes and pries until the mortal curls up into a sobbing ball of misery. If the pitiable slave is lucky, his evil masters find this satisfying or hilarious and let him live again. If the slave is unlucky, his tormentors may find this a disappointing end to an evening of fun and games, and feed upon him, kill him or torture him for many more hours.



Vampire Powers

More accounts excerpted from the scientific report of Doc Reid.

Undead Vampires, regardless of their caste level or origin, possess a large number of impressive, supernatural abilities. Due to their savage, animalistic natures, Wild Vampires don't have quite the full range of powers (the ones they have are listed in their R.C.C. description), but they are just as dangerous.

Appearance

The vampire's true appearance. The body of the vampire organism is that of a *dead* human or humanoid. When the vampire reanimates the body or returns it to "undead life," the body more resembles a demonic corpse than a living human or D-Bee. As a result, vampires always have a pale complexion and blue, grey or white pallor, as if their flesh is drained of blood. Being nocturnal further prevents the tanning of the skin by the sun, and the complexion of vampires is several noticeable shades lighter than the living population around them, especially in the American Southwest and Mexico. Vampires exhibit other attributes you'd expect

to see from a corpse: slightly sunken eyes, dark circles under their eyes, a pallor to the skin, hollow and prominent cheek bones, lean and sometimes bony body, and skin that is cold to the touch.

A vampire can be male or female, adult or child, though they tend *not* to turn children into vampires, but rather use them as prey, slaves, pets and lures to attract human adults to their doom. Lusty and decadent by nature, Undead Vampires prefer to select young, attractive adults to transform into new vampires. Likewise, when given the luxury, vampires prefer to have intercourse with and feed upon attractive, charismatic and important people.

Other, more monstrous traits arise from the vampires' true demonic nature: In their natural form, vampires have long, slender fingers – often unusually long – and long fingernails they use like claws. The eyes are dark and piercing, but glow red, orange or yellow when the vampire is angry, fights or is ready to feed. The eyes also glow when a vampire exerts his will over others and whenever he uses any of his supernatural powers. The ears are stretched long and pointed at the tips to resemble those of a bat or canine. And, of course, the vampire's most famous attribute is his fangs. A pair of large canine teeth are used to fight and kill, as well as to bite and drain blood. The teeth are often so pronounced, they may protrude from under the upper lip. Many vampires are said to have a *hungry look* about them, like a salivating dog anxiously awaiting its next meal or a person longing for some unnatural pleasure. Indeed, I have seen the look many times. The face also has a more wicked and animalistic cast to it, and becomes absolutely feral when on the attack. Though this is the natural appearance of all Undead Vampires, many never see it until it is too late.

The illusion of humanity. All vampires have limited powers of metamorphosis and can change their appearance with dramatic effect. Everyone knows they can turn into a bat, wolf or mist. (See *Metamorphosis* elsewhere in this section.) What they don't realize is that vampires use limited metamorphosis to conceal their true demonic appearance in order to look more convincingly human, healthy and alive. Fangs disappear and look like normal teeth, the ears are smaller and rounded, not pointed, the long fingers look normal and fingernails trimmed. Even the sickening pallor of the dead is less prominent and the vampire's skin is merely cool, not cold, dead flesh. Only when the monster is provoked to anger, attacks or goes to feed do the fangs reappear and features revert to their true, demonic, undead appearance.

Natural vampire selection: humans. Appearance plays another role in vampire behavior. The demons prefer the human appearance, and attractive humans at that. This is one bit of behavior I must confess to not fully understanding. Even the loathsome creatures themselves cannot explain to me why they are so drawn to human beings.

I have a few theories why vampires may have a *natural preference* for humans. It may be that Undead Vampires have *evolved* to prey upon one specific species and that species is us. This type of specialization is common across the full spectrum of Earth-based animal species, such as certain insects that can only eat one type of plant or prey, to large predators that perish when their primary prey becomes too few or extinct. One such example is the polar bear, who without its primary food source, the sea lion, would perish. Since demons and other supernatural beings do not follow the laws of nature, you would not think this would be the case, but it appears to be so, at least in part.

Another contributing factor to the vampires' preference for humans is that they judge themselves by human standards of beauty. The vampires' superior and arrogant nature demands they, themselves, possess uncommon good looks. This compels vampires to select the most attractive people for *Slow Kill transformation* into a fellow Undead Vampire. Vampires prefer humans and human-looking D-Bees to join the ranks of the undead, and whenever possible, they select attractive ones. It makes sense in a twisted way. Vampires are vain and arrogant. They see themselves as gods, or at least superior to humans in all ways. A god must be handsome or beautiful, and those they surround themselves with must be a reflection of the god's majesty, beauty and power. Arrogance dictates that the vampire make himself look good by selecting the most attractive, powerful and appealing people to serve him as both subservient vampires and mortal slaves. As a consequence, less attractive people are relegated to servants, slaves, pets or livestock, all of whom are routinely mistreated and beaten for being common or inferior wretches before they are eventually slain. Being surrounded by beautiful people also adds to the vampires' mystique, allure and air of decadence. Our view of "monsters," after all, is not beautiful people. Of course, the vampire's true form is actually a *demonic corpse*, but that truth is disguised when they walk among us.

On the other hand, beauty may have nothing to do with arrogance, delusions of godhood, or evolution, and everything to do with *stalking prey*. A predator that preys upon humans can stalk them with ease if it looks human itself and can walk among them unnoticed. A monster that appears to be an attractive human can draw its prey to him like moths to a flame. It makes the hunt easy when the prey come to the predator and offer themselves to him.

Please don't misunderstand, vampires hunt and feed upon plain-looking and ugly people all the time, D-Bees too, but they are seldom chosen to become vampires. The more human-looking (and tasting), the more acceptable a D-Bee is to vampires. I am told, however, that D-Bee blood has a completely different taste and is less satisfying. D-Bees are seldom made into vampires. When they are, two-thirds result in the inferior *Wild Vampire*. **Note:** See *Slow Kill* for a list of beings who can and cannot be turned into the undead.

Appearance Bonus When Human Looking: +2 to a vampire's P.B. attribute. Has no effect on other vampires. **Note:** Instinct has even Wild Vampires take on a more normal, human appearance. Yes, they may be dirty, their hair disheveled and their clothes tattered, but they'll look like normal people (human and/or D-Bee). They may even flaunt their sensuality to lure unsuspecting adventurers into their clutches, before they go all feral on you, or the other members of their pack crawl out of their hiding places to attack.

Arrogance and Confidence

I list the vampires supreme arrogance as a "power" because it makes them bold and daring. And with bold action and daring, comes opportunity and the acquisition of power. It also adds to the monsters' sex appeal and ability to attract prey. Psychological studies show people are attracted to confident individuals. A vampire's animal magnetism combined with good looks, let alone the art of seduction and other powers, is used like a weapon to attract new victims, separate them from the herd, and lead them to their doom.

Arrogance and confidence are also used to intimidate, belittle and command others. I can tell you from experience that even a chained vampire about to die often remains defiant and brazen to the bitter end, spitting in your face and challenging you to do your worst. The whole time there is no doubt in your mind that if he could free himself, he'd tear you to pieces the first chance he got, and only after feeding on your corpse, seek an avenue of escape. Vampires have that King of the Jungle aura and behave very much like a lion whether caged or on the loose.

Arrogance Bonus: +1 to a vampire's initiative and +1 to M.A. attribute. Not applicable to Wild Vampires and has no effect on other vampires.

Art of Seduction

Vampires are naturals at the art of seduction, at least when they want to be. They are earthy, sensual beings who instinctively know how to use their sensuality as a weapon and tool to attract victims into their clutches and get information out of fools. Consider yourself warned. Be wary.

Seduction Skill for Vampires (automatic): 60% +2% per level of experience. Also see the use of pheromones under *Attraction and Sensuality*, below. Not applicable to Wild Vampires and has no effect on other vampires.

Attraction and Sensuality

Human beings find themselves drawn to a vampire who gives them the eye, even if it is to simply observe him or her for a while. Vampires love the base instincts of humans, and use sex, lust and animal magnetism to lure people to their doom. The undead are expert at using the "come hither" look. If they are not careful, even trained *Vampire Hunters* can find themselves momentarily seduced by a vampire, their eyes riveted to the creature. It is bad when this happens, because you become so drawn to the vampire that, for a minute (1D4+ melee rounds), you lose a sense of time and everything around you. It's like when you daydream and become so lost in thought you forget what you're supposed to be doing and become oblivious to what's being said and happening around you. You just sit or stand there, lost in the presence of the vampire until the demon smiles at you, winks, turns away or blows you a kiss and snaps you out of your daze. As your wits flood back, you may realize the vampire's henchmen (or other enemy) have surrounded you, or the vampire has come within striking distance to you, or your teammates are missing, and so on. It is embarrassing and sometimes deadly, but if you hunt vampires, it is inevitable. If this happens to you, don't be embarrassed or let it throw you off your game, shake it off, refocus and take appropriate action.

It has been through tireless research that I discovered the previously unknown fact that vampires release a *pheromone* that creates sexual attraction and dynamic tension. While entranced by the vampire due to the release of pheromones, the demon may move in for a full blown seduction. Of course, seduction only works on the opposite sex and those attracted to the same sex.

Don't laugh and don't underestimate this power. I've seen trained Vampire Hunters become transfixed, and even though they know full well the demon they face, allow the vampire to disarm them, caress them, take something of value and walk away without the Hunter making a move to stop them. I have even seen



victims of sensual entrancement bare their neck or forearm to let the vampire sink its teeth into them, or make the first attack. Unless Hypnotic Suggestion or mind control is also being used, such an attack snaps the victim to his senses, but the damage may already be done.

Vampire Pheromone Induced Seduction Trance:

Range: Line of sight, up to 100 feet (30.5 m) +5 feet (1.5 m) per level of experience.

Duration: 1D4+1 melee rounds. Close contact and touch extends duration another 1D4+2 melee rounds.

Penalties: A failed roll to save means the victim is temporarily dazed and transfixed by the vampire. Reduce natural defenses: The victim is oblivious to anything others are saying and doing around him, the passage of time has no meaning, -20% on skill performance, -3 on Perception Rolls, no initiative, reduce the victim's number of attacks by half and he only fights when attacked directly. While seduced and distracted, the first strike leveled at the character automatically hits unless the vampire tells him to duck, turn around or watch out; roll for damage. An attack instantly snaps the victim out of the seduction trance.

Other Penalties for the Seduced: While seduced and transfixed, the victim is -2 to save vs the vampire's Hypnotic Suggestion, other psionic attacks and mind control.

Saving Throw: To save vs Seduction Pheromone attack, the victim needs to roll 16 or higher to save, same as save vs *non-lethal poison*. This is NOT a psionic attack, it is a chemical attack, so bonuses to save vs mind control or psionics do not apply, but saves vs poison do.

Note: The vampire must target the person to be seduced, make eye contact and behave in a seductive, alluring manner for this attack and manipulation to work. The moment the demon attacks, the spell is broken. Seduction cannot happen if the vampire is angry, hostile or threatening; cannot be used in combat.

Not applicable to Wild Vampires and has no effect on other vampires.

Aura and No Reflection

The cancer that is vampirism

Vampires have a very unique and distinctive aura. Any psychic who has seen a vampire aura never forgets it, and recognizes other vampires by their similar aura in the future. I'm told the aura indicates evil and is dark and sickly in appearance. That it radiates with disease similar to a person dying of cancer or other disease that ravages the body by turning it against itself, or eats healthy cells as it invades and corrupts everything it touches.

Though I cannot explain how it works, it is my suspicion the demonic aura somehow prevents the vampire from having a reflection in mirrors and other reflective surfaces. The aura that surrounds the body even makes clothing and items held or carried by the vampire invisible in a mirror. This means cameras that utilize mirrors in the photographic process cannot photograph a vampire, but digital cameras can. This power is automatic, the vampire has no control over it. Depending on the circumstances, the lack of a reflection can be considered a weakness and problem rather than an asset.

I am often asked, how can vampires have an aura when vampires are dead and according to psychics, only "living" things have auras? This again goes to the confusing and contrary myths and legends about vampires being the "risen dead," but even these myths refer to vampires as the "undead" and "living dead." Both of these descriptive terms suggests vampires are not truly dead, but *alive* in a way we do not understand. Even with my years of extensive scientific study, I cannot fully answer questions about every aspect of the vampire, at least not to my full satisfaction. As a result, I have only a theory about the "life" and "aura" of an undead.

The pathogen – the disease that animates the corpse – is, itself, alive. The body is nothing more than a host, a vessel, for the living pathogen. It is the essence of the disease that has invaded and animated the corpse whose aura is seen, not the person who has died. Whatever the vampire is, it completely takes over the body slain via the *Slow Kill* and makes it its own. We know the living person is gone, replaced by the vampire. It is the monster's life force whose aura radiates from the body.

Again, I see correlations between vampires and diseases like *cancer* that invade living, healthy cells and change what was once healthy into something deadly and destructive. As the cancer spreads, the body is turned against itself. Healthy cells become cancer cells. This is how vampirism works, only as a hive mind organism, all of humanity is the body, and individual people are the individual cells attacked and killed or transformed to become the deadly organism, i.e. other vampires.

Using this analogy, each person turned into a vampire is the equivalent of a healthy cell being turned into a cancer cell. The more cancer cells that are made (i.e. vampires) the more the body (i.e. the human population) is made cancerous (vampirous) and destructive to the rest of the body (the human race). Like the

healthy cells that become cancer cells, vampires turn on the living and either feed upon and destroy them, or turn them into versions of themselves — new cancer cells, or in this case, new vampires. Though the cancer cells damage and kill the body, they are alive and virulent. The same can be said of vampires. Thus, the vampire represents some measure of life even if it is a deadly sickness that threatens to destroy us all. I think the ancients who coined the term, “undead,” were trying to tell us just that. After all, what is undead but alive, except not in the way we imagine life. The “undead” is the antithesis of life. Like the virulent cancer cell that transforms healthy cells into devouring mechanisms of death and destruction, so do vampires turn people into the “undead” to feed upon the living and generate more death and undead.

Based on my interrogation of thousands of vampires, the dead body of a person murdered via the *Slow Kill* is invested with a tiny bit of the life essence of the Vampire Intelligence itself. This is the cancer that starts with one cell, the *Master Vampire*. This one cancer cell begins to create more cancer, the *Secondary Vampires*. As previously discussed, the risen dead is not the person who died, but a demon contained within the body of the once living. As best as I can tell, the vampires’ connection to the element of earth requires a physical link via a host body. A body that is somehow transformed or prepared via the *Slow Kill* to accommodate the cancer that is the vampire essence. If this sounds far-fetched or crazy, I need to remind you that True Vampires are *supernatural creatures*, and as such are not bound by the laws of science and nature as we understand them. My apologies, but this is the best I can describe the disease that is vampirism.

Blood Scent

Vampires can smell blood and rotting, unburied corpses up to a mile (1.6 km) away, and can track the scent to its source. The monster can also tell if the blood is human, D-Bee, animal or other, and whether there is a small amount of blood (one injured person) or a great amount of blood (battlefield, hospital, slaughterhouse). The smell of blood, death, decay and rotting or burning flesh is pleasant, even delicious, to a vampire. **Base Skill:** 50% +4% per level of experience, +10% to track the blood scent of one of the vampire’s own servants, +20% if there is a large quantity of blood. -20% if the blood has been dry for more than two weeks.

Note: A vampire cannot recognize or track the scent of specific living people. However, he can track or follow the scent of blood on a person, i.e. blood splatter from combat, blood from preparing meat, a woman during her menstrual period, and similar. However, range is reduced by half and the skill ability suffers a -15% penalty.

Climbing & Leaping

Vampires are nocturnal animals and exhibit traits common to bats and rats, both of which are excellent climbers. As a result, vampires in humanoid form have no fear of heights and can run along narrow ledges and rooftops at full speed without fear of slipping and falling. They can also climb walls, pillars and straight up and down vertical surfaces at half their normal running speed. Likewise, vampires can cling to walls and ceilings like a bat, though upside down movement is performed at only 20% of the vampire’s normal running speed.

Undead vampires can leap from considerable heights (100 feet/30.5 m +10 feet/3 m per level of experience) and land on their feet like a cat without injury (counts as one melee action/attack). They can also leap one foot (0.3 m) per every two P.S. attribute points. Thus, a vampire with a P.S. of 20 can leap 10 feet (3 m) upward and across (each leap counts as one melee action/attack).

Combat: Attacks per Melee Round

Undead Vampires are demonic predators whose human appearance belies their true power and speed. Attacks per melee varies with the type of vampire.

Master: Five attacks per melee round to start, +1 attack at levels 3, 6, 9, 12 and 15. The very first Master is the one who initiates the vampire plague and all vampires created after him in that bloodline acknowledge him as the Great Master or the First Master. Even the other Masters defer to the First Master.

Secondary: Six attacks per melee round to start, +1 attack at levels 5, 10 and 15.

Wild: Five. Does not improve.

Combat: Bite Attack

In combat, vampires use all the weapons and powers available to them, and that includes biting like a wild animal predator.

Bite attacks do 2D6 damage from Secondary and Wild Vampires; +4 to damage from the bite of a Master Vampire.

Power bites (counts as two attacks) inflict 4D6 damage from Secondary and Wild Vampires; +8 to damage from the bite of a Master Vampire.

Against Hit Point creatures such as humans, the vampire instinctively holds back to inflict S.D.C./Hit Point damage. Against Mega-Damage opponents, be they humans in power armor, cyborgs, rival demons, dragons or other Mega-Damage beings, the vampire instinctively cuts loose, inflicting 2D6 M.D. with normal bite attacks, 4D6 M.D. for power bites, +4 and +8 damage bonus respectively for Master Vampires.

Also see *Supernatural Strength* for additional combat options.

Create Vampires

Slow Kill: The process to create new vampires

For reasons even I cannot explain, an Undead Vampire creates more of its kind via an attack known as the *Slow Kill*. A process by which a vampire bites his chosen, living mortal target three consecutive times. Each time the vampire feeds on his victim’s blood, but not so much as to kill him. The *Slow Kill* process infects the victim with the corrupting essence fragment of the Vampire Intelligence. The vampire must *slowly* drain his chosen victim a little bit at a time for three consecutive nights. On the third night, the victim is slain by having all his blood drained. Three days later, the victim rises from the grave to join his demonic creator. The new vampire will always rise as a Secondary or Wild Vampire and usually remain subservient to his creator, obeying his every command even if that command endangers his own life.

As discussed previously, a vampire’s choice for a *Slow Kill* (resulting in the creation of a new vampire) is usually a human or D-Bee whose appearance is as close to human as possible. An

attractive victim is also preferred, especially when the vampire seeks to create for himself an undead companion. **Note:** Victims slain and fed upon for their blood only or killed for some other reason (in anger, revenge, sport, etc.) do not become vampires. Furthermore, vampires are much less picky when they hunt to feed and target any mortal race. Humans are preferred, but any S.D.C. D-Bee can serve as prey.



The Slow Kill creates a new Secondary or Wild Vampire:

The Master: The Master Vampire always creates a new Secondary Vampire. There is no margin for error, the result is always a success. There is only a 5% chance for a newborn vampire created by a Master to be *Deluded*, and most Masters will take the vampire under their wing to give their creation proper orientation and purpose as the undead. This includes instruction about vampires' superiority over mortals and basic instruction on feeding, vampire powers and vampire society. Masters in the Vampire Kingdoms usually assign one or more of their trusted Secondary Vampires to provide these lessons. However, an individual who the Master may have special plans or desires for, may get his personal attention.

Secondary Vampires: The Slow Kill of a Secondary Vampire may create a Secondary Vampire or a Wild Vampire. Nobody knows why this is, and none of my research has provided any answers. Of course, I have never had the pleasure to examine a Master Vampire. All I know of them comes from interrogation of lesser vampires and reliable reports from the Vampire Kingdoms.

I find it interesting that the newborn vampire is subservient to its creator. I can understand this at first, or if the vampire creator takes the time to tutor the newborn monster in the ways of the undead, but I understand that a Secondary Vampire, regardless of his age and level of power, forever and always regards his maker as more powerful and dangerous. It is an interesting psychology hardwired into the vampire's brain. I would imagine it helps to maintain the pecking order within vampire society. Likewise, though they have never met him before, all vampires recognize the Master and accept him as their supreme leader, and the Vampire Intelligence as their supreme being. All but the most insane and defiant dare not obey the Master or the Intelligence. To disobey or defy either is a death sentence.

It is my further understanding that it is an unspoken rule for the Secondary Vampire who creates a new vampire to teach it how to live. However, only two-thirds of the Secondary Vampires take the time to do so. Of course, circumstances such as being hunted like an animal, may prevent a well-intentioned Secondary Vampire from showing his creation how to behave and use its powers. At first, I thought it was among those given birth and abandoned without instruction who turn into *Deluded Vampires*, but I have learned this is not the case. Deluded Vampires are the ones who hang onto the memories of the person who was slain and whose body they now possess. They mistake these memories and emotions as their own and come to believe they are that person turned into a vampire. These pathetic creatures may try to curb their demonic and murderous nature and live among humans, but it is impossible. Take no mercy upon these deranged monsters except to put them out of their misery.

Wild Vampires: The Misbegotten are flawed to begin with and can only create other wild and deranged undead. However, they are usually too crazed, savage, and impatient to perform a Slow Kill. Instead, Wild Ones kill only to feed without forethought, plans or desire to create more of their kind. Instinct tells the Wild Vampire to be subservient and even afraid of its creator and all Secondary Vampires. However, Wild Ones are difficult to control even by their creator, and are commonly banished from civilized vampire communities to wander the wilderness or used as guard animals and cannon fodder.

Game Note: The G.M. may decide what type of vampire is created or may roll percentile dice for a random determination.

01-42% A Secondary Vampire has been created.

43-00% A Wild Vampire has been created.

The Behavior of a Slow Kill Victim Before Death. In all cases, the victim of a Slow Kill is immediately linked to the vampire and is incapable of offering any further resistance after the first bite. During the day, the individual is sluggish and sleepy, easily frightened and behaves in a passive and timid manner. The victim's wits are dulled and, when not languishing about, he or she sits quietly by a window or alone, staring out as if in a trance or in deep thought. During this period of infection, skill performance is halved as is the individual's ability to fight and defend himself (reduce attacks per melee and all combat bonuses by half).

The suggestion of travel is met with great resistance as the victim feels somehow compelled to stay put, insisting that he or she is too weary or sick, or just doesn't want to travel. In reality it is because he waits for the vampire to return. Somehow the process of the Slow Kill imposes the will of the vampire upon his victim and makes the victim unwilling to offer resistance or avoid future visitations. Psionic and magic mind control does not

work to override or negate the vampire's influence. If force is used to remove the victim, the entranced person fights like a tiger with full vigor (all attacks per melee and bonuses suddenly back to full). Even if removed from the vicinity of the initial attack, the bond between the victim and the undead enables the vampire to sense and find his victim wherever he is taken (up to 400 miles/640 km away).

Call & Control Victim. A Slow Kill bite creates a mental bond that enables the vampire to telepathically "call" his victim (100 foot/30.5 m range). The victim hears the call and obeys simple verbal and/or mental commands like, "Come to me" and "open the door," or "remove the crucifix." The vampire can also place the victim into a trance and carry him off without resistance or make him accompany the vampire as if sleepwalking. While in the trance, the bite victim is oblivious to everything around him and cannot react to outside stimulation, voices, or actions taken by others. Nor can he take any kind of action to save himself or to help others. The only voice he can hear is that of the vampire. Thankfully, the victim remembers nothing of the events that transpired while entranced.

Salvation. The only hope to prevent the inevitable is to kill the vampire before he kills the victim. Killing the vampire before he can bite and drain the victim of blood on the third consecutive night, saves the subject from death and his body's rebirth as the undead. If you cannot stop the final, killing attack, the body must be destroyed by decapitating the head, and burning body and head separately before three days pass. If the body is left alone or buried, on the third night after death, it comes to life as a vampire.

Who can be turned into a vampire:

City Rats and other characters with cybernetic implants or a bionic limb or two *can* become the undead, but all of their implants are rejected thanks to their new, super bio-regenerative powers. The new vampire feels a dull pain wherever there is a cybernetic implant and instinctively knows to turn to mist. As soon as this is done, the cybernetics drop to the ground. When the vampire resumes his humanoid form, it is without the cybernetics. Any limbs and body parts that were once cybernetic or bionic are replaced with dead flesh and blood.

Cyber-Knights can become vampires. Though they have bionic-like armor built into their bodies, it is "living armor." This makes the noble knights vulnerable to the vampire's Slow Kill bite. However, when the Cyber-Knight dies, the living armor also dies and falls off his body. The vampire that rises in the Cyber-Knight's body is without benefit of the Knight's living armor.

D-Bees that are S.D.C. beings, with some exceptions, can be turned into vampires. In theory, any intelligent, S.D.C., mortal humanoid can be turned into a vampire via the Slow Kill. However, as discussed, vampires prefer to make humans and human-like D-Bees into the undead. Thus, humans, Elves and other beings who closely resemble humans in appearance and genetic makeup are top candidates to become vampires. This puts *Altara Warrior Women*, *Elves*, *Jungle Elves of South America*, *Kittani*, *Ogres*, *Phlebus*, *Posluznik*, *Psi-Stalkers*, *Quick-Flex Aliens*, and *Roane Pipers* on the short list of preferred substitutes for humans due to their similar genetic makeup and/or appearance. *Aviane*, *Dewtani*, *D'Norr Devilmen*, and *Lanotaur* also seem to appeal to vampire sensibilities, though not nearly as much as the others. **Game Note:** The majority of these beings are described in **Rifts® D-Bees of North America**.

Though they could, in theory, be turned into the undead, vampires seem to have a distaste, perhaps quite literally, for D-Bees with fur, animalistic features, or amphibian, avian or reptilian bodies.

D-Bees with M.D.C. bodies cannot be turned into vampires.

Headhunters and Partial Cyborgs whose bodies are less than 50% machine *can* be turned into vampires. As with City Rats, above, instinct tells the new vampire to turn to mist. As soon as this is done, the bionic and cybernetic machine parts, including any Bio-Systems, drop to the ground. When the vampire resumes his humanoid form, he is completely whole. Any limbs and body parts that were once bionic are regrown as dead flesh and blood.

Humans are the favorite and preferred species to be made into the undead.

Lemurians *can* become vampires, but a Lemurian vampire can never return to the sea. Lemurians are a handsome people who began their existence as humans. This makes them very attractive to vampires. However, their amphibious ability to function on land and underwater, as well as their use of water magicks and Biomancy, make vampires leery of them.

Practitioners of Magic *can* become vampires. Humans and D-Bees who learn magic, and turn their bodies into a living conduit through which magic energy is channeled, but are not the same as creatures of magic.

Psychics can become vampires.

S.D.C. Beings. Technically, S.D.C. beings, with some exceptions, can be turned into vampires. See *D-Bees*, above, for details.

Who cannot be turned into a vampire:

- **Animals** cannot become vampires, not even mutant animals or human-animal crossbreeds, or intelligent animal life forms. Vampires may slaughter cattle, livestock, and other animals out of spite or to cause trouble, mayhem and mischief, but animals cannot be turned into vampires. Nor can a vampire derive any sustenance from animal's blood. Drinking animal blood does a vampire no good.
- **Beings not of flesh and bone.** Though few such creatures exist on Rifts Earth, non-carbon based life forms, i.e. people made of plant matter, silicon, and most Mega-Damage beings, cannot become a vampire via the Slow Kill.
- **Crazies** and **Wired Gunslingers** cannot become vampires.
- **Creatures of magic**, such as Faerie Folk, the sphinx, dragons and others cannot become vampires.
- **Cyborgs, Full Conversion:** Combat Cyborgs, Full Conversion Cyborgs of any variety, and other types of *machine people* cannot become vampires.
- **Cyborgs, Partial.** Headhunters and partial cyborgs with a *quarter (25%) or more* of their human body replaced by machine cannot become a vampire.
- **D-Bees and other beings with Mega-Damage bodies** cannot become vampires.
- **Dog Boys** cannot be turned into vampires. Neither can other animal/human mutants. They are fed upon and slaughtered by vampires, but never turned into one.
- **Dragons** cannot become vampires.
- **Elementals** cannot become vampires.
- **Juicers** cannot be turned into vampires. The chemicals so dominate and transform their bodies that they are not truly human while "juiced." However, there are rumors of some Juic-

ers undergoing detox or cold turkey who later look to escape death or regain power by becoming vampires. Of course, such individuals are evil or fools.

- **Mega-Damage D-Bees and other creatures** cannot become vampires.
- **Plant Beings** like Cactus people and other D-Bees that are intelligent plant-life cannot become vampires. Nor do their blood provide any kind of sustenance; it tastes foul to the undead. Sentient plant life forms are good only as slaves and to torture. Plant beings are also +2 to save vs vampire psionics and Mind Control.
- **Shape Changers** of any kind cannot become vampires. Beings with the ability to change their physical shape, including Werebeasts, cannot become vampires.
- **Supernatural beings** cannot become vampires. This includes other types of vampires, zombies, Werebeasts, Sub-Demons, demons, Deevils, Deevil Host, angels, creatures of light, deities, Alien Intelligences and other supernatural beings.
- **True Atlanteans** cannot become vampires. They have a natural immunity to vampire transformation, and are the sworn enemy of the undead. True Atlanteans cannot be transformed by any means, including the vampire's Slow Kill.
- **Xiticix and other insect beings** cannot become vampires.

Does Not Bleed

Vampires do not bleed when punched, stabbed, shot or otherwise injured. Sometimes there is a small trickle of blood, but nothing more. The only exception is when impaled through the heart with a wooden stake. Only then does the monster gush blood, but the blood loss is half of what you would expect from a living humanoid.

Does Not Breathe

Undead Vampires are demonic animated corpses brought to pseudo-life by a fragment of the Vampire Intelligence. As such, vampires do not breathe and can survive in a vacuum. The demons can also breathe smoke, endure clouds of pollution, and survive a toxic gas cloud or poisonous fumes with no detriment to their health or impairment to their senses or powers.

Does Not Eat

The dead don't need food, at least not the kind of food we humanoids eat. A vampire feeds on the blood of humans and other sentient life forms. They can choose to eat food and drink beverages for a taste sensation or to trick people into thinking they are alive, but do not need to do so for sustenance. Nor do vampires have the desire to eat.

A vampire can consume an unlimited amount of alcohol without the slightest degree of intoxication. Poison and drugs have no effect. Accidental consumption of garlic or wolfbane/wolfbay causes immediate vomiting and 1D6 damage direct to the vampire's Hit Points.

Does Not Radiate Heat

Vampires are cold, dead corpses and have no body heat. In the winter, they are cold as ice (but not hard like ice), and even in hot climates, their body temperature seldom rises above 55 degrees

Fahrenheit (12.7 C). Undead are invisible to modern day heat sensors, though depending on the equipment and what the operator is looking for, they may show up as a cold spot.

Hive Mind

Vampires function as individuals, and because they look like people, we think of them as being like us. However, vampires behave and function more like a hive mind. Like a beehive, each Vampire Kingdom has its supreme leader, the Vampire Intelligence. The Master Vampire is the queen's advocate and serves as the king or general to all the other "bees" in the hive. Secondary Vampires are the worker bees, and the Wild Vampires are both workers and protectors. Unlike bees or even the infamous Xiticix in the North, vampires have distinct personalities and may seem to go off to do as they please and live their own lives. This is another illusion.

The primary purpose of the vampires is to go forth and create more vampires. This in itself serves the Vampire Intelligence, because the more vampires that belong to its "hive" (kingdom), the more powerful it becomes.

The Secondary purpose of vampires is to obey and serve the Vampire Intelligence. They do so by creating more vampires, but they must also obey their superiors. ALL vampires, with few exceptions, find it difficult, even impossible, to disobey the vampire who made them (usually a Secondary Vampire), the Master Vampire, or the Vampire Intelligence. Though a show of force might be required from time to time, Wild Vampires obey Secondary Vampires; Secondary Vampires are subservient to the Master Vampire and the specific Secondary Vampire who made them; and ALL answer to the Vampire Intelligence. If the Master or Vampire Intelligence are threatened, most vampires rush to defend them. This hierarchy is not evident in the field, but the pecking order is obvious within the Vampire Kingdoms and sometimes in smaller communities. This is why vampires can sense other vampires and tell whether they belong to their "hive" or a rival one.

Hypnotic Suggestion

See Mind Control.

Immortality

True Vampires do not age and are said to be immortal. Since the Vampire Kingdoms of Mexico have only been in existence for roughly 300 years it is impossible for me to confirm the truth of immortality, but evidence suggests it is true. First, as I have established, Undead Vampires are demons. From what I can ascertain, demons and most supernatural beings are either extremely long lived, surviving for tens of thousands of years or are immortal. Second, seeing as how vampires inhabit a dead body, and the infestation of that body does not age, immortality is a reasonable assumption. Third, the vampires' power of Super-Regeneration further supports the capability of immortality. I have performed hundreds of experiments in which vampires that have been dismembered, blown to pieces, or lost the majority of their body regenerate to full health within a matter of a day or two. It is a feat I find both incredible and frightening.

Beyond the obvious, immortality breeds other characteristics that bear noting.

Little fear of dying. Most vampires have little fear of dying. This adds to their sense of power, entitlement and supreme confidence. If you cannot die and can regenerate after being torn to pieces, what do you have to fear? I find this somewhat ironic, because vampires are vulnerable to so many common things and *can die*. Yet many seem to ignore these dangers. They count on the ignorance of their prey to not know of such things, and as night hunters, wait to strike when their enemies sleep and are unprepared. They also count on weight of numbers and their formidable array of powers to stay alive. In the end, vampires believe they shall triumph over the living. If not them specifically, their kind, and it comforts them even when they face death. A favorite saying among vampires is, “Death is for the weak.”

Patience. When you are immortal, the passage of time is an asset and a weapon. Time takes on a whole different meaning. The need to hurry and accomplish things becomes less pressing, and when up against a particularly formidable mortal opponent, all you have to do is wait for him to become old, infirm, senile or dead. What is 50 or 100 years to an immortal? This might explain why vampires often seem to find ample time to engage in decadent pastimes, indulge their vices and engage in cat and mouse games. They have all the time in the world.

Impervious to Disease

See Limited Invulnerability, below.

Limited Invulnerability

Yes, the rumors you have probably heard are true, normal weapons do no damage to vampires. The monsters shrug off energy blasts, bullets, rail gun rounds, shrapnel, and even the fabled Boom Gun might as well be a pea shooter to the vampire. Weapons made of metal (except silver), ceramics, plastic, stone and bone inflict no damage to these demonic abominations. Energy blasts from high-tech weapons, lasers, ion blasters and particle beams, as well as electricity, lightning, and other forms of energy, do absolutely NO damage except to the vampire’s clothing. Likewise, explosives, bullets, blades of steel, acid, disease, cold, fire, smoke, toxic gases, fumes, radiation, alcohol, drugs, anesthetics, and poison have no effect on the undead. For those who wonder, drinking diseased or contaminated blood, including cancer and AIDS, does not affect vampires. Nor can vampires pass along diseases to their human victims.

The vampires’ invulnerability coupled with powers of Super Regeneration, Immortality, Metamorphosis, and not needing to breathe makes a deadly adversary and a difficult one to destroy. You’ll notice I said “difficult,” not impossible, to kill. Vampires have a number of vulnerabilities that can be used to contain and destroy them. They are, for instance, vulnerable to weapons made of wood, weapons made of or coated with silver, moving water, holy water, magic and sunlight. I’ll explain each of these, and others, in the section on fighting and killing vampires.

● **Impervious to knockout/stun attacks from hand to hand combat, nerve pinches, body pressure points, punches and holds.** The special knockout and stun attacks provided by some forms of hand to hand combat do not affect vampires. Martial arts throws, flips and holds (locks) are still effective in knocking the monster off balance or holding him in place, but cause no pain or damage, and do not render the demon

unconscious. Similarly, knockout gas, drugs, chemical sprays and stun weapons such as the Neural Mace have NO effect on Undead Vampires.

● **Powerful explosions, impacts,** falls from great heights (100 feet/30.5 m or higher) and punches by giants, giant robots and super-strong creatures that inflicts a good amount of damage (31-200+ M.D.) may knock a vampire down, but do not inflict damage.

Penalties: When a vampire is knocked off his feet, he loses initiative and one melee attack for that round. If damage is significant (201 M.D. or greater) the vampire loses initiative and all attacks for the entire melee round (15 seconds), but is unhurt.

● **Impervious to normal fires, heat and cold.** Normal fire, smoke, heat and cold do no damage or injury to vampires.

Magic fire and cold-based attacks as well as other magic energy attacks do half damage. Magic that controls and influences the mind and emotions has no effect on vampires, but illusions do. See full details in the section on Vampire Vulnerabilities.

Note: Magic and magic weapons always inflict Hit Point damage rather than Mega-Damage when used against vampires. M.D. is converted point for point to Hit Points. Thus if a magic Fire Ball does 24 M.D., reduce by half (in this example that would be 12) and damage inflicted to the undead is 12 Hit Points.

● **The illusion of Death.** A vampire may appear to be slain (can fight to 21 points below zero Hit Points), but unless utterly destroyed by sunlight, fire or water, the creature will rise again. See Super Regeneration for details.

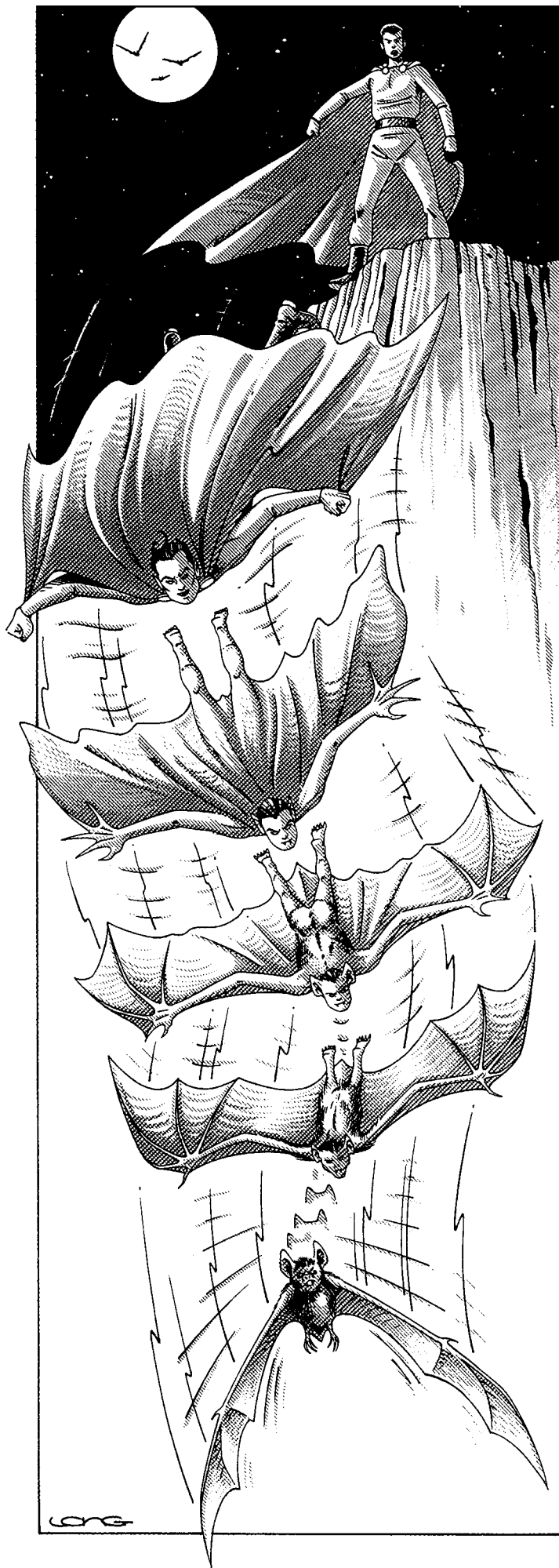
Metamorphosis

I find the vampire’s powers of metamorphosis confounding on both a scientific level and as a Vampire Hunter.

Be advised, True Vampires can transform, as if by magic, into a large bat, wolf, or mist. The transformation takes six or seven seconds to complete (the equivalent of two melee attacks/actions). While in nonhuman form, the vampire retains his intelligence, memories, identity and basic supernatural powers like Limited Invulnerability, Immortality, Nightvision, etc., but cannot speak, cast magic spells or perform skills, nor use any of his mind control powers on others. In mist form the vampire cannot use any of his psionic powers.

The types of attack and actions are limited to the animal form the undead has adopted. Each metamorphosis grants the vampire special abilities inherent to that particular form (this is unlike magical metamorphosis). Thus, the bat is often used for quick escapes, flying, climbing and spying. The wolf for tailing, traveling quickly and combat. The mist for gaining access through crevices and small openings, hiding and escape.

The most bizarre part of the metamorphosis is that the vampire’s clothing and other small *personal* articles, such as jewelry, money in pockets and light weapons (knife, machete, small sword, handgun), all disappear, but when the humanoid shape is resumed, the clothes and personal articles all reappear. Body armor of any kind, crossbows, magic items and other large weapons and materials, as well as any items that do not belong to the vampire, fall off the body and drop to the ground when the meta-



morphosis takes place – they can't be taken along as part of the metamorphosis.

The act of transformation from humanoid to bat, wolf or mist takes 6-7 seconds (uses up two melee attacks). It takes the same amount of time (and uses up two melee attacks) to change back from animal or mist into humanoid.

Metamorphosis: Mist

The vampire is able to turn into a wispy cloud of mist that resembles a patch of fog the size of a man (slightly larger and semi-opaque). If outdoors and motionless, or moving slowly, the mist is likely to go unnoticed, especially if there are other patches of fog. Turning into a mist within a fog bank enables the vampire to completely disappear and move about within the fog unseen.

Vampires are as clever as they are ruthless, so many use Metamorphosis: Mist when they are badly wounded (low on Hit Points) to make good an escape. They also use mist to enter and exit through cracks and small openings, as well as to hide among the rafters, along the ceiling, under furniture, behind large objects, inside a grave or coffin, in pipes and drain tunnels, and so on. Mist may also be used to spy on minions and enemies, and to lay in wait for potential victims.

While turning to mist may sound like the perfect way to escape being killed or staked, vampires who get caught up in combat or Blood Fury are so focused on fighting and killing that they will frequently fight to the bitter end without considering turning to mist. Once staked (or the monster's Hit Points are reduced to below zero), a vampire cannot use any of his powers.

In a situation where a vampire knows he is about to be killed or staked through the heart, it is very *unlikely* he can metamorph into mist or animal in time to escape the final death blow. After all, transformation takes 6-7 seconds (two melee actions) to perform, and that's a long time in combat.

Game Note: In the rare event that the Game Master believes the vampire *might* have a chance to transform and slip away before getting hit by the incoming attack, this is how it works:

The vampire realizes he is facing *imminent death*, which is terrifying for a creature that desires immortality. Roll to save vs Horror Factor of 16 from Imminent Death. A failed roll means the vampire freezes in his tracks, the killing blow hits and it is adios, muchachos.

If the vampire character successfully saves vs Horror Factor: Imminent Death, roll for *initiative* (even if initiative has already been established) to see who is faster, the vampire trying to transform and flee, or the attacker striking the death blow. High roll wins. If the vampire has initiative he metamorphs a split second before his attacker connects. If attacker wins initiative, he hits/stakes the undead before the metamorph is complete.

If the damage everyone expected to be the final, killing blow does not finish the vampire off (even one Hit Point left), he can complete his transformation and escape. The only exception is the *wooden stake* through the heart. Once staked, the vampire is immediately paralyzed and comatose.

Natural Abilities of the Mist:

Land Navigation: 50% +1% per level of experience.

Movement: Floats at a Spd of 11 (7.5 mph/12 km). Floats above the ground as a mist in a horizontal or vertical cloud. The cloud of vapor is roughly the size of a humanoid. The mist is able to

crawl across the ground or float in the air above the ground, up to a maximum height of 10 feet (3 m).

Impervious to All Physical Attacks: A mist is vapor floating in air, making it impervious to all physical attacks, including wood, silver, fire, and most magic. It is, however, vulnerable to water and Elemental Magic.

Spying: As a mist, the vampire can hear and see what is going on around him, but only in one direction at a time, not everything in all directions. The vampire's mind inside the mist must focus on one specific direction, area, person or group, etc., just as he would in physical form. Range is also roughly the same.

Attacks per Melee: None. The vampire cannot attack in mist form. The mist can only perform movement *melee actions* (mainly move about, follow someone, hide, move up or down, float and eavesdrop on conversations, etc.). The number of "actions" is the same as the number of attacks the character has in humanoid vampire form.

Damage: None as a mist.

Bonuses: +10% to Prowl and Tailing skills. Why aren't these bonuses higher? Because although silent and intangible, the mist is large and obvious, especially if it is moving quickly or following someone.

Penalties: The mist is vapor and has no tangible body to speak of, so the vampire cannot speak, attack, use magic or psionics, nor pick up or carry objects. The vampire must assume a physical form to attack, use psionics, speak or handle objects. -1 on Perception Rolls (one tends to be a bit disoriented as a mist), and -3 on initiative.

Metamorphosis: Vampire Bat

The vampire turns into an oversized vampire bat with a body that is a foot (0.3 m) long and a wingspan of three feet (0.9 m); real vampire bats are only 6-8 eight inches (15-20 cm) long. In this form, the vampire bat can fly and perform all the following as listed below.

Natural Abilities of the Bat:

Echolocation/Sonar: This ability works the same as it does for normal bats, sending out ultrasonic pulses that paint an image in sound. It enables the vampire to see, maneuver and fly in total darkness at full speed and to see the invisible. This ability can only be used when metamorphosized into a bat.

Fly: Speed of 50 (35 mph/56 km).

Thermal-Imaging Optics: Close range, 10 feet (3 m), for sensing and seeing the heat emanations of warm blood coursing through the veins, but cannot see infrared light. **Note:** The undead's Nightvision remains in bat form.

Ultrasonic hearing: Very acute hearing in the high and low frequency ranges. Can hear a moth's wings beating, but cannot understand the spoken word (too slow).

Attacks per Melee: Half those the vampire has in humanoid form.

Damage: Bite inflicts 2D6 damage, claws 1D6 damage. Can inflict vampire Slow Kill bite and drink blood while in bat form.

Bonuses: +2 to strike, +3 to parry and dodge, +8 to dodge in flight, +5% to Prowl and Tailing skills.

Penalties: Cannot speak in animal form.

Metamorphosis: Wolf

The vampire turns into a large wolf – think Timber Wolf – three feet (0.9 m) at the shoulders. In this form, the vampire has all the basic abilities of the wild animal, which includes Prowl, Tailing and running at good speed, among others described below.

Natural Abilities of the Wolf:

Land Navigation: 80% +1% per level of experience.

Leap: 6 feet (1.8 m) high and one foot (0.3 m) per P.S. attribute point across.

Running Speed: 58 (40 mph/64 km); does not tire from running.

Track by Scent: 70% +1% per level of experience, +12% to follow blood scent.

Attacks per Melee: As per the number of attacks the vampire has in humanoid form, +1.

Damage: Bite inflicts 5D6 damage, claws 2D4 damage. Cannot inflict vampire Slow Kill bite while in wolf form.

Bonuses: +1 on initiative, +1 on Perception Rolls, +2 to strike, +1 to parry, +4 to dodge, +2 to disarm and entangle, +10% to Prowl and Tailing skills.

Penalties: Cannot speak in animal form.

Mind Control

A vampire's power of Mind Control might be thought of as a more advanced form of Hypnotic Suggestion, only it has a direct, immediate and lasting influence on the victim. It enables the vampire to place any living creature in a light trance and enforce his will over his victim in a number of different ways.

In the case of animals, the vampire can calm and control them even though instinct tells them to fear and flee from vampires. In addition, the animal can be commanded to attack, stand guard, sit, leave, guard the door, attack any who enter, and other basic commands, even if it is a wild animal. Pets that love their owners/masters cannot be made to hurt or kill them, but can be made to attack and kill strangers or other animals. This can be done out of spite, to create a distraction, attack enemies and rivals, or to deliberately hurt someone. Even animals that are not, as a rule, aggressive or combatant such as sheep, cows, mice, etc., can be made to attack.

Humans, D-Bees and other sentient beings can be manipulated and controlled to do as the vampire desires, as long as the command is not out of the victim's moral range, does not involve personal injury or self-destruction, and is otherwise not abhorrent or distasteful for him. Unlike the psionic power of *Hypnotic Suggestion*, which implants one simple suggestion/idea per use of the power, the vampire's Mind Control is more profound, complete and can involve complex instructions. For example, the vampire can tell his Mind Controlled pawn to go and buy a particular item, wrap it like a gift and deliver it to a specific address. When that task is done, the victim of Mind Control may be free to go about his business, or the vampire may have instructed him to return to him for more to do, or given another simple task to perform.

No memory of being mind controlled. The victim of vampire Mind Control never remembers who gave him the task, and does not remember doing it. To the victim of Mind Control, there is a small block of time he cannot remember. If never confronted with it, the individual is likely to believe he fell asleep or simply lost track of the time.

Go with the flow. Vampire cunning and instinct makes them understand, on an intuitive level, how best to use their power of Mind Control. They understand that asking someone to do something contrary to their nature (alignment) causes the person to resist and fight the Mind Control, but request something reasonable, helpful or heroic, and the person is quick to agree. (**Game Note:** The intended target of the Mind Control is -2 to save vs psionic attack under this circumstance.) Tricky and manipulative vampires are quick to get a good person to do something benign or helpful, to achieve the vampire's goal. This is often to create confusion, a distraction, or fear, such as Mind Controlling an innocent bystander to deliver a package to someone else. The Mind Controlling vampire tells his victim the box is a gift and a surprise and points out who to give it to or an easy to find location and person (the police chief, mayor, shopkeeper, barmaid, etc.). Of course, this is no gift. Inside the box is a severed head or hand, or dead animal or bomb, or any number of things that sends a message or creates terror or confusion.

Another vampire trick is to use a person's obvious desires and passion against him. A young man is likely to believe and not resist the suggestion that a beautiful woman is interested in him, and he cheerfully accepts the command to walk over and make a pass at her in front of her boyfriend, or to defend her honor, or hand her a "gift" provided by the vampire. Again, this is likely to cause trouble or distraction, or used to deliver a message or warning.

In order to gain access to a restricted area, a vampire might Mind Control a guard, lawman or hero to leave his post by using the suggestion that the people down the street need his help and, "You must go to help them, NOW." Or, "I smell smoke. I know you do too. The building is on fire. You must get everyone out of here before someone gets hurt. Hurry. When everyone is out of the building, lock the doors and don't let anyone enter." Or, "here's somebody trapped inside, and we must help them. Unlock the door." Even something like, "There are some mercenaries (or bad people) trying to hurt me. Stop them. Don't let them get me," will work on most lawmen and heroes. (**Game Note:** Unless the victim of Mind Control knows the player characters are heroes or good guys, they probably look dangerous and he'll try to stop them.)

Thugs, punks, bullies and criminals are easier to control. A successful control of their minds and a command to, "Stop them." "Beat them up and throw them in the alley." And even, "Kill them," is likely to get full compliance.

A Mind Controlled individual will also follow simple and benign commands such as, "Come with me." "Get your car." "Call the sheriff." "Tell anyone who asks you have not seen me."

Similar approaches can be used to take a person out of the battle before it has begun via Mind Control. "You are needed elsewhere, go to the edge of town" (or the old cemetery, or wherever), as well as simple, benign suggestions such as, "Everything is safe and calm. Any loud sounds you hear are crickets chirping and children playing;" or "You are very tired, close your eyes and go to sleep;" or "Wait here until the authorities arrive." The closer the command is to the nature and alignment of the person being influenced, the more likely the person will respond to a vampire's Mind Control with little or no resistance or hesitation.

A command like, "Prevent your friends from entering this room," or "Kill everyone who enters," is likely to be contrary to a good person's nature. Resistance is likely. However, rephrasing it to something like, "Great danger awaits inside this room, don't let anybody enter," is more likely to fit a hero or good person's

sensibilities. He won't kill them, but he'll do his best to stop them for their own good. The command is an effective one because it is not abhorrent or morally reprehensible. The Mind Controlled person has not been told to hurt anybody nor do anything wrong, he's been asked to protect people and take an action that might save lives. Thus, the "hero" works to do just that. Furthermore, the individual can take whatever measures and use whatever degree of force he deems appropriate for him and the situation based on his alignment and relationship with the people he's protecting.

Any command that goes against an individual's alignment or relationship, such as a command to "kill" or "torture" a friend, teammate, or innocent bystander, has a chance to break the Mind Control (roll each time such an incident occurs), or the Mind Control never works in the first place because the command was too distasteful. While such a command might work on an evil individual, even bad guys may be disinclined to kill a friend, teammate or child. (**Game Note:** Remember, not all evil characters are mad dog killers. An Aberrant evil character has his own twisted morality and ethics, and even a Diabolic character may have his reasons for not killing.)

The most cunning vampires try to find out a little about the person they are about to Mind Control, even if it is based on a few minutes of observation. They then tailor the commands to fit the personality. By the way, vampires love these kinds of mind games and manipulation.

Vampire Mind Control Stats:

Range: Line of sight; the vampire must look the intended victim directly in the eyes and issue a verbal command. If the intended subject of Mind Control cannot hear the vampire, the Mind Control does not work. Furthermore, if a character saves vs Mind Control three times in a row within a short period of time, he is immune to any further attempts from that specific vampire for the next 48 hours, and +2 to save vs Mind Control from any other vampires for the next 24 hours. **Note:** The vampire's eyes glow red or yellow whenever this power is used.

Duration: Five minutes per level of experience, which is 10-20 minutes for the average Secondary Vampire, or until the vampire is killed or chooses to release his victim. +10 minutes per level of experience for elder Secondary Vampires who have been undead for 300 years or longer (rare in North America), and +30 minutes per level for Master Vampires. Duration is only two minutes per level for Wild Vampires, and most of them seldom use the ability because it requires self-control and patience.

Number of Victims Affected at One Time: Animals: One per level of the vampire. Humanoids and other sentient beings: One at levels 1, 4, 8 and 12; double for Master Vampires.

I.S.P.: 12 per each try, whether successful or not.

Saving Throw: Standard save vs psionic attack, applicable bonuses to save apply. A failed save means the character obeys all reasonable commands from the vampire.

+5 to save vs commands that are distasteful or contrary to the character's alignment. A command that involves self-destruction or harming someone the character cares about, including friends and teammates, does not work – *automatic save*. If the character had fallen under the monster's Mind Control prior to the foul command, the repugnant nature of the request has a chance of breaking the control; roll to save vs Mind Control with the +5 bonus to save. A failed save has the character remain under the influence of the vampire. A successful save means he snaps out of it and has his free will back.

Mind Control: Enslavement

Also known as Mind Slave

A Master or Secondary Vampire can also turn a human or D-Bee into his slave via a series of nonlethal bites. The procedure is similar to the Slow Kill. Again, for three consecutive nights the undead fiend comes to feed, drinking a small amount of blood every visit. The third attack, unlike the Slow Kill, does not slay the victim, but instead, the unfortunate soul is enslaved by the vampire. This is the creation of the infamous vampire slave/servant and protector. **Note:** A Secondary Vampire is limited to only one slave under this method; Wild Vampires none. Thus, any other servants or allies must be willing partners in evil. A Master Vampire can have two enslaved humanoid.

The victim of enslavement is now under the vampire's complete mind control. The slave knows to fear and obey his master, is completely subservient and cannot fight his or her master's will. The Mind Slave never attempts to run away, nor hurt or betray his master even under the pain of torture. The best the Mind Slave can do is attempt to not perform commands that are completely repugnant to him, or which threaten a loved one, but he is -6 to save against the vampire's Mind Control. Even if the save is successful and the slave disobeys, he remains the vampire's obedient slave; he simply has managed to refuse to perform one particular command. Such defiance, of course, results in stern punishment that may involve physical or mental torture. Continued defiance incites the vampire to kill his slave or worse, turn him into a vampire. Only one death dealing bite is necessary, because the previous consecutive three bites and the bond of enslavement between the two make the slave prepped for a final Slow Kill bite to become an undead. **Note:** The slave can *NEVER* raise his own hand against his vampire master under any circumstance, not even to save himself from being turned into a vampire. **Powers of the Slave:** The enslaved individual is permanently linked to his demonic master and senses when the vampire awakes, is near (with 200 feet/61 m), is in pain, and when his master requires his services. Likewise, a limited telepathic link is established by which the vampire can mentally *call* to his servant and be heard. The telepathic message is always brief, "Come to me now, and bring the carriage (or weapons, etc.)," or "Go to so and so and tell him to stop his search or die." The Mind Slave also automatically knows the location of his master at any given time and whether the vampire is in danger or in need of him.

This is a two-way connection, so the vampire knows that his Mind Slave has received the message, can hear his slave's verbal response provided it is spoken aloud, knows when his slave is in danger or in pain or killed, and knows the slave's location by concentrating on him.

Range: One mile (1.6 km).

Duration: Permanent. The only way to free a person from a vampire's Mind Control Enslavement is to *slay the vampire* that controls him.

Limitation: Does not work on other supernatural beings.

Trauma & Side Effects: When the vampire is slain (or staked), the person is immediately free of the monster's control, but will never be the same. Roll once on the *Random Insanity Table* and once on the *Phobia Table*. (Find Insanity rules and tables in **Rifts® Ultimate Edition**.) Furthermore, having experienced true evil, there is a 01-75% chance the victim's alignment changes to a Principled or Scrupulous one even if he was once evil himself.



Preventing Enslavement Before the Process is Complete: A vampire's bond between the intended victim of a Mind Control: Enslavement (as well as the Slow Kill) is not complete until the final third bite and slow withdrawal of blood is complete. If the vampire cannot feed three consecutive nights, the victim regains his strength and force of will. However, vampires are seldom dissuaded by this and take to the challenge, returning to plague that individual, and initiating a new three night sequence until the victim succumbs to him or is killed. The only way to be certain to stop the Mind Control: Enslavement (or Slow Kill) is to slay or stake the vampire before the process is completed. After a person has become a Mind Slave, the only way to free him is to kill – and I mean “kill” – the vampire.

Freedom After Being Enslaved: The moment the monster is slain, anyone under Mind Control: Enslavement is set free and returns to normal (see Trauma above). Staking a vampire has the same effect, but there is a catch. If the stake is removed, the vampire returns to life and with it the monster's control of his Mind Slave(s) resumes. The only way to be rid of the curse of a vampire is to destroy the demon once and for all. See Vampire Vulnerabilities for ways to contain and destroy the undead.

I.S.P.: None, no I.S.P. is required, just the Slow Kill style bite and bleed over three consecutive nights.



Mind Control:

Vampire over Vampire

A vampire is born by killing the living and letting a vampire rise in his place, inhabiting the body of the person slain. In this regard, the Slow Kill is more like a magic ritual in which at the moment of death the victim's own life energy (P.P.E.) is used to fuse a tiny fragment of evil from the Vampire Intelligence into his dead body as his own soul exits. Three nights later, the vampire rises. Only a Master or Secondary Vampire can make another vampire. Part of this supernatural process links the new vampire to the one who created him, as well as to the Master and Vampire Intelligence at the root of the infection. Every vampire recognizes

the touch of evil in his brethren, quickly identifying fellow vampires and specifically, the “children” of the same creator.

Members of the same vampire family/essence instantly sense whether their brother vampire is a Master, Secondary or Wild Vampire and treat him accordingly. He also recognizes the vampire who created him and accepts him as his maker and superior. Vampires that are extensions of other Intelligences/creators are also recognized, but are seen as potential rivals and enemies.

As a rule, vampires behave very much like a wolf pack. Each member of the pack or family acknowledges his superiors and obeys them. If there is an issue or conflicting opinions, the vampire higher in the pecking order usually wins after harsh words, threats or physical violence. Vampires are automatically submissive toward the one who made them, the Master and the Vampire Intelligence. Age and brute power also play a role, in which elders and powerful vampires lord over newer and lesser vampires.

This is not always enough, and sometimes a vampire low in social standing dares to challenge or defy his superior(s) or decides to act with independence. When this occurs, the superior vampire tries to force his will upon the other through *Vampire over Vampire Mind Control*. When Mind Control is attempted on another vampire, the attacking vampire's eyes glow bright yellow and his words sound like thunder. The target of the Mind Control must roll to save versus psionic attack or fall prey to the power of the superior vampire. This degree of mind control against fellow vampires is far more complete than the similar power used to manipulate mortals. A vampire that fails to save must do anything the superior vampire demands of him, no matter how loathsome and repugnant. The catch is, the controlling vampire must actually be the other's superior in rank, social standing, age or power. Thus, a two year old vampire cannot force his will upon a three year old or 20 or 100 year old vampire, though the older one could upon him. Nor can a Secondary Vampire try to control a Master (automatic failure), just as a Wild Vampire cannot control a Secondary Vampire (automatic failure). **Note:** That having been said, this power is never used lightly or for fun. It is used only by elders faced with insubordination and treachery. Any young vampire caught Mind Controlling even Wild Ones must face severe punishment, and may even be staked or slain.

Other than this, the power works similar to the Mind Control over mortals.

Vampire over Vampire Mind Control Stats:

Range: Line of sight; the vampire must look the intended victim directly in the eyes and issue a verbal command. If the intended subject of Mind Control cannot hear the vampire, the Mind Control does not work. Furthermore, if a character saves vs Mind Control three times in a row within a short period of time, he is immune to any further attempts from that specific vampire for the next 24 hours, and is +4 to save vs Mind Control from any other vampires during the same time period. **Note:** The vampire's eyes glow yellow whenever this power is used.

Duration: One hour per level of experience, triple for a Master Vampire. Duration is only five minutes per level for Wild Vampires, and most of them seldom use the ability because it requires self-control and a plan.

Number of Victims Affected at One Time:

Vampire Intelligence: All are expected to obey the creature that is their deific creator and no vampire may raise a finger against it. Not even a Hero Vampire can directly attack a Vampire Intel-

ligence. All Wild Vampires obey without question, so do most Secondary. However, the Vampire Intelligence does not ever Mind Control a Secondary Vampire. If one should disobey the monster, the Master and other Secondary Vampires see to his punishment and/or destruction.

Master: The Master can control one Secondary Vampire or three Wild Ones per level of his experience.

Secondary Vampire: One lesser Secondary or one Wild Vampire can be controlled by an elder at levels 2, 4, 6, 8, 10, 12 and 14.

Wild Vampire: May be able enforce its will over one other Wild Vampire, that's all.

I.S.P.: 10 per each try, whether successful or not.

Saving Throw: Standard save vs psionic attack with no additional bonuses to save, not even from a high M.E. No bonus to save vs commands that are distasteful or contrary to the character's alignment either. A failed save means the character obeys all commands from the superior vampire.

Negate the Powers of Lesser Vampires

The hierarchy of vampires being what it is, there is a remarkable ability that enables powerful vampires to stymie the powers of those lower in stature. So it is that the Vampire Intelligence, Master Vampire and elder Secondary Vampires can, in effect, temporarily negate a select block of power to limit and impair lesser Secondary and Wild Vampires. This is another way the more powerful vampire elders and leaders control, capture and hold their minions for punishment, torture and execution for wrongdoing. Just knowing about this power helps to keep the lesser vampire hordes in line and obedient. **Note:** This power can be used against vampires of the same lineage and attempted on rival vampires, but they get a saving throw (needs 14 or higher to save). **Negated Abilities:** Only the specified powers listed here are temporarily negated: *Hypnotic Suggestion*, *Metamorphosis (all)*, *Mind Control (all)*, *Psionic Abilities (all)*, *Seduction* and *Summon (all)*. Furthermore, reduce the number of attacks, combat bonuses and Supernatural P.S. by *half*. When the Negation power is used, all the abilities and penalties listed above apply.

Range: One mile (1.6 km) radius for a Vampire Intelligence. 2,000 foot (610 m) radius for Masters. 500 foot (152 m) radius for Secondary Vampires. Not applicable to Wild Ones.

Duration: One hour per level of experience, triple for a Master Vampire. As long as desired for the Vampire Intelligence.

The vampire's abilities return when the duration ends, the elder vampire decides to cancel the negation, or the elder vampire enforcing its will is staked or destroyed. The negation is also broken if the targeted vampire manages to get out of range.

Number of Victims Affected at One Time:

Vampire Intelligence: The Intelligence can target one or more specific individuals without limit, or by type (i.e. all Secondary, all Wild Vampires, all young vampires, etc.) or everyone within its radius of influence which is one mile (1.6 km). As long as the Vampire Intelligence wills it and the intended individual(s) is within a one mile (1.6 km) radius, the demon is weakened and some of his greatest abilities are negated. Such is its power over its minions.

Master: The Master can negate the powers of one Secondary Vampire or three Wild Ones per level of his experience.

Secondary Vampire: An experienced elder Secondary Vampire can negate the abilities of one lesser Secondary or two Wild Vampires at levels 9, 11, 13, and 15.

Wild Vampires: Do not have this ability.

Vampires of a Different Bloodline: A vampire created by a different Vampire Intelligence may be affected by this power, but the roll to save is less: 14.

I.S.P.: 20 per each try, whether successful or not.

Saving Throw: None against the will of a Vampire Intelligence or a Master Vampire. However, against an elder, more powerful Secondary Vampire, the lesser vampire must roll a 16 or higher to save. A successful save means the vampire's powers are not affected.

Nightvision

Vampires can see in total darkness up to 1,600 feet (488 m) away. No ambient light from the moon or stars is necessary.

Prowl

Vampires are nocturnal predators and as such, possess the natural and instinctive ability to prowl – move quietly and without being seen.

Prowl in Humanoid Form: 50% +2% per level of experience. Master Vampires get an additional +10% bonus to Prowl. The various forms of metamorphosis also each add a bonus to Prowl when in that form.

Psionic Powers of the Vampire

In addition to the various mind control powers previously detailed, all true Undead Vampires also possess a handful of more traditional psionic powers; I.S.P. is required to use these powers. The Wild has the least I.S.P.

Powers: All are equal to a fourth level psychic, never higher.

Alter Aura (2)	Induce Sleep (4)
Death Trance (1)	Mind Block (4)
Deaden Pain (4)	Presence Sense (4)
Empathy (4)	Sense Evil (2)
Hypnotic Suggestion (6)	

Also see the various Mind Control powers.

Base I.S.P.: Varies by type.

Master Vampire: 3D6x10 +M.E. attribute number. Gets an additional 2D6 I.S.P. per level of experience.

Secondary Vampire: 2D6x10 plus an additional 2D4 I.S.P. per level of experience.

Wild Vampire: 1D6x10 plus an additional 1D6 I.S.P. per level of experience.

Shadows of a Past Life: Skills

When a vampire is "born" the demon inhabits the body of the human or D-Bee slain via the Slow Kill. The newborn vampire possesses the personality and many of the memories of the deceased, as well as his or her physical form. Included in the memories, the vampire remembers the skills most frequently used by the deceased as they are etched into his or her memory. **Note:** See specific Vampire R.C.C. for details.



Summon Canines

The vampire can summon wolves, coyotes or dogs of any size though the animals are usually large (dogs are 50-100 pounds/22.5 to 45 kg). I assume the animals are summoned via some means of psionic or supernatural ability. Considering the number of strays that run the streets of most communities, as well as pets, there is no shortage of animals at the vampire's disposal. In the wilderness, coyotes and wolves are the more likely animals to be summoned, though don't forget, most of Mexico and the American Southwest are wildlands with coyotes and wolves on the prowl in and around every humanoid community, be it a farm, ranch, small town or big city like El Paso or Ciudad Juarez.

When you find yourself in a village, town or city where you see packs of wild dogs running the streets, you have probably found a community under the control of one or more vampires. The same holds true of places where you might see large flocks or gatherings of bats and rats. Undead Vampires can summon and control canines and vermin. They use them as protectors day and night. Don't think you have nothing to fear because you are clad in body armor. Large canines can knock you down, pull at your gun arm to make you miss a shot, tear at your backpack and gear, run off with a weapon or map, and create such a ruckus as to wake the dead – literally.

Number of Animals: Six canines per each level of the vampire's experience.

Duration of Control: 20 minutes per level of experience.

Horror Factor: A pack of angry looking canines has a Horror Factor of 1D4+8.

Attacks per Melee by the Canines: Each canine has three attacks per melee round.

Damage: Most domesticated dogs do 1D6 or 2D4 S.D.C./Hit Points to those without armor protection. Coyotes, Pit Bulls and other powerful breeds do 2D4+1 damage and wolves inflict 2D6+1 damage per bite attack.

Canines may also latch onto a hand, wrist, ankle, or piece of clothing and hold on or pull. Likewise, even characters in body armor may be knocked down by a large, pouncing canine (01-50% chance; loses initiative and one melee attack), and the animals may get underfoot and trip or impede movement (lose initiative and one melee attack per round, but also reduce Spd by 30% as long as the canines remain underfoot, pulling or attacking; G.M. discretion). Dogs, wolves and coyotes may be used by vampires as attack animals, watchdogs, perimeter guard dogs and for creating diversions.

I.S.P. Cost: One.

Also see Mind Control for control over animals and people.

Summon Fog

I find it interesting to note that only experienced vampires (7th level or higher) and the Master, of course, can create a thick and unnatural fog to create fear or cover their activities (reminiscent to the Summon Fog spell). The vampire has complete control over his fog and is able to direct it to move and roll along a particular street, alley or location. The fog can be relatively small or cover an area as large as one mile (1.6 km). It is so thick that those caught inside the fog cannot make out details beyond four feet (1.2 m) in front of them. All that can be seen are blurred shapes and shadowy figures for an additional 10 feet (3 m). Beyond that, there is only a grey wall of mist and sound. Within the fog, anything may lay in wait – the vampire's hounds, his evil servants and minions, Wild Vampires, or the vampire himself. Actually, once you cross the Rio Grande, odds are a number of vampires lurk within, waiting to strike. Do not forget, a vampire can, himself, turn to mist. When this is done within a fog, the monster can move through it without making a sound and completely invisible until he materializes back into a solid form, be it that of animal or man.

Note: For rules on traveling in the fog, see the Summon Fog spell found on page 143 of **Rifts® Book of Magic**.

Range: As large as a one mile (1.6 km) area in front of or around the vampire who summoned it.

Duration of the Fog: 20 minutes per level of experience (7th level means 140 minutes or two hours, 20 minutes).

I.S.P. Cost: 5, due to the intense focus that must be used to summon and direct the fog.

Summon Vermin

Bats, Rats, Mice & Insects

The vampire can summon a cloud of flying insects or bats, or a sea of scurrying rats, mice, or cockroaches. Again, we can only assume the animals are summoned via some means of psionics or supernatural ability. There is an ample supply of all vermin, including mice, rats, and cockroaches at any town and city, but rats and cockroaches are not often found in the wilderness or around clean and well kept farms; field mice yes, rats and roaches, no. Bats are everywhere.

Number of Animals: 100 rats or mice per each level of experience. Up to 500 flies, gnats, or cockroaches can be summoned per level of the vampire's experience.

Duration of Control: 20 minutes per level of experience.

Horror Factor: Bats or Rodents: 12. Cockroaches: 10. Flies and Gnats: 7.

Attacks per Melee: See Damage per melee round, below.

Damage: Bats and Rodents: One S.D.C./Hit Point of damage to unprotected victims as they swarm under and around people. Roll 1D6+1 S.D.C. damage per character, per melee round for rodent attack damage, 1D4 from bats. Characters with M.D.C. protection (environmental armor, force field, etc.) are safe from damage, but they are still likely to be creeped out by a swarm of vermin. Bats, rats and mice, even though they cannot inflict grievous damage, are repulsive and most humans are disgusted and frightened by them, especially a sea of them. They also create a surprising amount of noise and are quite distracting. Penalties: -1 melee attack, -4 to Perception Rolls, -3 on initiative, -1 to strike, -2 to parry and dodge, and -15% on skill performance.

Cockroaches: Cockroaches are just disgusting, tickle when they crawl against bare flesh, crunch when stepped on (creating a slippery surface), and crawl on everything and everybody in their path. Like the flies, the roaches will cause distraction and impair vision and movement. They may also make seeing through windows and windshields impossible. Same reaction as Bats and Rodents, except damage is zero. Penalties: -3 to Perception Rolls,

-2 on initiative, reduce Spd by 40% or risk slipping and falling (01-50% chance; victim of a fall takes 1D4 damage and loses initiative and one melee attack per each fall), and -10% on skill performance.

Flies and Gnats: An annoying and icky cloud of insects. Unprotected characters suffer one S.D.C. point of damage from biting insects. They inflict no damage but impair normal vision and hearing, and unless the mouth is covered, the people caught in the swarm cannot speak without bugs flying in their mouths. Penalties: -3 to Perception Rolls, -2 on initiative and -20% on skill performance. The bug swarm also makes spell casting difficult; reduce the number of spells possible to cast in a single melee round by half and if a mage chokes on a bug, he has to start the spell over (no loss of P.P.E. for the unfinished spell).

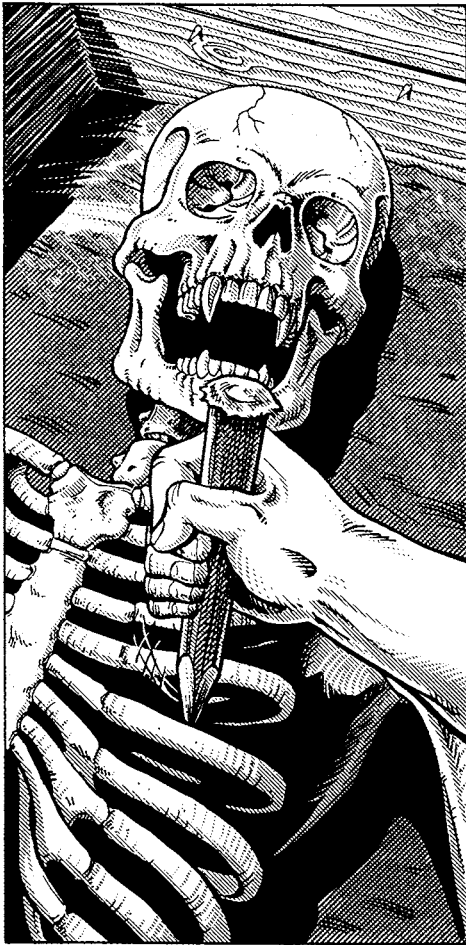
I.S.P. Cost: Two.

Supernatural Strength

All vampires possess Supernatural Strength. This enables them to leap one foot (0.3 m) high or across per every two P.S. attribute points, so a vampire with a P.S. of 20 can leap 10 feet (3 m) upward and across (each leap counts as one melee action/attack). The Supernatural P.S. of a vampire means it can engage



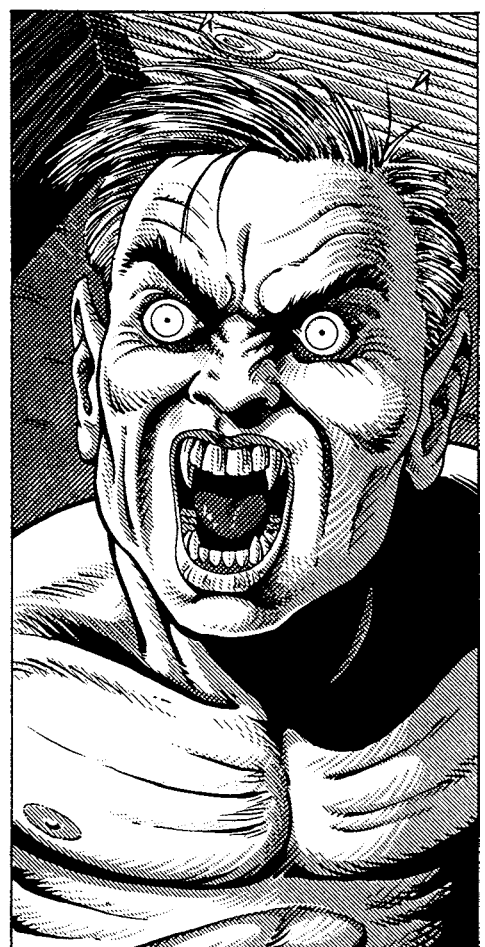
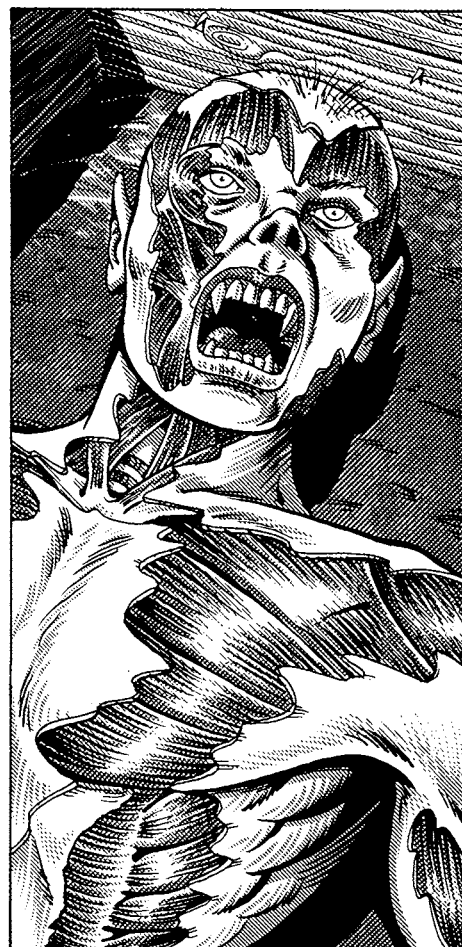
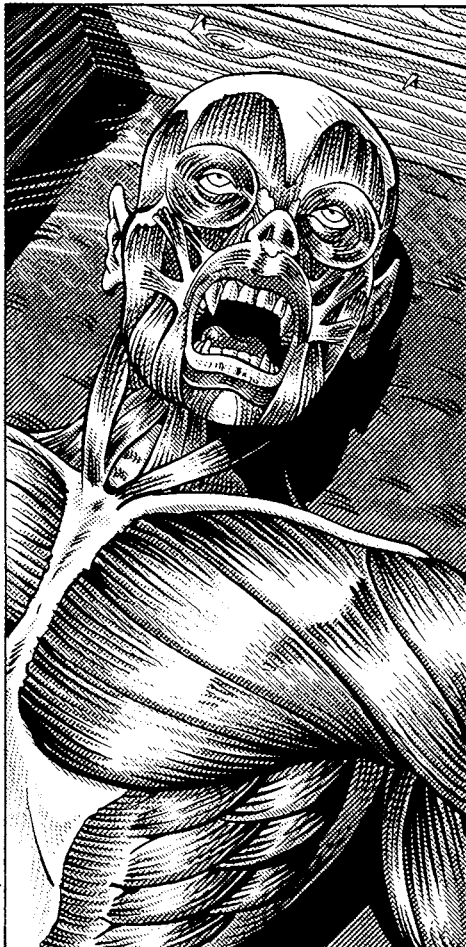
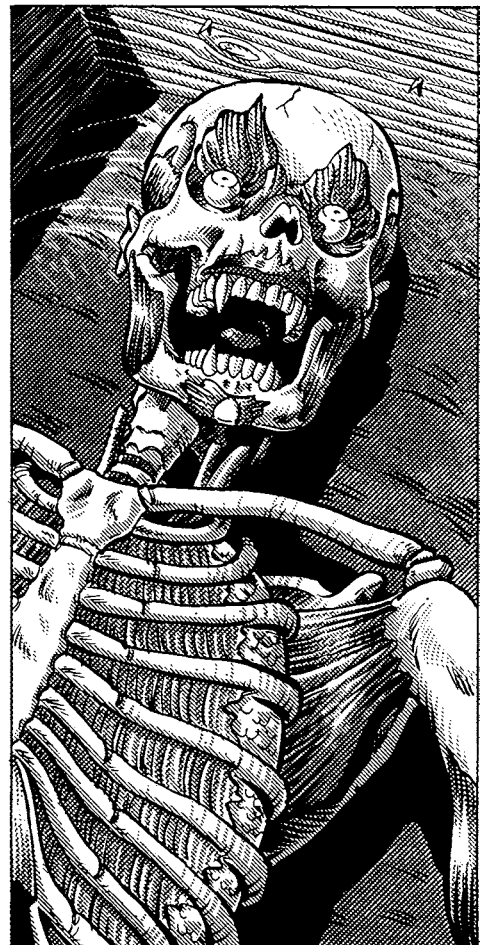
The stake is removed.



Mist streams from the remains.



Bone and tissue reform.



LONG / STEMBEDA - FBI

The transformation from skeletal remains to living vampire. The entire super-regeneration takes less than 15 seconds. The vampire is restored.

in hand to hand combat with other demons, Combat Cyborgs, and other Mega-Damage opponents. They have even been known to tear humans out of M.D.C. armor.

Punch and kick attacks do M.D. per the vampire's Supernatural P.S. Claw attacks are as per Supernatural P.S. +2D4 M.D. from the claws.

Bite attacks do 2D6 damage and power bites (counts as two attacks) inflict 4D6 damage. The type of damage inflicted is S.D.C./Hit Points or M.D. depending on whether the vampire faces an S.D.C. or Mega-Damage opponent.

Vampires may also use psionics, magic, melee weapons and modern weapons, but tend to rely on their natural abilities, brute strength and fear rather than modern guns and armor.

Super Regeneration

A vampire can survive and keep functioning normally, even with a wooden spear through the head or a severed limb, but the undead does experience pain and can be temporarily immobilized from accumulative Hit Point damage. When a vampire has been reduced to near zero Hit Points (less than 10), he knows he is in jeopardy, not from immediate death, but from lapsing into a recuperative coma which could make him vulnerable to further attack.

The Recuperative Coma: A vampire can fight up to 20 points below zero! At minus 21, or if the head is lopped off, the creature drops to the ground and appears to be dead. Chopping off the head (if still attached) further enhances the illusion of death, but in reality, just prolongs the time needed to regenerate. Unless proper measures are taken to truly kill the vampire, the monster may regain consciousness in a matter of minutes and be fully restored in hours. A vampire must be destroyed in very specific ways or the monster will rise again, whole and in a mood for revenge.

Bio-Regeneration: Hit Points Bio-Regenerate at a rate of 2D6 points per melee round, so an opponent may see his adversary healing before his very eyes! But while all supernatural beings and creatures of magic have remarkable powers of Bio-Regeneration, a vampire, unless disposed of properly, can recover from any amount of damage, provided a single piece of him remains.

A vampire can regenerate physical damage at a pace that no other known creature can equal. Entire limbs, eyes, organs, hair and skin grow back in a matter of minutes. The entire body can reform overnight (8 hours), a lost arm in 45 minutes, a leg 60 minutes, lower body four hours, upper body six hours, head four hours. A decapitated head left lying nearby can merge back with the body by slowly dissolving into a mist and re-forming with the body in 20 minutes. A head or body (not both) that is completely immolated is not enough to kill the demon, for it will regenerate whatever part or parts are missing, overnight.

Telepathic Link with Minions

The *Master Vampire* has a permanent telepathic and empathic link to the legion of undead it has created (all of his/her victims who now walk the earth as Secondary Vampires and all lesser Secondary and Wild Vampires they have created). This link enables the Master Vampire to sense when one of his minions is within 10 miles (16 km), when one of his minions is in pain or killed, and enables him to summon all of his minions within a 100

mile (160 km) radius. In turn, the minions sense whether the summons is a general call to gather or whether they should come with haste because the Master is in danger. The minions also sense when the Master has been slain. **Note:** This link to minions is shared with the Vampire Intelligence who experiences life and monitors its empire through the Master Vampires that serve it.

Vampires

In many ways, the vampire is the ultimate villain. An insidious monster that returns from the dead, drinks the blood of the living and washes over mortal life forms like a disease. Unlike many monsters, vampires can walk among us unrecognized, stalking us from the shadows like a serial killer, or build kingdoms where humans are kept as livestock and slaves.

Clear levels of power and superiority create a hierarchy and societal caste system among Undead Vampires. Instinct enables the demons to recognize their superiors and to bow to their betters. They also recognize fellow vampires from the same blood line and those of other tribes.

The following pages present the stats for vampire NPC villains in the order of their social caste, from the most powerful to the least.

- Vampire Intelligence
- Demonic Vampire Familiar
- Master Vampire
- Secondary Vampire
- Wild Vampire
- Deluded Vampire
- Hero Vampire
- Chupacabra (vampire pet)

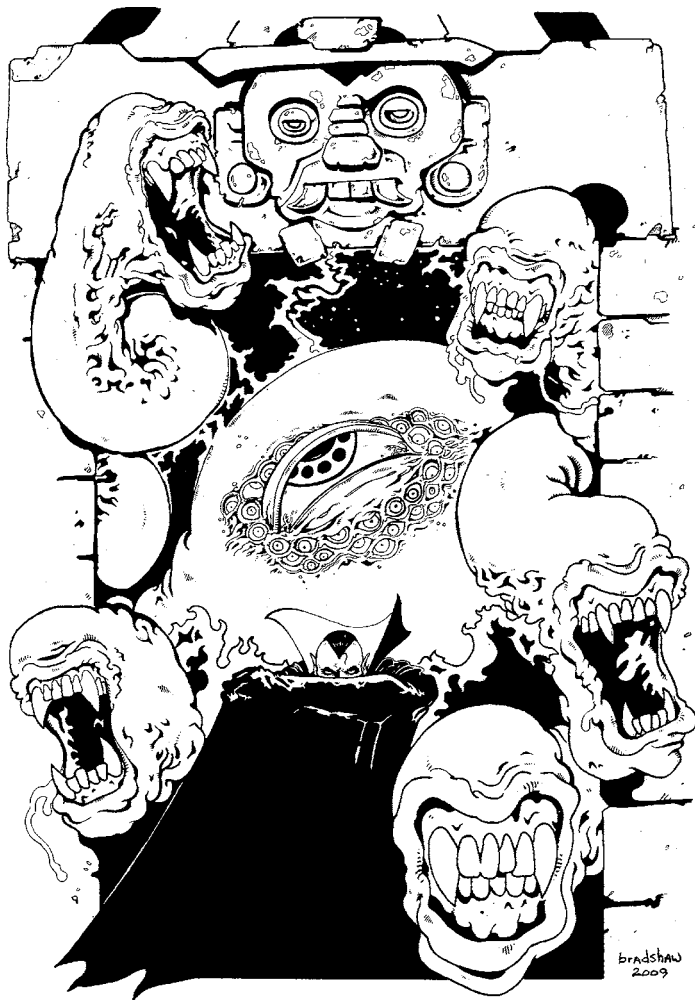
The Vampire Intelligence

Lord of the Undead

The ultimate Lord of the Undead is the Vampire Intelligence, a monstrous, elemental being that functions like a living virus that infects other creatures to make them the undead.

Vampire Intelligences are malignant forces of evil dedicated to the propagation of misery. They know nothing about compassion, nor regret, and exist for the sole purpose of spreading hatred and sorrow. They are alien beings beyond human understanding. The creatures can straddle three or four different dimensions by fragmenting their life essence and sending it to live in an alien world while other essences and its own physical body exist in another. The Vampire Intelligence can further divide its life force into an army of tiny fragments. Each fragment is an extension of the multi-dimensional Intelligence sent through a dimensional Rift or allowed to be summoned by a foolhardy practitioner of magic.

Delivered onto a new world, the invisible life force must bond with a living humanoid to anchor itself to that dimension. A *will-*



ing host subject must be found within 24 hours or the essence fragment automatically returns to its originating body. Using Empathy and Telepathy, the evil essence seeks out an individual who has already been corrupted by evil, hatred, greed, or dreams of power or revenge. Such a person can be easily beguiled by the promise of godlike power and eternal life.

The man or woman who accepts such an offer to play host to the Vampire Intelligence is already a monster in mortal flesh, so the union is a perfect one. A simple "yes" and opening oneself to the vile essence fragment is all that's necessary for the mortal to become the living gateway for the vampire invasion. In a matter of agonizing minutes, the human (or humanoid) is torn apart on a molecular level and rebuilt into a supernatural horror. The essence of the person and the evil fragment merge, become one, and create a new and horrible life form, the *Undead Vampire*. There is no turning back. Humanity and a natural life are forsaken forever in exchange for a monstrous immortality and unquenchable thirst for blood, power and domination of the living. The existence the individual once knew is over, for he is reborn into the Vampire Intelligence's anchor in the physical world of that dimension and the first of an undead legion. A *Master Vampire* has been born and the true nightmare is about to begin, for he will create other undead like himself, making the Vampire Intelligence all the more powerful as he continues to spread the pestilence of vampirism among unsuspecting people.

The Vampire Intelligence cannot enter and inhabit the physical world until conditions are conducive to its needs. First, the monster requires a minimum of 2,500 vampires, all born of its

essence, to serve as its lifeline to the world and the invaders of its undead army. Once the Vampire intelligence has established an army of vampires, it can step into the world it plans to inhabit and conquer. Once it has inhabited that world, the number of its minions can drop far below the initial 2,500 required without ill effect. The large number of vampires is needed only to *enter* and *inhabit* a new dimension. It need not maintain that number to remain on that physical plane of existence after its arrival. However, a Vampire Intelligence only enters a world it plans to inhabit, and its army of undead only grows after its arrival.

To remain in the physical plane of mortals, the Vampire Intelligence requires a massive and constant supply of magic energy (P.P.E.). This means the monster always builds a citadel at a ley line nexus point. The horror also needs a regular, though comparatively minuscule, supply of humanoid blood. In the Earth's past, the small amount of mystic energy and the dominance of human beings made the world a barren and inhospitable environment for vampires. They came, but seldom grew to numbers sufficient to support a Vampire Intelligence. However, the Coming of the Rifts changed that. Rifts Earth is so rich in mystic energy that it has become a ley line nexus point on a Megaversal scale, attracting dimensional travelers, ancient gods, and supernatural monsters on an unprecedented level. Sadly, one of those beings is the Vampire Intelligence, who sees the planet as an attractive breeding ground for the undead. There are at least six Vampire Intelligences that have crossed the dimensional divide to inhabit the Americas. Four are known to exist in *Mexico*, one claims the *Yucatan Peninsula*, and one wages war in *South America* from the Columbian Andes against the Republic of Columbia. Presumably, there are other vampire nests scattered around the globe, but nobody knows how many or where, just as no one is sure why Mexico or Central and South America are so attractive to vampires.

A Vampire Intelligence is so powerful that its evil supernatural presence and magic can be sensed by psychic sensitives more than one hundred miles (160 km) away. To disguise its presence and to feed on life-giving P.P.E., the creature establishes a lair right on or very near a ley line nexus. This location provides the living horror with great magic energy to draw upon for the performance of magic and to quench its terrible hunger. It also provides a quick means of escape. A Vampire Intelligence located at a ley line nexus can open a Rift to another world that it dominates, or to the dimension from which it originates. The Earthly location will be a region dominated by its undead legions, thus offering it the protection of a vampire army. A stone pyramid is usually erected by forced labor to house the wicked creature. Stone pyramids also magnify and channel magic energy, enabling the deific horror to open portals to other worlds, work its magic and defend itself. The connection to the pyramid has led some Rogue Scholars to wonder if the ancient Aztecs, Mayans and other cultures in the same geographic region were also once servants of one or more Vampire Intelligences. The return of the Mayan god, *Camazotz*, and his enslavement of a Vampire Intelligence and usurped control of a vampire kingdom in the Yucatan suggests that this may be the case. A frightening secret of Earth's past.

The malignant Vampire Intelligence is such a master of dimensional travel, and so powerful, that once it has claimed a ley line nexus as the location of its lair, it dominates and controls the nexus. This means no other being can use that nexus as a dimensional gateway or draw on its usual energies. Only one third

the normal ley line energy can be drawn upon by beings other than the Intelligence. With the dimensional aspect of the nexus under the control of the Vampire Intelligence, nothing can enter or leave through the nexus Rift unless the Vampire Intelligence allows it. This level of control is accomplished, in part, by the Intelligence's ability to syphon the magic energy into itself, feeding on it, and thereby controlling the flow of mystic energy. The stone pyramid helps to focus and control the flow of magic at the nexus point and along the connecting ley lines.

The lair of a Vampire Intelligence is hidden deep inside a massive stone pyramid, gargantuan temple (with a small pyramid as part of its structure), or underground labyrinth. The actual inner sanctum of the lair is a massive chamber where the physical Vampire Intelligence resides. The chamber usually resembles a temple or royal chamber. Deep inside the lair is the physical embodiment of the Vampire Intelligence, a gigantic mound of slime covered flesh that measures 100-200 feet (30.5 to 61 m) in diameter and 12 to 24 feet (3.6 to 7.3 m) tall. Six to twelve tentacles snake and writhe from the body mound. At the end of each tentacle is a mouth filled with sharp teeth and a pair of canine fangs. A hundred small, round, red or yellow eyes encircle one giant central eye that dominates the body. All who see the Vampire Intelligence recognize its maleficence and know it must be destroyed. While you would expect there to be scores of vampires, the chamber seldom has more than half a dozen Secondary Vampires as attendants and, unless off on a mission, the Demonic Vampire Familiar is also present. Of course, 1D6x10 additional vampires are likely to work and live in the stone pyramid, and the Intelligence can mentally summon any or all of the vampires within a 10 mile (16 km) radius. As a result, 2D4 Secondary Vampires arrive to the chamber within one minute and continue to arrive every melee round until the danger has passed or the Intelligence tells them to stop.

Once interred inside the edifice, the creature never leaves, unless it is to escape via a dimensional Rift. This, despite the Intelligence's great power, makes it vulnerable. Its gargantuan size, slow speed, tremendous consumption of magic energy and need for humanoid blood and emotions to stay alive, prevent the horror from traveling, except by teleporting from one stone pyramid lair in its empire to another, or from one dimension to another. This is why the thing makes its home in a region dominated by its own legions of undead.

Though isolated and hidden away, the Vampire Intelligence sees and experiences its empire via empathic and telepathic connections with the Master Vampire and its Demon Familiar, which is an extension or avatar of itself. Everything the Demon Familiar sees, hears and experiences is known to the Vampire Intelligence. Likewise, the creature experiences the emotions and directed thoughts of its Master Vampires, and, to a less-direct extent, is linked to *all* the undead born of its essence when they are within a 10 mile (1.6 km) radius of its abode. The monster is aware of its many fragmented extensions within each of its vampires and while it does not know their thoughts, it feels their heinous delights. The Vampire Intelligence also knows when one of its minions has been destroyed or placed in forced stasis (i.e. has been staked). Fortunately, the link is not so strong that it can see, hear or know what its minions experience as they live it. Nor can it identify exactly where its many undead are scattered, or who dares to attack them. Only the few Master Vampires have a direct telepathic connection with the Vampire Intelligence. They can

communicate with their creator up to 500 miles (800 km) away. But while the Master can communicate and share his thoughts and memories with the Intelligence that created him, the creature does not see through his eyes and must conduct a lengthy and deliberate mind probe to learn all that its servant knows. However, Telepathic conversations transmit the memory of sounds and images as experienced by the Master Vampire. Thus, the Vampire Intelligence knows the faces of his enemies though they be hundreds of miles away, and can share those images with other minions.

Vampire Intelligence

Alignment: Diabolic Evil.

Attributes: I.Q. 1D6+21, M.E. 2D6+20, M.A. 2D6+19, P.S. 2D6+29, P.P. 1D6+15, P.E. 1D6+17, P.B. 1D6, Spd 2D6 crawling or walking on its tentacles.

Size: 100-200 feet (30.5 to 61 m) in diameter, 15-24 feet tall (4.6 to 7.3 m), and weighs 60-120 tons. A tentacle can stretch up to 200 feet (61 m) long.

Hit Points by Location (Invulnerability same as Vampires):

Only weapons made of wood and silver, holy water and running water inflict triple damage to Hit Points. Magic does full normal damage. Sun weakens. Mega-Damage and other types of S.D.C. weapons do no damage.

Small Eyes (100) – 5 each

Giant Eye (1) – 300

Tentacles (6-12) – 100 each

* Main Body – 2D4x1,000+400

* Reducing the Hit Points of the main body to zero temporarily hurts and impairs the Vampire Intelligence, but does not destroy it. At zero Hit Points reduce the creature's number of attacks per melee, bonuses, speed and skill performance by half. It is now vulnerable to surprise attacks. Natural regeneration ability should quickly restore Hit Points, unless the monster continues to suffer incredible amounts of damage. **Note:** When reduced to -100 Hit Points below zero the monster *is* dead. In darkness or shadow, the monster's entire body seems to melt into a red goo that seeps into the ground and stains it permanently. If exposed to sunlight, the body melts, turns into a red mist and evaporates as if it were never there.

P.P.E. Base: 2D6x100. **I.S.P. Base:** 1D4x100.

Horror Factor: 18

Level of Magic Experience: Roll 1D6+3, equal to a Ley Line Rifter.

Skills: The Vampire Intelligence knows few skills outside of magic, but it does know some: All Ley Line Rifter O.C.C. skills and spell knowledge, Climbing 78%, Dance 80%, Interrogation 88%, Literacy in Dragonese 98%, can read magic too, plus literate in two other languages of choice at 88%, Land Navigation 90%, Lore: Demons and Monsters 98%, Lore: Faeries and Creatures of Magic 98%, Lore: Magic 98%, Lore: Vampires 98%, Mathematics: Basic and Advanced, both at 98%, Philosophy 88%, Play Musical Instrument: String 80%, Prowl 78%, Seduction 88%, Sing 98% (professional quality), Tailing 88%, Tracking 78% (+12% to follow a blood scent), W.P. Energy Pistols, W.P. Energy Rifles, W.P. Knife, W.P. Paired Weapons, and W.P. Sword. **Note:** The Demonic Vampire Familiar knows everything the Intelligence knows.

Natural Powers: Superior vision like that of a hawk (can read a street sign up to one mile/1.6 km away), Nightvision 4,000

feet (1,219 m), see the invisible, see the infrared and ultra-violet spectrums of light, thermal vision to see heat radiation 1,000 feet (305 m), smell spilled blood up to two miles (3.2 km) away, recognize the scent of human blood 90%, recognize a specific species of humanoid by their blood 75%, understands and speaks all languages 98%, and can travel through dimensions using spell magic.

Possesses all the fundamental powers and vulnerabilities of the Undead Vampire, except that it cannot perform any type of metamorphosis and sunlight does not destroy it (but does weaken it). This means most forms of attack, including Mega-Damage weapons, fire, poison, drugs, etc., inflict no damage. Fortunately, this also means the Vampire Intelligence is vulnerable to the same things as the undead it creates.

Create Demonic Vampire Familiar (special): This monster is the avatar of the Vampire Intelligence and as such, is a splintered, living part of it. See the description that follows.

Create Master Vampires (special): The Vampire Intelligence can create one additional Master Vampire for every 1,000 Secondary and/or Wild Vampires that comprise its minions. The *first Master Vampire* is accepted by all as the Intelligence's right-hand and Supreme Commander of the vampire legions. All Master Vampires who follow are Vampire Lords and Generals who obey the Supreme Master and the Vampire Intelligence. A Master Vampire is a willing mortal servant who is transformed without having to die.

Create Secondary Vampires (special): A Slow Kill via one of the tentacle mouths creates a Secondary Vampire without any risk of being an inferior Wild Vampire. The Intelligence cannot create Wild Vampires.

Feeding (special): In addition to feeding off the P.P.E. energy of the ley line nexus where the monster lives, it also requires at least one humanoid sacrifice a week. It drains all blood within two melee rounds and may munch on the flesh and bones.

Limited Invulnerability (special): Similar to all undead. Only magic and magic weapons do normal damage, and weapons made of wood and silver or running water and holy water inflict *triple damage* direct to the monster's Hit Points.

Singing Professional Quality (special): Vampire Intelligences have beautiful singing voices that belie their wicked natures and they love to sing. Since it has many mouths on its 6-12 tentacles, when the horror sings it sounds like a choir singing together. Favored songs are Gregorian chants, operas and soulful and melancholy songs from our world and many others. May be sung in any number of languages. A content Vampire Intelligence – which means mortals are enslaved and suffering – will sing for 2D4 hours at a time; usually at night but sometimes during the evening hours before the sun sets.

Super Regeneration (special): Bio-Regenerates 1D6x10 Hit Points once every melee. Regenerates an entire tentacle or one of its 100 small eyes within ten minutes. Regenerates the giant eye in 24 hours.

Tentacles (special): See Damage.

Vulnerabilities (special): Same as the Undead Vampire except magic and magic weapons do normal damage, and weapons made of wood and silver as well as running water and holy water inflict *triple damage* to Hit Points.

Globe of Daylight does no damage and does not hold it at bay, neither does garlic and wolfbane, but holy symbols will hold the monster or one of its tentacles at bay; arm's length.

Sunlight does not kill the Vampire Intelligence, but it does reduce its power by a whopping 75%. This reduction is on all levels, including the power level of its spells, psionic attacks, saving throws, attributes, bonuses, number of attacks per melee, the damage it inflicts from physical attacks, Hit Points, P.P.E., I.S.P., Spell Strength and the Hit Point amount it is able to regenerate per melee round. Reduce by 75% when the Vampire Intelligence is bathed in sunlight. Reduce by 50% if a gloomy, overcast day.

Attacks per Melee: Eight physical or psionic attacks per melee round or one attack for each tentacle, whichever number is greater. Can also use magic and/or command its undead to protect it.

Mega-Damage: Attacks are via magic, psionics or a physical tentacle strike.

Tentacles: can stretch up to 200 feet (61 m) long, have 100 Hit Points each and if destroyed or chopped off, Bio-Regenerate in 10 minutes. Tentacles function as the mouth and voice of the Vampire Intelligence as well as its limbs, and means of attack and defense, biting and hitting.

Damage via tentacles is as per Supernatural P.S. from punches, jabs and swats. Bite damage is per Supernatural P.S. +2D6 damage. **Note:** Against Hit Point creatures such as humans, the monster instinctively holds back to inflict S.D.C./Hit Point damage (same as Supernatural P.S. M.D. number point for point). Against Mega-Damage opponents, be they humans in power armor, cyborgs, rival demons, dragons or other Mega-Damage beings, the vampire instinct tells it to cut loose, inflicting M.D. as per Supernatural P.S., +2D6 for tentacle bite attacks.

Tentacles can also entangle an opponent, wrapping around a person like a giant python. To pull free of the tentacle requires a combined P.S. that exceeds the monstrosity's Supernatural P.S. by at least 10 points. An entangled foe can be crushed by the constricting tentacle at a rate of 5D6 Hit Points or M.D. per each constriction. Each constriction of the tentacle to crush a captive counts as one of the monster's melee attacks. There is a 01-41% chance that both arms are pinned by the encircling tentacles. The ensnared victim is also easy prey to attacks by the other tentacles if so desired.

Bonuses (in addition to attribute bonuses): +10 on Perception Rolls (reduce by half when the creature's Hit Points are down to half), sneak attacks are impossible, cannot be blinded, and gets to attempt a parry on *all* attacks directed at it. +6 on initiative, +3 to strike, +6 to parry and disarm, +6 to pull punch, +9 to save vs Horror Factor. Impervious to all forms of mind control as well as psionic and magic sleep, paralysis and domination.

Magic Powers: All Vampire Intelligences know the same limited and specific range of spell magic. All Ley Line Magic spells, all summoning spells, Anti-Magic Cloud (140), Calm Storms (200), Close Rift (200+), Create Magic Scroll (100), Dimensional Portal (1,000), Dispel Magic Barrier (20), Mystic Portal (60), Negate Magic (30), Re-Open Gateway (180), Restoration (650), Teleport: Superior (600), Time Hole (210). **P.P.E.:** 2D6x100 +2D6+10 per level of experience.

In addition, each individual Vampire Intelligence will know 1D6 spells from each of the following levels of spell invocations: 1, 3, 5, 7.

Psiionic Powers: Considered a Master Psychic. **I.S.P.:** 1D4x100 +15 I.S.P. per level of experience. Possesses all Sensitive and Healing Powers, plus Empathic Transmission, Group Mind Block, Hypnotic Suggestion, Psi-Shield and Psi-Sword. One Psi-Sword can be created and held by each tentacle, but each counts as a separate use of psionics and burns up I.S.P.

Allies: None per se, other than the undead minions the Vampire Intelligence has created. However, individual evildoers, be they mortals, monsters, or supernatural, may ally themselves to vampires for personal gain. These brigands may be looking for undead immortality themselves (which is not what they think it is), but are more likely looking for positions of power, revenge, a favor, freedom or good old-fashioned money. The latter is often the case with the traitors who willingly serve the undead as slave masters, protectors and assassins. A Vampire Intelligence never trusts willing mortal servants or guns for hire. Never. The only exception is the Master Vampire and he is completely remade and forever linked to the monster the instant he is reborn as a vampire.

Enemies: Other Vampire Intelligences and their undead legions are regarded as hated rivals. Demons, Deevils, and Splugorth, all see the Intelligence and its undead minions as a rival and a pestilence to be stomped out wherever it crops up. Though there have been some massive wars between the undead and other supernatural forces over the eons, they are rare. Vampires tend to insinuate themselves into mortal populations before making a push to conquer an entire continent or planet. This makes undead difficult to identify, locate and root out. Thus, as long as vampires are not greedy and settle for small or isolated portions of a planet, most competing supernatural forces are usually content to leave them be.

Other than Vampire Hunters dedicated to the destruction of the undead, the Vampire Intelligence and its vampires do not see humans and other mortals as enemies. Mortals are regarded as weak and inferior animals to be fed upon and used as slaves and pawns.

Bionics: Cannot have bionics, but may hire or manipulate cyborgs into their services.

Money: Wealth equates to power, and money is required for the building and operations of the Vampire Kingdom.

Notes: Other than creating vampires by the Slow Kill bite, the Vampire Intelligence and its undead have no other means of reproduction. Vampires are known to seduce their victims, especially those targeted for a Slow Kill transformation, and can have sex, but both male and female vampires are *infertile*.

A Vampire Intelligence can only enter our world when there are 2,500 or more vampires counted among its minions. But a legion of vampires is not sufficient. There must also be a huge supply of magic energy (P.P.E.) and a regular (though comparatively minuscule) supply of humanoid blood. In Earth's past, there were isolated incidents of vampire risings due to the efforts of a Master Vampire, but the small amount of magic energy and the dominance of human beings made it impossible for a Vampire Intelligence to enter our world or to establish more than a temporary toe-hold on Earth with its undead. Throughout Earth's history, there have been outbreaks of invading vampires – the most famous near Transylvania and throughout Eastern Europe during the Middle Ages – but none ever led to the establishment of massive vampire colo-

nies as exist on Rifts Earth in Mexico, Central America and South America.



Demonic Vampire Familiar

An extension of the Vampire Intelligence

A Demonic Vampire Familiar is created as an extension of the Vampire Intelligence in the physical dimension it has invaded. The Demonic Familiar is a physical manifestation of the Intelligence's own self using a more powerful fragmented essence. The Familiar stands 17 feet (5.2 m) tall and looks like a giant, walking bat with large, bat-like wings, a pair of humanoid arms and hands, short muscular legs, and a bat-like head. When the Demonic Vampire Familiar desires to walk among men in a much less conspicuous form, it can reduce its size to as small as eight feet (2.4 m) tall. The demon is created so that the Vampire Intelligence can experience the world around it, as well as a way to protect itself, especially its entire body locked away inside a stone edifice or catacomb. However, there is no limit to the distance the Familiar can travel away from the central body. Everything the Demonic Familiar sees, hears, and feels is instantly shared with the Vampire Intelligence.

Though a sense of humor and sadistic playfulness are not evident with the monstrous Intelligence (but then few people ever meet a Vampire Intelligence and live to tell the tale), the Demonic Vampire Familiar displays both. Most are sarcastic and witty, and like to engage in ironic and cruel humor, jokes and acts

of humiliation. They are prone to making smart-aleck and condescending remarks, snide jokes, putdowns and sassy repartee. Some wear custom-made clothing or hats, and sing or play music, often at the most unusual or inopportune time. Crazy? Perhaps, but there is something chilling about an 8-17 foot (2.4 to 5.2 m) humanoid bat-thing, with drool dripping from its mouth, singing or strumming a song as it or its henchmen prepare to question or torture you. There's something disturbing just seeing such a monstrosity walking down the street. It is obvious the creature enjoys the suffering of others, and likes to bully, threaten and hurt the living. There is a cruel edge and harshness to almost everything the Demonic Vampire Familiar says and does. Looking into the horror's yellow eyes, one can see the undercurrent of anger, loathing and contempt that always lies below the surface waiting to boil over into violence and bloodshed.

The Demon Vampire Familiar is a true extension of the Vampire Intelligence. While the Vampire Intelligence cannot venture far from its source of P.P.E., the Familiar can go into the world unimpeded. There is no limit to the distance the Demon Vampire Familiar can travel, and it may be dispatched hundreds of miles away to exact revenge or to deliver mayhem. But when serving as a protector, the Familiar is seldom more than minutes away, especially when trouble is brewing.

As an extension of the Intelligence's life essence, the demon possesses all the memories, knowledge, and personality of the Intelligence, as well as the same psionics and magic knowledge. Everything the demon experiences is simultaneously experienced by the Intelligence and vice versa, for they are different parts of the same body/essence still linked as one. Only some of the physical characteristics such as physical attributes, Hit Points, P.P.E. and I.S.P. are different; the result of the fragmentation and different body types.

All vampires recognize the Demonic Vampire Familiar as the face and voice of their maker.

Alignment: Diabolic Evil.

Horror Factor: 16

Attributes: I.Q., M.E., and M.A. are the same as the originating Vampire Intelligence. P.S. 1D6+20, P.P.: 1D6+13, P.E. 1D6+13, P.B. 1D6+2, Spd 2D6+13 walking/climbing, x10 flying.

Size: 8-17 feet (2.4 to 5.2 m) and weighs 3-6 tons.

Hit Points by Location (Invulnerability same as Vampires):

Only weapons made of wood and silver, holy water and running water inflict triple damage to Hit Points. Magic does full normal damage. Sun weakens. Mega-Damage and other types of S.D.C. weapons do no damage.

Head – 260

Bat Wings (2) – 200 each

Arms (2) – 140 each

Hands (2) – 80 each

Legs (2) – 110 each

* Main Body – 1D4x100+200

* Reduce the Hit Points of the main body to zero and the Demonic Familiar is slain. The body crumbles into dust. For 72 hours the Hit Points of the Familiar are subtracted from the Vampire Intelligence's own and the creature suffers great pain for the duration of that period; reduce its number of attacks per melee by two and -20% to skill performance. In addition to 72 hours of pain, the Intelligence suffers the loss of its direct link

to the outside world. A new Familiar cannot be made until the one year anniversary of its destruction.

Lost limbs or wings regrow in 10 minutes, the head in 20 minutes. If the head is destroyed, the Familiar flies away to heal and regenerate.

P.P.E.: Half that of the Vampire Intelligence.

I.S.P.: Half that of the Vampire Intelligence.

Horror Factor: 15

Experience Level: Same as the Vampire Intelligence.

Skills: Same as the Vampire Intelligence and at the same level of proficiency.

Natural Powers: Same as the Vampire Intelligence, except the Familiar can metamorph into a giant bat, and can alter its humanoid size from 8-17 feet (2.4 to 5.2 m).

As with the Vampire Intelligence, the Demonic Vampire Familiar can survive in the light of day, but its powers and abilities are reduced by 75%. This includes attribute, flying speed, number of attacks per melee round, Hit Points, P.P.E., I.S.P., Spell Strength and the Hit Point amount it is able to regenerate per melee round.

Climb (special): The Demonic Vampire Familiar can scale the sides of buildings and trees, crawls along ceilings, walls and vertical cliffs at its full running speed without fear of losing its grip. Can also hang upside down and likes high places.

Create Secondary Vampires (special): The demon's bite can turn others into Secondary Vampires via Slow Kill the same as the Intelligence. Cannot create Wild Vampires.

Echolocation (special): Can maneuver in total darkness using echolocation like a real bat; hears in the ultra-sonic range.

Fly (special): Winged flight enables the creature to hover, fly and glide in silence. Flying speed is as per Spd attribute x10.

We Are One (special): The Vampire Intelligence simultaneously sees, hears, and experiences everything its demonic extension does without requiring any form of telepathic communication. After all, they are one and the same.

Attacks per Melee: Five hand to hand attacks per melee or via psionics, magic or handheld weapon.

Mega-Damage: As per Supernatural P.S. from claw strikes, punches, power punch, or kick. Bite damage is per Supernatural P.S. +2D6 damage. **Note:** Against Hit Point creatures such as humans, the monster instinctively holds back to inflict S.D.C./Hit Point damage (same as Supernatural P.S. M.D. number point for point). Against Mega-Damage opponents, be they humans in power armor, cyborgs, rival demons, dragons or other Mega-Damage beings, the vampire instinct tells it to cut loose, inflicting M.D. as per Supernatural P.S.

Bonuses: +5 on Perception Rolls, cannot be blinded, and gets to attempt a parry on *all* attacks directed at it. +3 on initiative, +4 to strike, +3 to parry and dodge, +5 to automatic dodge when flying (the act of dodging does not use up a melee attack), +3 to disarm, +6 to pull punch, and +9 to save vs Horror Factor. Impervious to all forms of mind control as well as psionic and magic sleep, paralysis and domination.

Magic: Same as the Vampire Intelligence, but at half the spell casting proficiency/level of experience, and has only one third the P.P.E.

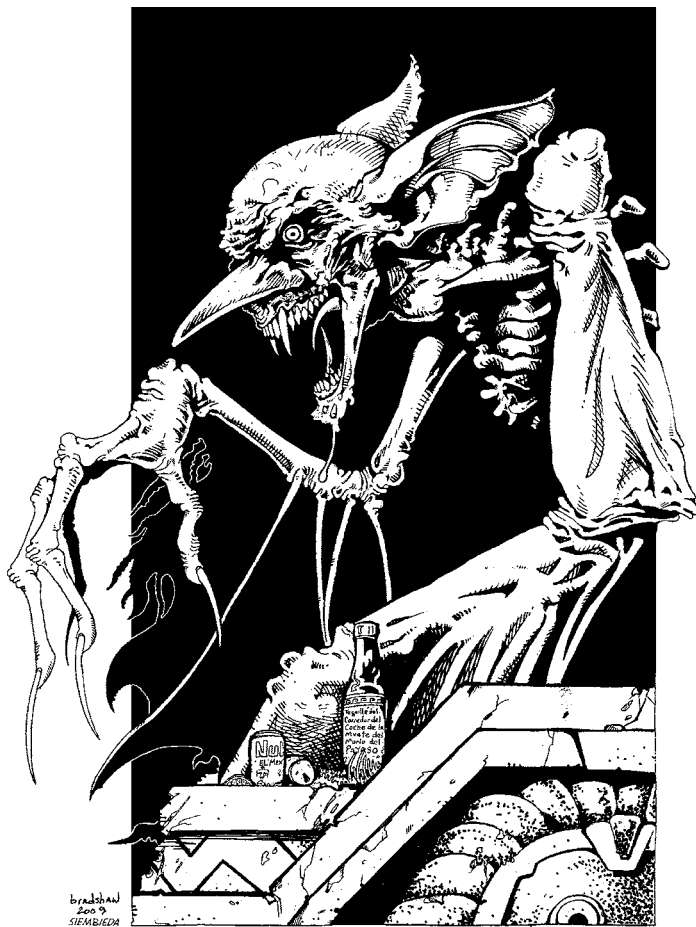
Psionics: Same as the Vampire Intelligence, but has only half the I.S.P.

Allies: Same as the Alien Intelligence. Can command the Master Vampires and the undead of his lineage. It is the Demonic

Vampire Familiar and Master Vampires who make pacts and deals with non-vampires on behalf of their kingdom. **Note:** The Familiar usually lets the Masters run the affairs of the kingdom, acting in an advisory capacity. The Familiar steps in only when it is not happy with the Masters or to deliver new mandates. Ultimately, the Master serves the Vampire Intelligence as if it were a living god, which it is, and the Demonic Vampire Familiar is the voice and embodiment of that deity.

Enemies: Same as the Alien Intelligence.

Note: Only one Demonic Vampire Familiar can be created at a time.



The Master Vampire

To gain a foothold in the world of mortals, the Vampire Intelligence dispatches a splintered fragment of its wicked life essence to find an individual suitable to become a living gateway for it. This has to be someone who is a living part of humanity, but who has come to hate it or given up on it.

Unlike all the other vampires, the Master chooses his fate. He is a willing participant in the horror that is about to unfold. In fact, a third of the time, the lost soul who becomes the Master Vampire seeks out a Vampire Intelligence via some arcane ritual and dark magic. Other times the fragmented essence finds someone so filled with hatred, greed and/or dreams of power and revenge that he'll accept serving the Vampire Intelligence as its right hand for all eternity in exchange for supernatural power, eternal life and a mission to make the world bow before him and his demonic creator.

The man or woman who accepts the offer is already an evil monster in mortal flesh. Someone who hates himself and so loathes humanity that he is willing to forsake them both to become a harbinger of death and sorrow. Accepting the proposal of his own free will without the slightest regret enables the mortal to merge with the vile essence. A moment later, the individual undergoes an agonizing transformation, as his body is torn apart and reassembled on a molecular level. The ordinary person is replaced with something new and horrible: A Master Vampire.

The Master's new, true form is that of a demonic abomination that is part man, part bat and all monster. The Master Vampire stands 7 feet (2.1 m) tall at the shoulders, hunched over and walks bent forward like a giant bat. From the long, spindly arms hangs a canopy of leather that are his bat wings. The fingers are long like the legs of a spider, and end in curved fingernails the length of daggers. The nearly hairless body is emaciated and pale grey or waxy white like a corpse, ribs showing and bones sticking out along the spine. The head and face is that of a monster with a gaping maw filled with sharp teeth and a pair of long, wicked fangs. The eyes are small, round and red with a shot of black at the center surrounded by an orange or yellow iris. The nose is either long and beak-like or short and flat like the snout of a hog or vampire bat. The ears are large and resemble bat wings themselves. The tongue is long and pointed, the voice deep and raspy. But it is the face, painted in hot anger, savagery and wickedness, that takes one's breath away. With only a glance, you know this is the face of evil. A face that hungers for bloods, misery, and death. Of course, like all vampires, the Master's true appearance is concealed beneath the subtle mask of humanity, for the monster can assume his old human form with but a thought.

With the birth of the Master, the vampire invasion has just begun.

He is the fragile line that first anchors the Vampire Intelligence to the dimension of mortals. A thin line that is joined by another and another, as the monster creates new Secondary Vampires. The creation of each new vampire (Secondary or Wild) is another line tying the Intelligence to that world – each like the strands of a spider's web which becomes larger and stronger with each new line. As Doc Reid has stated, the *Master Vampire* is the beginning – the carrier who spreads the vampire pestilence throughout the rest of the world. If left unchecked, the Master creates other undead, and they, in turn, create more and more. Their numbers grow on a geometric level until there are a few thousand, creating enough links to the world that the Vampire Intelligence can enter it and join his demonic progeny.

The Master Vampire is the father of the vampire pestilence to follow. All vampires spawned by the Master, and those made by the vampires he has created, all share a tiny fragment from the same evil Vampire Intelligence. They are all of the same blood-spilled lineage, and all know it, and feel it, on an instinctive level. This means a vampire immediately recognizes the Secondary Vampire that created him and acknowledges him as his superiors. Likewise, Master Vampires are recognized through instinct and undead senses that tell them these beings are their superiors. For every thousand undead created in the same lineage, a new Master Vampire is created to lead them. However, the Master Vampire that started it all is the eldest and greatest of them all, and recognized as the Supreme Master, second only to the Vampire Intelligence. The Vampire Intelligence is the equivalent of the undead's living god, and who dares challenge a god or his right hand?



After the agony of rebirth into a vampire, the newborn Master Vampire quickly revels in his array of supernatural powers. All are known to him through instinct, though it is through practice in their use that the abomination comes to truly understand and wield them like a weapon. Instinct and contact with his maker, via dreams, compels him to hunt, feed and create a legion of undead so that the Vampire Intelligence may one day join him and those he, the Master, creates in his cursed name. Every new Undead Vampire the Master creates is always a Secondary Vampire without fail. Each strengthens the Vampire Intelligence's place in this world. The more vampires, the stronger the Intelligence's power, and the Master's as well. When thousands of vampires exist, all born from that first evil essence started by the Master, the Vampire Intelligence may enter that world through a dimensional Rift and live among them. When that day comes, the planet is ripe for conquest and the Supreme Master shall sit on the throne as Emperor of the living and the undead.

Just as the Master instinctively understands his place in the hierarchy of vampires, so do the Secondary and Wild Vampires that follow. Each knows their duty and each recognizes and fears their superior. Secondary Vampires bow to the Masters, Wild Vampires bow to Secondary Vampires. Even the Deluded Vampires recognize the hierarchy and obey their Masters, or flee from them, just as the Hero Vampires know they are freaks and traitors to their lineage.

Master Vampires are rare among vampires – one in every one thousand. Subsequent Master Vampires, that is to say those who come after the first, Supreme Master, function as clan leaders, military generals, kings, queens, governors and other positions of leadership and power. Most people, even Vampire Hunters, never encounter a Master, for they are usually found in areas where there are a thousand or more vampires such as Ciudad Juarez and the Vampire Kingdoms.

Most Master Vampires, even more so than elder and arrogant Secondary Vampires, have delusions of grandeur and godhood. Most exude an air of cold authority and confidence that is even beyond the norm for Secondary Vampires. In fact, their confidence and evil nature radiates from them like an invisible aura that makes psychics and even ordinary humanoids feel ill at ease and frightened.

In their human form, Master Vampires are the least corpse-like in appearance and tend to be very attractive and compared to healthy looking than most undead. Consequently, they can easily pass themselves off as being human. Still, they are usually tall, lean, pale in color, and possess all the other physical traits of the vampire, just not as extreme or obvious. It is ironic then, that the Master is actually the most inhuman and monstrous in his true vampire appearance (as described earlier). Masters display their inhuman vampire persona when they want to terrorize or intimidate others. Their true appearance may also slip out when they are enraged, about to feed, and when reduced to 50 Hit Points or less.

The Masters' natural position of authority and raw power gives them a cold, calculating demeanor like that of a spider sizing up its prey and remaining calm and steady until it is ready to pounce and destroy its enemy. Masters tend to be well-mannered yet forceful and demanding, dress fashionably and carry themselves with the haughty air of an aristocrat who knows he is more important and powerful than you and all others around him.

Master Vampire

NPC Villain not suitable as a player character.

Also known as the Bringer.

Alignment: Evil. Diabolic (50%), Miscreant (35%) or Aberrant (15%).

Attributes: I.Q. 2D6+14, M.E. 3D6+10, M.A. 3D6+12, P.S. 2D6+24 (Supernatural), P.P. 2D6+14, P.E. 1D6+18, P.B. 2D6+16 in human guise (1D6 in true vampire form), Spd 4D6+10.

Size: Varies, as per species of humanoid. Typically human 5.2 to 6.3 feet (1.58 to 1.92 m). Seven feet (2.1 m) tall at the shoulders in true vampire form.

Hit Points: 3D6x10+40 (+50 in true vampire form). **Note:** Invulnerability as per all vampires. Only weapons made of wood and silver, holy water and running water inflict double damage to Hit Points. Magic does full normal damage. Sun weakens. Mega-Damage and other types of S.D.C. weapons do no damage.

Reducing the Hit Points of the main body to zero temporarily hurts and impairs the vampire, but does not destroy him. At zero Hit Points, reduce the creature's number of attacks per melee, bonuses, speed and skill performance by half. Natural regeneration ability should quickly restore Hit Points, unless the monster continues to suffer damage. **Note:** When reduced to -41 Hit Points below zero, the Master Vampire *appears* dead, but continues to regenerate unless a wooden or silver stake is driven through his heart and/or the body is properly destroyed.

P.P.E. Base: 1D6x10. **I.S.P. Base:** 3D6x10+30.

Horror Factor: 14 (+2 in true vampire form).

Level of Experience: Roll 2D4+1 for the typical Master Vampire NPC (Non-Player Character) or as desired by the Game Master.

Vampire Reborn: The Master Vampire begins life as a mortal, but is transformed into a demon by the Vampire Intelligence. Unlike other undead, the Master never dies, but is *remade* in the image of the deific Vampire Intelligence with whom he merges. As a result, the Master is the most powerful of the undead and retains more of his human/mortal skills than any of the other types of Undead Vampires. That having been said, the Master is completely recreated, requiring all attributes and other stats to be re-rolled, for he is reborn as something new and demonic. This is true of the first Master and any others that follow.

Old Skill Knowledge: The Master Vampire hated being human and has little use for his old skills and abilities and forgets all but the most important. As a result, skills are remembered and performed at the experience level of the individual before he was made into a Master Vampire. However, the normal skill bonuses do NOT apply (only I.Q. bonus) and skill proficiency never improves.

To create a Master Vampire NPC, use the following tables and instructions.

Race: Pick one of the following or roll for random determination.

01-70% Human.

71-80% Jungle Elf/Elf.

81-85% Psi-Stalker.

86-90% D'Norr Devilman.

- 91-94% Quick-Flex Alien.
- 95-96% Kittani.
- 97-98% Ogre.
- 99-00% Other S.D.C. D-Bee.

O.C.C.: Pick a non-magical or non-psionic O.C.C. and move to the next step – or – roll on the following table.

- 01-05% Cyber-Knight, Vampire Hunter or Lawman O.C.C.
- 06-10% Native American or Simvan or other tribal people.
- 11-15% Headhunter or Partial Cyborg.
- 16-20% Saloon Bum/Barmaid or Gambler type.
- 21-30% City Rat or Average Joe towns-person.
- 31-40% Merc Solider or CS Solider, or any Fighter O.C.C.
- 41-50% Vagabond/Adventurer/Farmer/Merchant.
- 51-60% Wilderness Scout or similar Wilderness O.C.C.
- 61-70% Psi-Stalker, Simvan or similar D-Bee.
- 71-75% Bandit or any criminal O.C.C.
- 76-80% Cowboy or Saddle Tramp.
- 81-85% Rogue Scholar, Scientist or Explorer O.C.C.
- 86-90% Preacher, Priest or Shaman.
- 91-95% Psychic, with the exception of the Mind Melter.
- 96-00% Practitioner of Magic.

O.C.C. Skills as a Vampire: Keeps all O.C.C. Skills and any Special Skills that come with that particular O.C.C. Skill proficiency is frozen at the level of which the villain chose to become a Master Vampire. The skill proficiency never improves and the usual *O.C.C. Skill bonuses* are not applicable – forgotten – only I.Q. bonus applies.

O.C.C. Related Skills as a Vampire: Select only 1D4+1. Skill proficiency is frozen at the level at which the villain chose to become a Master Vampire. They never improve and the usual skill bonuses do not apply.

Secondary Skills: Pick/keep two of choice total.

New Skills for the Master: Two additional skills can be selected for every 100 years of life as a vampire. The new skills start at second level proficiency and do NOT increase. New skills can only be selected from the following categories: Communication, Domestic, Piloting, Technical, Rogue, Wilderness, and Weapon Proficiencies.

Level of Experience BEFORE Becoming a Vampire: This is needed for determining the proficiency of remaining skills. Roll 2D4. This is what the human/humanoid's experience was before being remade into a vampire. As a *Master Vampire*, skills stay frozen at that level of experience at which the villain chose to become a Master Vampire.

Magic Knowledge Prior to Being a Vampire: If a practitioner of magic as a mortal, the character remembers the spells he cast. See Magic, below.

Natural Abilities from the Previous Existence: Masters are almost always human, but if the individual was something other than human, he retains only 1D4 "special" natural abilities of his old, mortal form before he was remade into a vampire. Furthermore, abilities that are retained *must conform* to the demands, conditions and appearance of the vampire; e.g. a vampire cannot retain aquatic or amphibious capabilities, cannot breathe or swim underwater, enjoy and survive water or sunlight, cannot be impervious to wood or silver, cannot transform into water or any element, etc.

Psionics Prior to Being a Vampire: Any psionic abilities possessed by the mortal before becoming a vampire remain as a

vampire, but at half the level of experience they were at when the individual was made into a vampire, and never improve with experience as a vampire. I.S.P. as a mortal is *replaced* by those as a vampire. Do not add the two amounts together.

Equipment: Standard Equipment to start or whatever he had on him at the time, and whatever is accumulated over time. Doesn't have much need for the "trappings of humanity."

Money: As per O.C.C. to start or whatever he had on him at the time, and whatever is accumulated over time. As a Master Vampire, power and wealth are important status symbols and needed for the Vampire Kingdoms being built.

Natural Powers as a Master Vampire: Possesses all the fundamental powers and vulnerabilities of the Undead Vampire, except sunlight does not destroy him, but severely weakens him (75%, same as the Vampire Intelligence).

Powers of the Creator (special): The Master benefits from his direct link to the Vampire Intelligence and also has superior vision like that of a hawk (can read a street sign up to one mile/1.6 km away), Nightvision 2,000 feet (610 m), see the invisible, see the infrared and ultraviolet spectrums of light, thermal vision to see heat radiation 1,000 feet (305 m), smell spilled blood up to one mile (1.6 km) away, recognize the scent of human blood 80%, recognize a specific species of humanoid by their blood 60%, understands and speaks all languages 90%, and can read Dragonese (Elven) 80%.

Create Secondary Vampires (special): A Slow Kill attack creates a Secondary Vampire without any risk of being an inferior Wild Vampire. The Master cannot create Wild Vampires. All Secondary Vampires created, and any Secondary or Wild Vampires they create, instinctively recognize the Master Vampire as their superior in power and station. All fear and obey the Master as if he were their king or general/leader. Only Deluded Vampires, Hero Vampires and the occasional traitor or rogue undead dares to defy or betray a Master or the Vampire Intelligence. All know that to do so is a potential death sentence.

Vulnerabilities (special): Same as all Undead Vampires with the exception of sunlight.

Globe of Daylight does no damage and does *not* hold the Master Vampire at bay, neither do garlic and wolfbay, but holy symbols do work on the monster.

Sunlight does not kill the Master Vampire, but it does reduce his power by 75%. This reduction is on all levels, including the power level of any spells, psionic attacks, saving throws, attributes, number of attacks per melee, bonuses, the damage he inflicts from physical attacks, Hit Points, P.P.E., I.S.P., Spell Strength and the Hit Point amount he is able to regenerate per melee round. Reduce all by 75% when he is bathed in sunlight, even on a gloomy, overcast day.

Attacks per Melee: Six physical or psionic attacks per melee round. Can only use magic if it was known by the monster when he was mortal.

Mega-Damage: As per Supernatural P.S., bite or weapon. **Note:** Against Hit Point creatures such as humans, the monster instinctively holds back to inflict S.D.C./Hit Point damage (same as Supernatural P.S. M.D. number point for point). Against Mega-Damage opponents, be they humans in power armor, cyborgs, rival demons, dragons or other Mega-Damage beings, the vampire instinct tells him to cut loose, inflicting M.D. as per Supernatural P.S.

Bonuses (in addition to attribute bonuses): +4 on Perception Rolls (reduce by half when the creature's Hit Points are down to half), +3 on initiative, +3 to strike, +4 to parry and disarm, +4 to pull punch, +5 to save vs Horror Factor. Impervious to all forms of mind control as well as psionic and magic sleep, paralysis and domination.

Magic: None, unless the villain practiced the mystic arts when he was a mere mortal. If so, the Master remembers all the magic disciplines and spells, but P.P.E. as a mage is reduced by half and added to the P.P.E. he gets as a Master Vampire. P.P.E. does not increase as the vampire grows in experience. Cannot learn new spells nor does the magic improve with experience, but he can use scrolls and Techno-Wizard devices.

Psionics: As per all vampires and is considered a Master Psychic. The vampire may have additional psionic abilities if he was psychic as a mortal. If so, the Master retains all his psionic abilities, but the I.S.P. he had as a mortal is reduced by 60% and added to the I.S.P. he gets as a Master Vampire. Reduce the abilities' potency to *half* the experience level he was before he chose to become a Master Vampire. CANNOT acquire new psionic powers, nor do powers improve with experience. Base I.S.P. is 3D6x10+30.

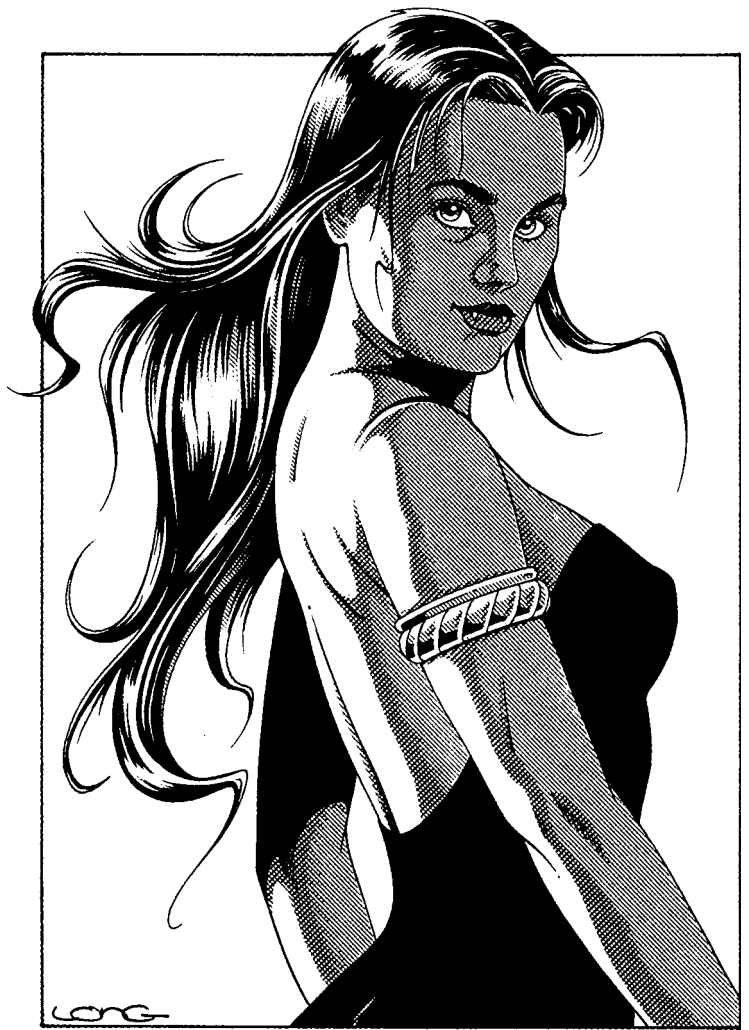
Allies: All vampires created after him recognize and obey him as their lord and master. Other than the undead minions, the Master Vampire may also have mortal slaves and servants, as well as Secondary Vampires who serve his every need, and Wild Vampires who serve as scouts, warriors, defenders and pets. Most Masters also enjoy hiring, using and tricking evil humans, D-Bees and monsters, as well as other evil supernatural beings to do his and the Vampire Intelligence's bidding. Even more fun is tricking and manipulating unwitting adventurers and heroes into doing things that help him and his plans. Treachery and betrayal are the Master's stock and trade, so even evil allies must be wary when their usefulness comes to an end, or they may end up getting cheated, unpaid, beaten and cast out, slaughtered, turned into an undead, or drained of blood until dead. A Master Vampire seldom trusts any mortal servants or guns for hire no matter how loyal they may seem.

Enemies: The spawn of other Vampire Intelligences and their undead legions/Vampire Kingdoms, all of whom are regarded as rivals and enemies. Demons, Deevils, and Splugorth are also rivals and enemies, and of course, Champions of Light, the Gods of Light, Vampire Hunters, Undead Slayers, Cyber-Knights, Anti-Monsters and any being who tries to undermine, stop or kill them. Among Vampire Hunters, the Anti-Monsters and Reid's Rangers are the most hated, in that order.

As a general rule, vampires do not see humans and other mortals as enemies. Mortals are regarded as weak and inferior animals to be fed upon and used as slaves, pawns and playthings.

Bionics: Cannot have bionics, but may hire or manipulate cyborgs into their services.

Money: Wealth equates to power, and money is required for the building and operations of the Vampire Kingdoms.



Secondary Vampires

Secondary Vampires are the spawn of the Masters, for all vampires are the result of the Master's agenda to conquer the living and build an empire of undead. Secondary Vampires are what most people imagine when they hear the word "vampire." They are creatures of instinct and intellect, savagery and cunning. Like the Master, the demons think of themselves as gods and mortals as their prey. They dress in fine clothing, wear jewelry, can own property and walk among humans unnoticed.

The Master Vampire creates other vampires via the Slow Kill Bite that transfers a tiny essence fragment of the Vampire Intelligence into the victim of the Slow Kill. The process, described under *Vampire Powers*, kills the victim and enables the evil essence to transform the deceased into one of the living dead – an Undead Vampire. The Slow Kill steals a portion of the deceased person's identity, personality, memories and skills. As noted elsewhere, this helps the vampire to understand humanity and fit into human society where the monster hunts, feeds and creates more vampires. Now that the Vampire Intelligence has anchored itself in the world through the Master Vampire, it no longer needs to find willing subjects to remake into the undead. The Master Vampire can transform willing and unwilling victims into vampires. With the creation of each new vampire, the Vampire Intelligence's hold in that dimension becomes stronger.



Victims of the Master Vampire's Slow Kill are always Secondary Vampires. They are called "Secondary" because they are the undead who come next, second after the Master, and because they are inferior and subservient to their creators: the Master Vampire and the Vampire Intelligence. While all Secondary Vampires possess all the spectacular supernatural powers of the undead, they are less powerful than the Master Vampire, are directly linked to the Intelligence, and instinctively know they must answer to them both. Secondary Vampires are intelligent and cunning, but not as intelligent, cunning or physically powerful as the Master. They are also a bit more aggressive, savage and tend to rely more on instinct and their supernatural abilities than the Master Vampires.

The plague of evil continues as the Secondary Vampires can choose to create additional vampires by means of the Slow Kill. Memories and emotions of the deceased whose body and identity the monsters have usurped often point the newborn Secondary Vampire to target family members, friends, coworkers and acquaintances as the next potential victims of a Slow Kill. In many cases, the feelings of love are gone, but the shadow of a memory or evil compunction compels them to add these people to their evil brotherhood. Unlike the Master, the Slow Kill of the Secondary Vampire does not offer consistent results. There is trouble creating a new Secondary Vampire spawned by another Secondary Vampire; 58% of the time a Wild Vampire is created instead. Roll percentile dice for random determination:

01-42% A Secondary Vampire has been created.

43-00% A Wild Vampire has been created.

The trouble with independence. Despite their instinctive subservience to the Vampire Intelligence and Master Vampire, and the fact that undead function as a hive mind, Secondary Vampires have strong, individual personalities and a certain amount of free will. The vampires' innate delusions of power and godhood only contribute to their sense of entitlement and independence. This enables some Secondary Vampires to defy or reject the Master and their demonic god to do as they please – run away, disobey and even oppose their own kind. Perhaps this is possible because they possess a smaller essence fragment from the Vampire Intelligence. Perhaps it is because they must answer to two masters, or perhaps it is a spark of humanity taken and imbedded into them by accident when they steal a portion of the personality and bits of memories of the mortal Slow Killed to create a vampire. Even Doc Reid is unable to identify the cause for this aberration. His theory is that they are a *second generation extension* of the Vampire Intelligence's evil essence, making each successive generation of undead less perfect and less powerful than the one before it. He points to the even less intelligent and more savage Wild Vampires created only by Secondary Vampires as further support of his theory that each generation of vampire creates an inferior undead. However, Doc Reid also acknowledges that the stolen memories and partial personality imprint taken from the slain humanoid are probably also a contributing factor.

This is why some Secondary Vampires are, according to Doc Reid, deranged, and cannot accept they are monsters. Instead, these confused undead struggle to be human, or at least as much they can be under the circumstances. Vampires who were victims of the Slow Kill and who were selfish or evil to begin with, embrace being vampires and accept their monstrous existence. They are quick to hunt, kill and serve the agenda of the Vampire Intel-

ligence. They are the least tormented by memories and emotions of the deceased usurped during the Slow Kill process.

Victims who were of a good alignment and strong moral fiber sometimes make for confused vampires, and for a while, the demons may hate themselves and loathe their existence. Confused by emotions, morals and memories of the mortal killed so they may be born, many newly risen vampires fight what the lingering human emotions tell them are unnatural desires for blood and carnage. At first, the newborn vampire may try to resist the hunger or kill only criminals and evildoers, but within a short time – 2D4 weeks – most come to accept what they are, and let instinct guide them to a life as a demonic predator. This period of adaptation in a confusing world of humans takes only a few days for newborn undead of selfish and evil alignments – ending with the pleasure of their first, delicious kill. Orientation to life as the undead is also quick and a matter of days when the vampire who made the new Secondary Vampire mentors him for a week or two. This mitigates the confusion and gives the newborn undead an immediate sense of being part of a community (albeit of monsters), identity and purpose as a superior supernatural being, rather than having to flounder around to figure things out on his own. If these evil Secondary Vampires ever betray their Master, the Vampire Intelligence or their Vampire Kingdom, it is for personal gain or revenge.

However, a tiny percentage (less than one percent) win their inner battle and retain some vestige of humanity and independence. These are vampires who manage to hold on to an alignment that is Unprincipled, Anarchist or Aberrant, and who try to operate independent of a Master and away from others of their ilk. They seldom kill or feed indiscriminately on the innocent, and try to do some good with their undead lives. They are also the ones most likely to be allowed as *vampire player characters* by the Game Master. See the *Deluded Vampire* and *Hero Vampire* for this option.

Secondary Vampire

NPC Villain not recommended as a player character. See *Deluded* and *Hero Vampire* for player options and vampires who try not to be monsters.

Also known as Nosferatu, Night Stalkers, the Common Vampire, They Who Serve and the Perpetuators.

True Appearance: As is the case with all undead, Secondary Vampires can make themselves appear more alive and natural than they really are. Their true form is that of a demonic walking corpse with sharp teeth (some vampires have small sharp teeth, others large), fangs, pointed ears, long fingers, long fingernails, pale complexion and a corpse-like appearance. The exact appearance varies widely from vampire to vampire, with some looking more monstrous than others.

Alignment: NPCs (Non-Player Characters) are typically Anarchist (15%), Aberrant (15%), Miscreant (35%) or Diabolic (35%). Player character vampires can be Unprincipled (20%), Anarchist (50%) or Aberrant (30%), but their vampire instincts, cravings and need to feed on blood make them killers and a ticking time bomb.

Attributes: I.Q. 2D6+7, M.E. 2D6+11, M.A. 2D6+12, P.S. 2D6+19 (Supernatural), P.P. 2D6+10, P.E. 1D6+15, P.B. 2D6+10 in human guise (1D6 in true vampire form), Spd 3D6+10.

Size: Varies, as per species of humanoid. Typically human, 5.2 to 6.3 feet (1.58 to 1.92 m). 10% larger in true vampire form.

Hit Points: 3D4x10+10. **Note:** Invulnerability as per all vampires. Only weapons made of wood and silver, holy water and running water inflict double damage to Hit Points. Magic does full normal damage. Sun weakens and does damage. Mega-Damage and other types of S.D.C. weapons do no damage.

Reducing the Hit Points of the main body to zero temporarily hurts and impairs the vampire, but does not destroy it. At zero Hit Points, reduce the creature's number of attacks per melee, bonuses, speed and skill performance by half. Natural regeneration ability should quickly restore Hit Points, unless the monster continues to suffer damage. **Note:** When reduced to -21 Hit Points below zero, the Secondary Vampire *appears* dead, but continues to regenerate unless a wooden or silver stake is driven through its heart and/or the body is properly destroyed.

P.P.E. Base: 1D4x10. **I.S.P. Base:** 3D6x10.

Horror Factor: 13 (+2 in true vampire form).

Level of Experience: Roll 1D6+1 for the typical Secondary Vampire NPC (Non-Player Character) or as desired by the Game Master.

Vampire Reborn: The Secondary Vampire begins life the night after a mortal is slain by a Master or other Secondary Vampire via the Slow Kill Bite. The Slow Kill process enables a tiny fragment of the Vampire Intelligence to enter the body of the victim and transform his dead body into the undead. The Slow Kill enables the newly risen vampire to retain some of the memories, skills and personality of the deceased, which the demon uses to pretend to be human and trick loved ones to their doom. The memories and human appearance of the dead person help the vampire to understand people and fit into humanoid society as well as stalk people with ease.

Old Skill Knowledge: The Secondary Vampire was never human, but has stolen the identity of the person slain via the Slow Kill. The undead uses the partial memories, personality and skills of that person as his own. As a result, the Secondary Vampire remembers and performs a handful of skills at half the level of experience of the deceased when he died.

To create a new Secondary Vampire NPC or player character (optional), use the following tables and instructions.

Race: Pick one of the following or roll for random determination.

01-60% Human.

61-70% Psi-Stalker.

71-75% Jungle Elf/Elf.

76-80% D'Norr Devilman.

81-85% Quick-Flex Alien.

86-90% Kittani.

91-95% Ogre.

96-00% Other S.D.C. D-Bee.

O.C.C.: Pick a non-magical or non-psionic O.C.C. and move to the next step – or – roll on the following table.

01-05% Cyber-Knight, Vampire Hunter or Lawman O.C.C.

06-10% Native American or Simvan or other tribal people.

11-15% Headhunter or Partial Cyborg.

16-20% Saloon Bum/Barmaid or Gambler types.

21-30% City Rat or Average Joe towns-person.

31-40% Merc Solider or CS Solider, or any Fighter O.C.C.

41-50% Vagabond/Adventurer/Farmer/Merchant.

51-60% Wilderness Scout or similar Wilderness O.C.C.

61-70% Psi-Stalker, Simvan or similar D-Bee.

71-75% Bandit or any criminal O.C.C.

76-80% Cowboy or Saddle Tramp.

81-85% Rogue Scholar, Scientist or Explorer O.C.C.

86-90% Preacher, Priest or Shaman.

91-95% Psychic, with the exception of the Mind Melter.

96-00% Practitioner of Magic.

O.C.C. Skills as a Vampire: Keeps *half* the O.C.C. Skills and all Special Skills that come with that particular O.C.C. (if any). Skill proficiencies are frozen at *half* the level of the victim before he died. The skill proficiency never improves, and the usual *O.C.C. Skill bonuses* do NOT apply – forgotten – only I.Q. bonus, if any.

O.C.C. Related Skills as a Vampire: Select only 1D4. Skill proficiency is frozen at *half* the level of the victim before he died. The proficiencies never improve and the usual skill bonus does not apply.

Secondary Skills: Pick/keep one of choice total.

New Skills for the Secondary Vampire: One additional skill can be selected for every 100 years of life as a vampire. New skills are at second level proficiency and do NOT increase. A new skill can only be selected from the following categories: Communication, Domestic, Piloting, Technical, Rogue, Wilderness, and Weapon Proficiencies.

Level of Experience BEFORE Becoming a Vampire: This is needed for determining the proficiency of remaining skills. Roll 2D4. This is what the victim's experience was before being slain via Slow Kill and his body turned into a vampire. As a *Secondary Vampire*, skills stay frozen at half the level of experience of the victim when he was killed.

Magic Knowledge Prior to Being a Vampire: If the deceased was a practitioner of magic, the vampire remembers the fundamentals of that magical craft and a handful of spells. See Magic below.

Natural Abilities from the Previous Existence: Secondary Vampires may be human or D-Bee. If the individual was something other than human, he retains only 1D4 "special" natural abilities of his old, mortal form before he was remade into a vampire. Furthermore, abilities that are retained *must conform* to the demands, conditions and appearance of the vampire; e.g. a vampire cannot retain aquatic or amphibious capabilities, cannot breathe or swim underwater, cannot enjoy and survive water or sunlight, cannot be impervious to wood or silver, cannot transform into water or any element, cannot be M.D.C., etc.

Psionics Prior to Being a Vampire: Half of the psionic abilities possessed by the mortal before becoming a vampire remain available to the undead, but at *half* the level of experience they were at when the individual was made into a vampire, and never improve with experience as a vampire. I.S.P. as a mortal is *replaced* by those as a vampire. Do not add the two amounts together.

Equipment: As per O.C.C. to start or whatever he had on him at the time, and whatever is accumulated over time. Doesn't have much need for the "trappings of humanity."

Money: Standard Equipment to start or whatever he had on him at the time, and whatever is accumulated over time. As a Secondary Vampire, money is not needed for survival, but may be required to blend into human society.

Natural Powers as a Secondary Vampire: Possesses all the powers and vulnerabilities of the Undead Vampire.

Create Secondary & Wild Vampires (special): A Slow Kill attack can be used to create a new vampire, however Secondary Vampires have no control over whether the new undead is a Secondary Vampire or a Wild One. All vampires created belong to the same lineage started by the Master Vampire. All these Secondary Vampires and Wild Vampires who can trace their lineage to him instinctively recognize the Master Vampire and Vampire Intelligence as their ultimate creator and leader. They acknowledge the Masters' superiority in power and station, and usually obey them.

The majority of undead created by the Secondary Vampire who made them recognize *him* to be their creator, mentor and superior. However, the Secondary Vampire has much less influence over the vampires he creates. Secondary Vampires created by a Secondary Vampire usually accept him as being older and wiser, and tend to defer to him in many matters, especially if he is a strong, forceful personality. Likewise, most vampires are a little in awe and a little afraid of the Secondary Vampire who created them. Even if they are the same rank – i.e. he and they are Secondary Vampires – the one who made them has an edge over them for exactly that reason, he or she is their creator. That having been said, Secondary Vampires regard each other as equals and rivals. Even a Secondary Vampire who takes the time to help orient and mentor the newborn vampire usually parts company after a short while (1D6 weeks). They go about their separate lives and may never run into each other again. Others may invite the new vampire to join the maker's clan and work with him as an equal but subservient member of his group (he's the team leader/boss, they the lower henchman/employee). However, the newborn vampire is under no obligation or compunction to do so, and is free to reject such an offer and make his own way in the world.

Wild Vampires created by a Secondary Vampire are usually allowed to run off into the wild. Instinct informs Wild Vampires who their creator is when they see him, and even though they may have never met before, the Wild Ones recognize their maker and are submissive and obey him. Wild Vampires are quick to follow commands that involve fighting and bloodshed. Their dull wits and savage nature make them less suitable for jobs that require skill and finesse, but they are excellent for missions of seek and destroy, wholesale slaughter, guards along a perimeter patrol, attackers at a specified ambush site, hunters, trackers, guard or attack dogs, pets and cannon fodder.

Vulnerabilities (special): Same as all Undead Vampires.

Attacks per Melee: Six physical or psionic attacks per melee round. Can only use magic if it was known by the deceased before becoming a vampire.

Mega-Damage: As per Supernatural P.S., bite or weapon. **Note:** Against Hit Point creatures such as humans, the monster instinctively holds back to inflict S.D.C./Hit Point damage (same as Supernatural P.S. M.D. number point for point). Against Mega-Damage opponents, be they humans in power armor, cyborgs, rival demons, dragons or other Mega-Damage beings, the vampire instinct tells it to cut loose, inflicting M.D. as per Supernatural P.S.

Bonuses (in addition to attribute bonuses): +2 on Perception Rolls (reduce by half when the creature's Hit Points are down to half), +2 on initiative, +2 to strike, +2 to parry and disarm, +4 to pull punch, +4 to save vs Horror Factor. Impervious to all forms of mind control as well as psionic and magic sleep, paralysis and domination.

Magic: None, unless the deceased was a practitioner of magic. If so, the vampire remembers the fundamentals of that magical craft, but only remembers half the spells at *half* the level of experience known to the deceased. The rest are permanently forgotten. The magic abilities remembered are frozen at half of what they once were and can NEVER increase in experience or power. The P.P.E. of the mortal mage is reduced by half and combined with the P.P.E. of the newly risen Secondary Vampire. P.P.E. does not increase as the vampire grows in experience. The vampire cannot learn new spells nor does the magic improve with experience, but he can use scrolls and Techno-Wizard devices.

Psionics: As per all vampires and is considered a Master Psychic. The vampire may have additional psionic abilities if the victim of the Slow Kill was psychic. If so, the Secondary Vampire retains *half* of the psionic abilities, but the I.S.P. possessed by the deceased mortal is lost. Use only the I.S.P. available to Secondary Vampires. Reduce the psionic ability's potency to *half* the experience the level of the deceased. The vampire cannot acquire new psionic powers nor do powers improve with experience. Base I.S.P. is 3D6x10.

Allies: All vampires created by him via Slow Kill recognize the Secondary Vampire as their superior. The majority of them, be they Secondary Vampires or Wild Ones, are subservient to him, defer to his will, and acknowledge him as their maker and superior. Other than fellow undead and the vampire minions he has created himself, the Secondary Vampire may also have mortal slaves and servants who serve as scouts, warriors, defenders and pets. He may also hire, manipulate and use humans, D-Bees and monsters to do his bidding. Secondary Vampires are great schemers. A Secondary Vampire seldom trusts any mortal servants or guns for hire no matter how loyal they may seem.

Enemies: The spawn of other Vampire Intelligences and their undead legions/Vampire Kingdoms, all of whom are regarded as rivals and enemies. Demons, Deevils, and Splugorth are also rivals and enemies, and of course, Champions of Light, the Gods of Light, Vampire Hunters, Undead Slayers, Cyber-Knights, Anti-Monsters and any being who tries to undermine, stop or kill them. Among Vampire Hunters, the Anti-Monsters and Reid's Rangers are the most hated, in that order.

As a general rule, vampires do not see humans and other mortals as enemies. Mortals are regarded as weak and inferior animals to be fed upon and used as slaves, pawns and playthings.

Bionics: None.

Money: Wealth equates to power, and money is required for the building and operations of the Vampire Kingdoms.



Wild Vampires

Wild Vampires are created in one of two ways: They have either been driven insane and into their present animalistic state, usually due to starvation, or were the imperfect creation of a Secondary Vampire from the very beginning. Like the Master, *Secondary Vampires* can create new vampires via the Slow Kill. However, these third generation undead are frequently flawed and become Wild Vampires. While some people have characterized Wild Vampires as mentally deficient or stupid, neither is the case. Wild Vampires are simply more animal than human. In some ways, Wild Ones are more true to their savage and demonic roots than the Master or Secondary Vampires. The feral Wild Ones do not suffer from delusions of ever having been human, nor do they see themselves as gods. They don't struggle with questions of morality, don't care about the law, or right and wrong, and aren't interested in the acquisition of wealth or power. They are pure and simple predators who hunt and kill. Wild Ones possess few memories of life as a human and forsake the trappings of society and civilization. They rely on instinct and natural abilities to hunt mortal prey as lone predators, in pairs and in packs like wolves. Wild Vampires use simple strategies and tactics combined with brute strength and superior numbers. Other than tormenting and hurting others, Wild Vampires engage in few other activities. They are primordial forces of chaos and death that hunt at night and sleep during the day.

Instinct and supernatural abilities enable Wild Vampires to recognize the Master and Secondary Vampires of their tribe, and compel them to be subservient to them. Thus, the feral vampires serve their betters like loyal dogs and perform as bloodhounds, hunters, guard dogs, attack animals and cannon fodder. Though a Wild Vampire is savage and easily provoked, they are *not* stupid, and use cunning, stealth and trickery to slay their masters' enemies and hunt prey.

Instinct also identifies members of rival vampire tribes born from a different Vampire Intelligence. While Secondary Vampires may engage these rivals in a more civilized and cunning manner, Wild Vampires may attack any Wild One from an enemy undead clan on sight. Many are the reports of adventurers and wilderness people who tell of gangs of Wild Vampires fighting in the desert like mad dogs.

The greatest number of **D-Bee vampires** are found among Wild Vampires. Though undead are able to feed upon the blood of other humanoid life forms, humans are their first choice. D-Bee blood is not as delicious and requires drinking twice as much blood to get the same satisfaction as human blood. As a result, D-Bees are used as an inferior food source or substitute for human blood, and are seldom turned into vampires themselves. They are also used for labor, as servants, slaves and pets. Humans are the preferred prey of the undead, but Wild Vampires are less discriminating and find themselves in regions where D-Bees are as common as humans. To them, food is food, and D-Bee prey is

as good as any other. Wild Vampires may also slaughter cattle and livestock, but they do so out of spite or mischief, as animal blood does not provide a vampire any sustenance. Bored Wild Vampires may chase and scatter cattle, horses and other livestock, knock down fences, smash things, kidnap pets and children, chase each other, wrestle, play, run with wolves or coyotes, howl at the moon, and fight rival vampire clans.

Wild Vampires lack organization and self control. Many people think of them as wolves or similar animals that hunt in packs. Wild Vampires have a greater intelligence than the smartest animal, but they are animal-like in their wolf-pack society, methods of hunting and reliance on instinct rather than planning or technology. However, unlike animals, Wild Vampires are far more cunning and resourceful. They use simple and effective tactics, set up ambushes, lure prey out into the open, play cat and mouse games, tail and track prey, and are capable of trickery and deception and may use simple tools and weapons. Instinct compels even Wild Vampires to take on a more normal, human appearance when stalking prey on city streets and approaching travelers. Yes, the Wild Ones may be dirty, their hair disheveled and their clothes tattered, but they assume a relatively normal human (or D-Bee) appearance. They may even flaunt their sensuality to lure unsuspecting adventurers into their clutches, before they go feral and monster on their victim, or the other members of their pack leap out from their hiding places to attack. Though Wild Ones grunt, growl and howl, they can also *speak*. Sentences are usually short and simple, and their voices deep and guttural, but Wild Vampires understand and speak all languages. They even retain a few of the skills of the deceased.

In humanoid guise, a Wild Vampire look like a homeless person dressed in rags, with long, wild hair and disheveled appearance. Most don't try to hide their fangs, and their ears are pointed. In their true vampire form they are gaunt, even skeletal thin, have long fingers and claw-like fingernails, strange eyes, and white flesh often tinged with hues of blue, pale green or yellow-brown like aging parchment. They frequently wear tattered rags, loin-cloths, or nothing at all. Their faces are distorted by snarls and slobbering lips. Their eyes, when not aglow, have tiny pupils, no iris, reddish coloring and the crazed look of insanity. They speak in guttural tones and short sentences accompanied by grunts, growls, and howling. These creatures of the night are savage and wanton murderers who often torment their prey before they feast on their blood. In the wild they make no effort to conceal their demonic nature, though they, like all vampires, can make themselves seem more human when it benefits them. Most vampires are noted to have foul smelling breath, but the breath of Wild vampires has a particularly terrible stench and a charnel smell about it.

Wild Vampires

Also known as Wild Ones, Feral Vampires and Coyote Vampires. Vampires sometimes refer to them as the Misbegotten or the Hounds.

Alignments: Anarchist (20%), Aberrant (10%), Miscreant (35%) and Diabolic (35%). The best alignment possible is Anarchist. Wild Vampires are too savage and aggressive to fight the desire for blood or try to be good. Player characters who are Wild Vampires and not completely evil are still crazed and animalistic. Wild Vampires of all alignments are easily provoked, attack when made angry (regardless of the consequences), fly

into berserker rages and tend to be cruel. Furthermore, they love the taste of human blood and feast regularly.

Size and Weight: Varies, generally human.

Attributes: I.Q. 2D6+1, M.E. 2D6+6, M.A. 2D6+2, P.S. 2D6+15, P.P. 2D6+12, P.E. 1D6+13, P.B. 1D6+3 in human guise (1D6 in true vampire form), Spd 4D6+15.

Size: Varies, as per species of humanoid. Typically human, 5.2 to 6.3 feet (1.58 to 1.92 m). 10% larger in true vampire form.

Hit Points: 2D4x10+7. **Note:** Invulnerability as per all vampires. Only weapons made of wood and silver, holy water and running water inflict double damage to Hit Points. Magic does full normal damage. Sun weakens and does damage. Mega-Damage and other types of S.D.C. weapons do no damage.

Reducing the Hit Points of the main body to zero temporarily hurts and impairs the vampire, but does not destroy it. At zero Hit Points, reduce the creature's number of attacks per melee, bonuses, speed and skill performance by half. Natural regeneration ability should quickly restore both M.D.C. and Hit Points, unless the monster continues to suffer damage. **Note:** When reduced to -21 Hit Points below zero, the Wild Vampire *appears* dead, but continues to regenerate unless a wooden or silver stake is driven through its heart and/or the body is properly destroyed.

P.P.E. Base: 5D6. **I.S.P. Base:** 2D4x10.

Horror Factor: 12 (+1 in true vampire form for an individual; +3 for a pack of 9 or more).

Level of Experience: Roll 1D4 for the typical Wild Vampire NPC (Non-Player Character) or as desired by the Game Master.

Vampire Reborn: The Wild Vampire begins life the night after a mortal is slain by a Secondary Vampire via the Slow Kill Bite. The Slow Kill process enables a tiny fragment of the Vampire Intelligence to enter the body of the victim and transform his dead body into the undead. The Slow Kill enables the newly risen vampire to retain some of the memories, skills and personality of the deceased, but in the case of Wild Ones, those memories and skills are minimal. A Wild Vampire is like a wild tiger locked inside a humanoid body, so it cannot pretend to be human for more than 2D6+6 minutes and relies on animal instinct rather than memories of the dead. This means they also stalk people like a predator animal sneaking up from behind and attacking. When they gather in groups, Wild Vampires hunt like a wolf pack using similar tactics to divide and run down prey.

Old Skill Knowledge: The Wild Vampire was never human and has only the smallest remnant identity of the person slain via the Slow Kill. He retains only a small handful of the memories, personality and skills of that person as his own at *one third* the level of experience of the deceased when he died.

To create a new Secondary Vampire NPC or player character (optional), use the following tables and instructions.

Race: Pick one of the following or roll for random determination.

01-50% Human.

51-60% Psi-Stalker.

61-65% D'Norr Devilman.

66-00% Other S.D.C. D-Bee.

O.C.C.: Pick a non-magical or non-psionic O.C.C. and move to the next step – or – roll on the following table.

01-05% Cyber-Knight, Vampire Hunter or Lawman O.C.C.

- 06-10% Native American or Simvan or other tribal people.
- 11-15% Headhunter or Partial Cyborg.
- 16-20% Saloon Bum/Barmaid or Gambler types.
- 21-30% City Rat or Average Joe towns-person.
- 31-40% Merc Solider or CS Solider, or any Fighter O.C.C.
- 41-50% Vagabond/Adventurer/Farmer/Merchant.
- 51-60% Wilderness Scout or similar Wilderness O.C.C.
- 61-70% Psi-Stalker, Simvan or similar D-Bee.
- 71-75% Bandit or any criminal O.C.C.
- 76-80% Cowboy or Saddle Tramp.
- 81-85% Rogue Scholar, Scientist or Explorer O.C.C.
- 86-90% Preacher, Priest or Shaman.
- 91-95% Psychic, with the exception of the Mind Melter.
- 96-00% Practitioner of Magic.

O.C.C. Skills as a Vampire: Keeps 1D4+1 of the O.C.C. Skills and half of the Special Skills that come with that particular O.C.C. (if any). Skill proficiencies are frozen at *one third* the level of the victim before he died. The skill proficiency never improves, and the usual *O.C.C. Skill bonuses* do NOT apply – forgotten.

O.C.C. Related Skills as a Vampire: None.

Secondary Skills: None.

New Skills for the Wild Vampire: One additional skill can be selected for every 200 years of life as a vampire. New skills are at second level proficiency and do NOT increase. A new skill can only be selected from the following categories: Communication, Domestic, Piloting, Technical, Rogue, Wilderness, and Weapon Proficiencies.

Level of Experience BEFORE Becoming a Vampire: This is needed for determining the proficiency of remaining skills. Roll 2D4. This is what the victim's experience was before being slain via Slow Kill and his body turned into a vampire. As a *Wild Vampire*, skills stay frozen at one third the level of experience of the victim when he was killed.

Magic Knowledge Prior to Being a Vampire: If the deceased was a practitioner of magic, the vampire remembers the very fundamentals of that magical craft and 1D4 low level spells. See Magic below.

Natural Abilities from the Previous Existence: Wild Vampires may be human or D-Bee. If the individual was something other than human, he retains only 1D4 "special" natural abilities of his old, mortal form before he was remade into a vampire. Furthermore, abilities that are retained *must conform* to the demands, conditions and appearance of the vampire; e.g. a vampire cannot retain aquatic or amphibious capabilities, cannot breathe or swim underwater, cannot enjoy and survive water or sunlight, cannot be impervious to wood or silver, cannot transform into water or any element, cannot be M.D.C., etc.

Psionics Prior to Being a Vampire: *One third* of the psionic abilities possessed by the mortal before becoming a vampire remain available to the undead, but at *one third* the level of experience they were at when the individual was made into a vampire, and never improve with experience as a vampire. I.S.P. as a mortal is *replaced* by those as a vampire. Do not add the two amounts together.

Equipment: Standard Equipment to start or whatever he had on him at the time, and whatever is accumulated over time. Wild Ones don't have much need for the "trappings of humanity."

Money: Wild Ones don't have much need for money and live like animals in the wilderness, taking whatever they might need or want from the living.

Natural Powers as a Wild Vampire: Possesses all the powers of the Undead Vampire, except Arrogance and Confidence, Art of Seduction, and cannot have a Mind Slave. Some abilities are less powerful or have a shorter duration when performed by a Wild Vampire. Most never try to create another vampire via Slow Kill.

Vulnerabilities (special): Same as all Undead Vampires.

Create Other Vampires (special): Rare. The Misbegotten are flawed to begin with and can only create other Wild Ones via Slow Kill. However, they are usually too crazed, savage, and impatient to perform a Slow Kill. As a rule, Wild Ones kill only to feed without the forethought, plans or desire to create more of their kind.

Attacks per Melee: Five physical or psionic attacks per melee round. Can only use magic if it was known by the deceased before becoming a vampire.

Mega-Damage: As per Supernatural P.S., bite or weapon. **Note:** Against Hit Point creatures such as humans, the monster instinctively holds back to inflict S.D.C./Hit Point damage (same as Supernatural P.S. M.D. number point for point). Against Mega-Damage opponents, be they humans in power armor, cyborgs, rival demons, dragons or other Mega-Damage beings, the vampire instinct tells it to cut loose, inflicting M.D. as per Supernatural P.S.

Bonuses (in addition to attribute bonuses): +1 on Perception Rolls (reduce to zero when the creature's Hit Points are down to half), +2 on initiative, +2 to strike, +1 to parry and disarm, +3 to pull punch, +3 to save vs Horror Factor. Impervious to all forms of mind control as well as psionic and magic sleep, paralysis and domination.

Magic: None, unless the deceased was a practitioner of magic. If so, the vampire remembers the very fundamentals of that magical craft, but only remembers 1D4 low level spells (Level three or lower) at level two proficiency. The rest are permanently forgotten. The magic abilities remembered are frozen and NEVER increase in experience or power. Only 10% of the P.P.E. of the mortal mage is remains and is combined with the P.P.E. of the newly risen Wild Vampire. P.P.E. does not increase as the vampire grows in experience. The vampire cannot learn new spells nor does the magic improve with experience. A Wild Vampire is unlikely to use scrolls but might use a Techno-Wizard weapon.

Psionics: As per vampires and is considered a Major Psychic. The vampire may have additional psionic abilities if the victim of the Slow Kill was psychic. If so, the Wild Vampire retains *one third* of the psionic abilities, but the I.S.P. possessed by the deceased mortal is lost. Use only the I.S.P. available to Wild Vampires. Reduce the psionic abilities potency to *one third* the experience level of the deceased. The vampire CANNOT acquire new psionic powers nor do powers improve with experience. Base I.S.P. is 2D4x10.

Allies: Primarily fellow Wild Vampires. Wild Ones recognize their superior brothers (Secondary and Master Vampires) and are generally submissive to them, defer to their will, and acknowledge them as their superiors. However, Wild Vampires behave rather like untamed animals, and unless given a mission or job outside, they tend to become bored and increas-

ingly difficult to control. Wild Vampires are happiest and most obedient when assigned a chore they enjoy like hunting, tracking, capturing and killing. Left alone or without anything to do, they become destructive and fight with their fellow Wild Ones. Secondary Vampires may also use Wild Vampires as scouts, warriors, defenders, watchdogs, bloodhounds, attack dogs, perimeter patrols and pets. **Note:** The more Wild Vampires, the more difficult they are to control, as they love to brawl, roughhouse, chase and wrestle with each other. One or two on a leash are fine, three or more and they start to become difficult to manage. Wild Vampires may come to the aid of a Secondary or Master Vampire, but seldom associate with other demons, sorcerers and intelligent beings unless forced to or compelled to via magic or torture.

Enemies: The spawn of other Vampire Intelligences and their undead legions/Vampire Kingdoms are seen as natural enemies by Wild Vampires, who are inclined to attack and destroy them, especially if they outnumber the enemy. In the northern wildlands, Wild Vampires of rival bloodlines battle each other on a regular basis. Most battles are to the death, with the losers staked and left out to be destroyed by the sun. To escape constant bloodshed, many Wild Vampire clans establish their hunting ground. Other Wild Vampires can smell their scent and sense their presence and stay out unless they are looking for a confrontation. To Wild Vampires, all other intelligent life forms are enemies, but they only attack forces they think they can defeat in combat. Otherwise they ignore them or pick them off one by one whenever one or a few wander away from the rest of their group.

Mortals are regarded as nothing more than food and playthings.

Bionics: None.

Money: Wild Vampires have little use for money or belongings.

Note: Wild Vampires rarely have the patience to use technology or perform a skill, and would rather tear into an opponent with tooth and claw than use a weapon. The most popular weapons used by Wild Vampires are melee weapons and magic melee weapons because they require close combat and spill blood.

Wild Vampires Run in Packs

Wild Vampires run in packs that range in number from as few as a half dozen to as many as 50 or 60. The most common pack has 2D6+5 members. Most Wild Vampire packs are nomadic and wander a vast territory that may cover thousands of square miles. The most vampire infested lands in North America are *Mexico* and *New Mexico* with vampire outbreaks and incursions in parts of *Arizona*, *Colorado*, *Nevada*, and *Texas*, particularly along the border.

Lone Hunters. Wild Vampires like to gather and hunt in packs. However, some choose not to associate with packs. These lone-wolf undead prefer to wander the land as solitary hunters or in pairs or trios. Solitary hunters, pairs and trios tend to be more secretive, stealthy and careful. They don't make a spectacle of themselves, and strike from the shadows when an attack is least expected. A lone hunter, duo or trio will prey on lone individuals or equally small groups, or watch and tail a group of people and pick them off one by one. Anyone who wanders off from the group or strays too far from a village is jumped, slain and has their blood drained. The lone hunter, duo or trio like to prowl

around a farm or village stalking children, women, the elderly, inebriated individuals and lone travelers, all easy prey. Like a hungry wolf, the solitary hunter strikes fast, tries to make a quick kill or abducts his prey, carrying him off back into the shadows to feast upon the life giving blood. Once filled, the creature of the night leaves the carcass to find other amusement. Abduction, torture without killing, acts of terrorism, vandalism, the mutilation of livestock, random killings, and howling and hurling curses and insults at travelers, townspeople and heroes from the shadows, mist or fog are all favorite pastimes of Wild Vampires.

The power of a lone hunter is such that the vampire can easily attack a small group of 2-4 people, and a duo or trio of undead will not hesitate to take a small group of prey. A duo or trio may also use misdirection, causing the potential targets to run from one of them right into the claws of the other(s), or herd them into a dark place where the kill goes unnoticed. In most cases, the solitary hunter to trio of vampires give up and flee if their quarry proves to be too powerful, or others of their kind come rushing to their defense. There is always more prey, especially in villages and towns. Make a commotion in the barnyard, and one or two humanoids are likely to investigate – easy prey to a lone vampire on the prowl. An open window is an open invitation to a vampire who is happy to snatch a child or person from his bed and carry him off. Vampire abductions are often the handiwork of a lone hunter or duo, especially if the undead are looking for a victim to bully or torture for a while. Picking off the last person in a line or stragglers from a group is another favorite tactic of all vampires, but especially lone hunters.

The same packs will raid the same humanoid villages, towns and cities over and over again. Although they may victimize the same area for weeks or months, they seldom establish a fixed lair. Wild Vampires are always on the move and may metamorph into *wolf form* to travel faster, chase down fast prey or to disguise themselves as ordinary animals. Although they may hunt within a particular range covering a small area of 50-200 miles (80 to 320 km), they are constantly on the prowl and have no specific lair. Every dawn or every few mornings, the Wild Vampire finds a different resting place.

A lone hunter is more careful than most Wild Vampires, because he doesn't have the rest of the group to watch his back. A lone hunter likes to find a place that is difficult to access, such as burrowing into the ground under a pile of debris or fallen trees, or into a cave or area that can only be accessed via turning into a mist. A lone vampire may even curl up inside a hole in a tree, a fruit cellar on a farm or a dry well. Most actually burrow into the ground itself. In fact, as a rule, Wild Vampires hide from the sun by burrowing 3-6 feet (0.9 to 1.8 m) under the earth or cover themselves with stones to hide from the killing light of day. Any place devoid of sunlight can be a sanctuary to the undead in search of a dark place to sleep. Vampires have been found sleeping in the caskets of others, in mausoleums, ruins, caves, abandoned huts, the trunks of vehicles, fruit cellars, dry wells, barns, under hay stacks, inside barrels, etc. The soil of Mexico/North America is the creature's native soil so there is no need for a special container containing the soil of the homeland. Thus, vampires spawned in Mexico can safely travel mile after mile, from the jungles of the Yucatan to the pine forests of the Yukon.

Some Wild Vampires, be they lone hunters or large gangs of undead, are such nomadic wanderers that they may travel anywhere, from the mountains to forested lowlands to across the Rio



Grande. Most prefer to be within a day's travel of a known humanoid settlement where they know prey is handy. Others adopt one specific hunting ground they consider to be their territory. It is rare that Wild Vampires establish residence inside a village or town. Most rather live in the wild and come to town to hunt. If a Wild Vampire does make his home in a village or town, it is likely to be inside an abandoned house or building or in the cemetery. Lone hunters are more likely to do this than a group, but large communities like Ciudad Juarez, with its slums and derelict buildings, can attract a handful of unrelated lone hunters and even a few small packs of Wild Vampires running the streets and living in town. **Note:** Most solitary hunters and small bands of Wild Vampires back down to a larger group of Wild Vampires and vampires of a higher station, i.e. Secondary and Master Vampires. They are also likely to back down to vampires of other bloodlines. Backing down is not submitting to their will and obedience. Lone hunters don't like to answer to anyone, so they run off and go someplace else and make a point of avoiding bands of Wild Vampires and Secondary Vampires of higher position. Nor do lone hunters have any affiliation with vampire clans or organizations.

Small packs of Wild Vampires

Small packs of Wild Vampires are commonplace throughout the wilderness of Mexico and the American Southwest. A small pack has 7-17 members. It may be comprised entirely of Wild Vampires and led by the most powerful and/or aggressive of them or by a Secondary Vampire. All are subservient to the leader. When Secondary Vampires are present among Wild Ones, the pack leader is always one of them, with any other Secondary Vampires (no more than 10%) being dominant members of the pack. The leader is always the strongest and/or smartest alpha male or female, and is likely to be the oldest or most experienced. Secondary Vampires who run with Wild Ones are often outcasts who have been banished from vampire society, or individuals who prefer a more wild and violent lifestyle. Secondary Vampire pack leaders who lead small, medium or large packs of Wild Ones may run their pack as bandits and raiders. This works great for the Secondary Vampire(s) because Wild Ones have little need for loot, leaving it all for the one Secondary leader and the tiny handful of other Secondary Vampires who follow him.

There is little structure to a Wild Vampire pack other than the wolf pack-like pecking order within the group. Each member has a rank within the pack from leader to the lowest. The lowest members are forced to perform the most menial of tasks and are the target of beatings from the dominant alpha and beta members of the pack. To rise in stature within the pack, a Wild One must challenge and fight his way up. If his opponent is killed or surrenders, the vampire takes the defeated vampire's position and status. Those that are too disruptive and ridiculously aggressive are banished from the pack, staked and tossed into a deep hole, or slain.

The pack leader and other dominant members are acknowledged as being superior and given a wide berth by the submissive, lower pack members. There is no formal label of power other than leader. Nor is there a distinction by wealth in the ownership of possessions. Wild Vampires have little need for material goods. They are animalistic predators that live off the land and constantly travel, thus hauling around possessions can be-

come a liability. Instead, the hierarchy of the pack provides social benefits.

The leader and dominant clansmen get "first blood" and first choice of potential victims. They also direct and control the activity of the pack. It is the pack leader and his secondary alphas who decide what are the strategies and tactics of the pack, what the pack does, where it goes, when acts of vengeance are to occur, the form vengeance will take, who lives, who dies, what direction the pack travels, where they stop, how long they stay, and so on. Lower pack members are expected to obey and serve the leader(s) even if he or she is a fellow Wild One. To defy the edict of the pack leader, even by ignoring or disobeying orders, is to challenge the authority of the leader. Offenders are either beaten into submission or expected to challenge the leader in combat. Losing this battle means being relegated to the *lowest position* in the pack. Continued trouble means being banished from the pack or slain. **Note:** Any member of the pack is free to leave at any time, but may not be allowed back into the group and will have to start at the bottom of the pack if he is allowed to return.

Other fun and games. Wild Vampires function very much like wolf packs. When not preoccupied with the hunt and feeding, they are looking for trouble and mischief. They seldom establish permanent camps or villages of their own.

Wild Vampire packs, like most predators, spend a great portion of their time hunting and wandering. Being instinctive, elemental creatures, they enjoy the outdoors and the primordial pleasures of simply hunting, running, flying, and traipsing through the wilderness. They prefer to run free, live under the stars and hunt. Wild Vampires have little need or desire to use human technology. In fact, the Wild Vampires see humans and D-Bees as nothing more than food and playthings. Their feelings may even border on hatred, as they take great delight in destroying, molesting and feeding upon mortals. Consequently, Wild Vampires tend to regard the machines and trappings of humankind as repulsive and unnecessary.

Like a wolf pack, they have few needs or desires for civilization or socialization on a human level. They are happiest when running free across the prairies and stalking prey. Unlike wolves, Wild Vampires are supernatural demons that do not limit their killing to food. They are a malignant force that craves blood and destruction of all that is good, attractive and human. As a result, Wild Vampires will exert a certain amount of energy causing mischief, pain, death and destruction for the fun of it.

Malicious mischief can be as harmless as pranks and name calling. Wild Vampires are notorious for cat-calls and insults from the darkness. They are known to follow soldiers, Vampire Hunters and caravans and spend hours cursing and making threats, like an annoying cat wailing at the stars. Wild Vampires love to terrorize people by making threats and implying danger, making scary suggestions, growling, howling, flying by overhead, throwing sticks as well as stones, bones, animal organs, rotting carcasses, etc., and staring from the darkness with glowing eyes or leaping forward in a mock attack. The more frightened the targets of these psychological attacks, the happier the vampire tormentors and the longer they continue.

Wild Vampires may engage in more violent "fun" such as smashing windows, knocking over fences, damaging property, stealing or hiding equipment, overturning vehicles, starting fires, freeing livestock and other acts of vandalism. When in a more malicious and murderous mood, Wild Vampires may kill pets

and slaughter livestock. The slain animals are often mutilated by having their entrails and guts strewn all over, or placed on doorsteps, porches and vehicles. Frightful images may be drawn in blood (vampires cannot feed upon animal blood) on the side of buildings, vehicles, or on the ground. Carcasses or entrails may be hung, like ornaments, from lampposts and tree limbs. Sometimes the Wild Ones slaughter animals to scare humanoids, but other times they kill for the thrill of it, or just to be mean. Finding a dozen bison, wild horses or dinosaurs gutted and mauled in the middle of nowhere is a common sight for wilderness travelers in Mexico. Such a grisly scene can be useful, because a fresh slaughter of that nature is the calling card of a Wild Vampire pack and tells the adventurers that a pack is operating in the vicinity, so be prepared for nocturnal visitors.

Other Wild Vampire fun and games at the expense of non-vampires can include torture, beatings, rape, and games of chase and pummeling. The chase game usually involves a captive who is *allowed* to escape. The Wild Vampires chase him (or them) down, like hounds hunting a fox, beat him and allow the person to escape again, to be hunted down and caught again, and beaten some more. As terrible as that may sound, for some odd reason, the victim(s) of the chase game are seldom slain. Perhaps, life is his reward for an evening of sadistic pleasure, or to serve as a living symbol of vampire omnipotency and that it is they who dispense life and death.

Travelers and merchant caravans are the most vulnerable to roving packs of Wild Vampires, especially large packs. The larger the pack, the more bold and aggressive the vampires become. Travelers need to be careful, for they may not realize when they have ventured into vampire territory until they are under siege by the undead. Even a large caravan in Mega-Damage vehicles and M.D.C. armored escorts may find themselves with a harried fight on their hands. If the travelers are few, or can offer little resistance, the vampires slaughter them all and drink their blood. The undead may kill livestock and beasts of burden or set them loose, as well as damage vehicles, and smash and scatter the cargo out of spite. Wild Vampires may steal items to wear, or weapons to use, or simply to carry them into the wilderness and dump them where they can do humans no good.

If the travelers are prepared for vampires and prove to be too powerful or too dangerous, the vampires may not attack them. However, they may follow from a distance and shout obscenities, make threats and curses, or make runs at vehicles or people, but back off the minute they meet serious resistance. Bands of Wild Vampires have been known to harass travelers in this manner, following them for (5D6) miles. Similarly, vampires disguised as wolves may follow a well defended caravan in hopes that an opportunity to attack may avail itself to them.

One or more bands of Wild Vampires may plague the same location or region for weeks or months, sometimes years, until, one day, as abruptly as the undead appeared one night, they move off to another location as the whim strikes them. Of course, they may also fall victim to clans of rival vampires or Vampire Hunters.



Large packs of Wild Vampires

Large packs of Wild Vampires are the most dangerous. Their numbers can range from 50-120. As a group, the pack increases its power to dramatic levels. The greater numbers provide expanded flexibility and combat options. The capture of prey is easier and the availability of prey is more plentiful because the larger group can attack large, powerful groups of mortals, such as mercenary bands, a company of Coalition soldiers or Horune, a tribe of Psi-Stalkers or Minions of Splugorth, that might otherwise be too powerful for a smaller group. No more skulking in shadows waiting for the lone individual or small group to ambush. Packs of vampires with 20-40 members are much more cocky and aggressive. Groups larger than that are outright defiant and will consider attacking anybody. Can a group of 40 vampires tackle a company of 120 soldiers or bandits and win? The answer is a resounding “yes,” especially if the soldiers are not well trained Vampire Hunters. Ordinary soldier and bandits probably don’t stand a chance. Vampires enjoy showing their superiority by attacking well armed opponents. They take special delight in slaying (or try to take down) Vampire Hunters, Cyber-Knights, Justice Rangers, Lyn-Srial Sky Knights, and other heroes of renown, for they are hated above all others.

The leader of a large pack must always be a smart, feared and powerful leader, or leaders. Typically, this means one or two Secondary Vampires serve as the leader. (A Master Vampire seldom wastes his time on Wild Ones.) However, other powerful supernatural creatures that are not vampires can become the leader. Powerful and evil Necromancers or any powerful practitioners of magic are likely candidates for the position, as are dragons, Greater Demons, Witchlings, and other powerful beings – be they human, D-Bee, a creature of magic or supernatural in nature. Whether a Secondary Vampire or powerful non-vampire, a forceful leader is necessary to command and control a group of more than 40 Wild Vampires. A fellow Wild One will be challenged too often to maintain and manage a larger group. Lesser Demons and monsters sometimes join the medium and large packs as lowly, subservient pack members and also function as daytime protectors. However, a vampire pack seldom has more than 15% non-vampire members, and the leader is always someone or something powerful and nasty.

We are power. The larger the group, the more imperial and powerful they behave. The bad news is they think they can take on anybody, and there are few they fear. The good news is they get sloppy in their arrogance and they tend to underestimate mortals. That carelessness can lead to opportunities to slay the leader or make good an escape.

Even a medium-sized pack of 20-40 will consider laying siege to a traveling caravan or village. Like wolves, perhaps even in the shape of wolves, the vampires run down their prey, until the prey succumbs and they can capture, kill and feed upon it. Sometimes murder and mayhem is not the purpose of a vampire attack. Sometimes it’s to have fun terrorizing a community or running off so-called heroes or soldiers. Even Wild Vampires enjoy creating terror, playing mental games and causing strife. As with any demon, the strife, sorrow and fear of others is entertaining for them.

It is among the larger groups of Wild Vampires that evidence of human-like intelligence and cunning becomes evident. The vampire pack often uses simple, but effective tactics that would

normally be impossible if Wild Ones were the simple-minded animals many people make them out to be. They may use stealth and surprise, appearing without warning, or use hit and run tactics, feints and bluffs, set ambushes and traps, lead their enemies into crossfires, and divide an opponent's forces to conquer them, among many others. It is not uncommon for a pack of Wild Vampires to invade a town, quietly attacking the most remote homes and working their way into the village until they have drunken their fill, perhaps without anyone being the wiser until the dead bodies are found the next morning.

Other tactics include the use of live bait to lure smaller numbers of their opponents out to them. This can be done by kidnapping a child, woman, or important villager, or threatening crops and livestock. Misdirection and divide and conquer are two of their favorite tactics. And Wild Vampires are smart enough to seek out and find the weakest position in defenses to make their push.

An undead without a weapon is still armed with savage cunning, instinct and supernatural powers. By turning into a **bat** the undead has instant flight, greater mobility and aerial reconnaissance capabilities. As a **wolf** they have greater speed and enhanced senses. **Mist** form provides complete silence and ease of entry. **Instinct** tells vampires how to use all of their powers to their tactical advantage. The most brutal and ruthless vampires take full advantage of their superhuman abilities in ways that are not immediately apparent to mortals. For example, a vampire knows he is invulnerable to fire, so he might set a home or an entire village on fire. Fire can be a wonderful distraction and weapon for vampires. As people panic and try to flee the fire, the vampires wait outside to pick them off one by one. Or vampires might walk right into the inferno, killing those inside as they try to find a way to escape the fire. People trapped in a burning structure not only have to worry about the flames, heat, smoke and falling debris, but also vampires attacking them. The only damage the vampires face is losing a favorite suit of clothing as they are impervious to most falling debris; impalement by collapsing wood is a remote concern for the nimble vampire. Surrounded by the blaze, a vampire can continue to attack and even feed on people who are injured or on fire.

It is emotions such as hate, vengeance, greed, envy, embarrassment, pleasure and others that can take the monsters out of their game and get them to ignore their instincts and make foolish decisions that can hurt them.

Who lives, who dies? Vampires love this "game." Many packs of Wild Ones, especially if led by one or more Secondary Vampires, become so cocky or conniving that they may try to blackmail an entire community. What happens is, the vampires let the community know they are present by first spooking them. Animals are slaughtered in the field, and frightening strangers with glowing eyes appear and disappear into the night like specters. Strange mists and packs of howling wolves that show no fear of fire or man appear and let loose with frightening shrieks and howls all night long. Once the proper atmosphere of terror is achieved, the vampires formally announce their presence and deliver their ultimatum: "Give us what we want and we will depart without further incident. Oppose us and many of you will die. Do as we say and most of you will live."

Now the fun begins. The vampires threaten wholesale slaughter of everyone, or the villagers can select a dozen or two dozen people to die. The vampires are hungry. They want food – people

they can bleed dry before moving on without any further incident. They don't care who is sent to them, as long as suitable candidates are dispatched. Most of all, the Wild Vampires love knowing that the "good people" of the community are faced with the terrible choice of selecting 12-24 people to die. Sacrifices to the vampires may include volunteers, people chosen by lottery, or the sick, the elderly, prisoners, and many times, *outsiders* who happen to have had the misfortune to be in town when the vampires make their demand. It is much easier to send a stranger to his doom, than grandmother, Uncle Ted or nice Mr. Diaz next door.

A variation of the blackmail game is to allow the Wild Vampire pack into town without resistance, tolerate their degrading words and punishing actions, and allow them to feed on whichever townsfolk they desire. In this scenario, the vampire pack promise they will feed without killing anybody, though odds are that they will kill a few (1D4) people by accident or in a flash of rage. Vampires who plan to use the community as *cattle*, coming back to feed once or twice a week, are more likely to honor their promise not to kill than others. They will drain one person for every vampire, but only to the point of unconsciousness or weakness (drinking 3-4 pints of blood from each) and leave town. A few people may be killed by overzealous feeding, or because they insulted their attacker, or tried to resist. Children are usually *spared* such a nightmare, not out of kindness, but because adults have more blood. Large, overweight individuals are the human cattle of choice, because their plump bodies contain more of the precious fluids (generally 2-4 pints more blood than the average person).

After the pack has feasted, they leave – for now. They'll be back every few days or every few weeks to feed again. Many packs of Wild Vampires travel a circuit with several villages and towns on the route, so they can target one every 3-4 days to feed. Depending upon the circuit or opportunity to feed on outsiders they encounter, the village is likely to be victimized once every 1D4 weeks. Lucky towns used as cattle might only be targeted once every 1D4 months, a likelihood when the Wild Vampire pack is nomadic and travels far and wide. Such feeder towns and villages are considered watering holes or grazing locations for the undead. Places where the vampires can come to feed without fear of conflict. A sad, but all too common fate of rural communities without the ability to fight back.

Though most (90%) of these blackmail situations involve feeding, they can be for other reasons: turning over a hated enemy or adventurer group that has earned their ire, or the release of a captured vampire, or giving them a magical artifact known to be in town (probably in the possession of adventurers), and so on.

Villages that rebuke a pack of Wild Ones, and successfully hold them at bay, may get the pack to flee, never to return. Or they may have created a demonic enemy that plagues them for years, coming back to test their mettle every few months. Even Wild Vampires believe themselves to be vastly superior to mortal humans and D-Bees. This conviction enforces their aggressive natures and compulsion to prove their superiority. When faced with defeat, the Wild Ones may become reckless. Some fight to the death. An embarrassing defeat at the hands of humanoids may send the undead sulking off into the night never to return. However, it is just as likely that the angry and/or humiliated Wild Vampires will return out of vengeance and attempt to crush those responsible. This may result in the attack or murder of key people in the town, or the butchering of several innocent people, to an

Vampires as Player Characters

all out siege to enslave or destroy the entire village. Or they may destroy property, set fires, and cause other problems before the undead give up and leave. A pack bent on conquering the village or town will return from time to time to test their strength against this old foe or to exact more revenge.

Territorial vampire packs. Wild Vampire packs that consider a particular area their domain will chase away and/or kill other individual vampires and wild packs that try to feed on their property (the people) and invade their domain (the land). The territorial nature of some packs can lead to war between rival packs of vampires, with the humans and their blood the prize for the winner. A vampire pack may mark its territory by displaying humanoid corpses, skeletons, skulls, bones or warning signs (rock carvings on boulders or stone monoliths) at key locations. Wild Vampires of the same vampire tribe who ignore the warnings are chased away. Rival vampire clans are attacked and killed. Only a powerful Secondary Vampire, group of Secondary Vampires, or a Master Vampire of the same bloodline can enter and do as he pleases without incident. Those of rival and competing bloodlines may be attacked, but if their murder is not quick or if there are too many Secondary Vampires of the rival faction, the Wild Ones are likely to back down and even let them usurp their territory. Remember, Wild Vampires are typically submissive to any Secondary and Master Vampires, and while rival clans may be hated, they tend to back down out of fear and intimidation when dealing with those of elevated position.

War with rival vampire clans. As you may recall, Secondary Vampires often cast the savage Wild Ones into the wilderness with instructions to hunt and kill their enemies. That includes Vampire Hunters, soldiers, mercenaries, adventurers, explorers, and *rival clans of vampires*. A rival clan is any undead spawned by a different Vampire Intelligence. It is a strange spectacle to stumble upon vampires fighting each other in the desert or scrubland. It's not something you expect to see, and the level of savagery is unparalleled as they fight tooth and claw, as well as with weapons of wood or silver. They'll fight in different forms, too. Vampires in humanoid form take on their natural demonic appearance while some tear at each other as wolves, and others engage in aerial combat as bats. Most wilderness battles between the undead are to the death, and even if the vampires losing the fight could flee, they seldom do. Perhaps it is because they know they would be pursued and slain if they tried to run, so they stand and fight to the bitter end. The only thing that might get both warring factions to stop fighting and call a truce is the appearance of a better target, like a band of humans to slaughter.

The family clan. Large groups of Wild Vampires are more clan oriented than any others. The main power within a Wild Vampire pack is likely to be vampires that are linked to the same Vampire Intelligence, meaning leadership is often a matter of sheer numbers and brute strength. Vampires created by other Intelligences are usually unwelcome and destroyed, however, a strong and cunning rival may be able to usurp control to become leader of a Wild Vampire pack, especially small and medium-sized packs. This is the exception, not the rule, as those of different vampire families seldom rise to the same level of authority as those of the ruling family.

Game Masters may allow players to create (or an existing character to become) a vampire player character. However, this option is left entirely to the Game Master. Players should respect a G.M.'s choice not to allow vampires as player characters, as some may find their inclusion inappropriate, awkward, or a problem that creates an imbalance in his or her campaign plans.

The Vampire Intelligence, its Avatar/Demonic Familiar and Master Vampire are NPC (Non-Player Character) villains and NEVER allowed as a player character.

Playing a Secondary Vampire may be allowed, provided the G.M. agrees. A standard Secondary Vampire is an evil demon not recommended as a player character. If allowed, the Secondary should be a villainous monster or Anarchist opportunist.

HOWEVER, Secondary Vampire *player characters* are allowed as **Deluded Vampires** or **Hero Vampires**, provided their inclusion is allowed by the Game Master. These two new R.C.C.s are described below.

Playing a Wild Vampire. Players who are allowed to play a vampire character may select a Wild Vampire rather than the more calm and cunning Secondary, Deluded or Hero Vampire. Portrayal of Wild Vampire characters should depict the individual with a low to average intelligence and a straightforward attitude. This character is not likely to figure out clues or recognize traps, nor use subtlety himself. A Wild Vampire character is likely to be outspoken and mouth off at the wrong time to the wrong people, be aggressive and easily provoked and like to provoke others to fight, be easily bored and tend to become tired of talk and diplomacy. Wild Ones have no regard for the laws, morals or rules of mortals and tend to ignore them. They are rude, often lewd and boisterous. Most believe violence and the threat of violence are the answers to most of life's problems. A Wild Vampire would rather fight than talk and may wander off when bored or start trouble to liven things up. This character craves action almost as much as blood and loves to brawl, fight, kill, and hunt all life forms, especially humanoids. A Wild Vampire will also volunteer to track and hunt animals, chase down runaways and explore. Anything that has him doing something other than sitting around and waiting. Though their metabolisms are impervious to drugs and alcohol, vampires may eat and drink to fit in and love to party, dance, and get physical. ("Enough talk. I say we kill him." "They won't accept our terms? Fine, let's kill them." "So and so escaped? I'll track him down and bring him back. Does he have to be alive?" "I'm bored. Let's do something.")

The Wild One player character, being a pack animal, will defer and mostly obey a powerful and forceful or kind leader. The character is likely to also try to emulate the behavior and morals displayed by the rest of the player characters. **Player Note:** Other than keeping this attitude, above, in mind, the stats for a Wild Vampire player character are unchanged, except for alignment. A Wild Vampire player character trying to be a hero or team member in a group of mortals will try to conform to the behavior and conduct of the rest of the player group. The best alignment pos-

sible for a Wild Vampire player character is *Anarchist* or *Aber-rant*. That's as good as a Wild Vampire can get.

Whether or not a player can be a vampire is left entirely to the discretion of the G.M. If he or she feels uncomfortable with a vampire player character, or fears the vampire's inclusion might unbalance the game, or just doesn't want one, the G.M. can disallow it. Sorry. Please respect the G.M.'s decision.

Allowing a vampire as a player character also has ramifications for the rest of the non-vampire player group.

Creature of the night. The vampire character is limited to *night* activities. While this may provide the player group a great night guard who won't fall asleep, it also means that the vampire cannot function during the day.

Unless the group changes its activity to mostly nocturnal adventures, the vampire player character cannot operate as an effective member of the group. This also presents a potential problem for the Game Master, who may find himself running the bulk of the players through daytime adventures and the vampire(s) through night adventures. If this is going to be the case, it is a good reason not to allow a vampire player character. This complication can become unmanageable for the G.M. and can damage story pacing and enjoyment of the game because someone or another is going to be sitting out part of the adventure. This is why the player should get his G.M. to approve a vampire player character and the G.M. should talk to the rest of the player characters to see if they're willing to adapt to having a vampire as a team member. If allowed, the player who is running a vampire character should make a special effort to work with both the Game Master and his fellow players. He also needs to understand there will be times that his character must sit out of the game.

Daytime lair/hiding from sunlight. There is also the issue of where the vampire sleeps during the day. How is he protected? Do his teammates transport him with them or do they rendezvous somewhere at night? If the group does not transport his body, how does the vampire travel and can he catch up to them?

The best answer to this dilemma is a combination of teamwork and resourcefulness. In the play test, one player's character was a Secondary Vampire serving as a guide through vampire territory. He was of a different life essence from any of his Mexican and South American cousins, or so he claimed. He was of Anarchist alignment, helped his teammates, and exhibited great restraint in combat and feeding. Consequently, the group transported his body with them when they moved during the day. The group also made an effort to engage in night operations, although they did things during part of the day as well. This cooperation worked very well. One afternoon, the group traveled across a river without advance notification and the vampire was delighted that he didn't have to worry about crossing over water.

The player group's vampire also devised a very clever, traveling home. He purchased a Mega-Damage hover van, replaced the side and back windows with solid Mega-Damage steel, and divided the cargo area from the driver area (with M.D.C. steel, of course). This gave him a self-contained, vault-like area to sleep. If necessary, one or more members of the team could drive the van while he slept and four others could ride in the darkened crypt/cargo area with the coffin.

Inside the cargo area was his sleek, black coffin. Actually it was designed not to resemble a coffin. It was also a custom-made M.D.C. container that locked from the inside and was airtight. Breaking into the van activated a loud alarm. Tampering with the

coffin caused another alarm to sound and tear gas to fill the compartment of the van, hopefully scaring away foolish thieves. In play test, the thieves were downright stupid and were not frightened away. Instead, they decided something of great value must be locked inside the black crate. They deactivated the alarm and eventually forced the coffin open. The groggy Secondary Vampire rose from his bed of soil, protected from the light of day by the walls of his van, although a deadly stream of daylight beamed through a small exterior hole made by the thieves. The vampire was sluggish since it was daytime and hoped to frighten the three looters away. This didn't work. Finally, the vampire used a combination of brute force and Hypnotic Suggestion to subdue them, and chain them up, and went back to sleep. His humanoid companions arrived to check on the van and found the frightened crooks in chains. They left them in chains until their vampire buddy woke up, so they could get his story. That evening, the vampire answered his companions questions to their satisfaction and released his prisoners using Hypnotic Suggestion to reinforce their misguided belief that he was a robot the group was delivering; a story concocted by one of the other player characters.

Using a vehicle as a traveling lair or M.D.C. hearse is a clever one, and an idea that is probably exploited by other Secondary Vampires. There are many other possibilities. The coffin could just be an oblong box of any design or construction transported by horse-drawn wagon, a van or truck, perhaps inside the trunk of a car or slung over the back of a robot vehicle, power armor or cyborg. If the vampire is traveling on native soil he can simply burrow a yard/meter under the ground wherever the group pitches camp to sleep during the day, or find a cave, basement, fruit cellar or haystack to sleep under.

Everybody fears a vampire. Every undead, even the rare, Unprincipled or trustworthy vampire is a target for zealous Vampire Hunters, Cyber-Knights, priests and anyone who has dealt with the undead in the past or heard the horror stories. Humanoids tend to hate and fear all vampires. The loathing and terror in the vampire dominated lands of Mexico and Central America are greatly intensified, for virtually everybody has friends or family that have fallen victim to the dreaded night stalkers. Any stranger might be an enemy quietly biding his time, perhaps pretending to be friendly, waiting for the right moment to strike and kill. As a result, the majority of people will never trust anyone they recognize as a vampire and many will try to destroy the demon.

Traveling in the company of a vampire is likely to earn the non-vampire members of the group the same fear and distrust as the undead. It must be presumed these alleged "adventurers" or "heroes" are the monster's servants, protectors or henchmen. This makes them more loathsome and despicable than the undead. To most people, a willing servant of the undead is a traitor to the human race and needs to be destroyed right along with the monster. This kind of prejudice and justified suspicion and fear is difficult to overcome. If not careful, the other player characters could find themselves attacked, robbed or at the business end of a shotgun or hangman's noose. Lucky characters will only be chased out of town.

A conflict of alignment and feeding. Good and evil, vampire and humanoid, is a volatile mixture. Only the most sympathetic and good vampire characters are apt to be tolerated by a group of predominantly good characters. If the vampire character is evil, there are likely to be ongoing clashes between the good characters in the group and the evil ones. Heroes and good guys cannot, by

alignment, allow torture, cruelty, slavery, unnecessary violence, wanton acts of aggression, or the drinking of an innocent victim's blood. Even if the vampire's victim is not murdered, it is still a horrible and traumatic attack on par with rape. Confining one's hunger to brutal murderers, evil criminals, or one's enemies *may* be acceptable to some player characters, but many good characters *may* find that to still be too extreme. Of course, the vampire can be secretive, but the good characters must know that he is feeding on somebody when they aren't looking, and they may not be able to condone such activity even if the victims are relegated to evildoers. The drinking of blood from the living is a terrible deed and difficult to accept or rationalize.

The vampire may be able to get around this dilemma by drinking a pint or two of blood from *volunteers* within his group of companions. However, this sacrifice is only made for vampires who exhibit great restraint in fighting their despicable nature. Many characters may not be able to bring themselves to allow such a disgusting practice, and there is always the risk that the vampire will not be able to control himself and may try to drain a person dry. Under similar circumstances, the good characters may allow their undead ally to feed on the blood of the recently killed (within 15 minutes), like a scavenger, or to feed on truly evil villains already condemned to death. **Note:** Vampires cannot drink blood from other vampires or animals.

If a satisfactory solution cannot be found, the group may feel compelled to either reject the vampire from their group, or rather than let a vampire loose in the world, to kill their vampire companion for his sake as well as the sake of innocent people.

Players who select a vampire R.C.C. should expect such an outcome and not hold it against their fellow players. This is not betrayal on their part, but a moral conviction their characters are forced to live with or suffer an alignment change toward evil.

Deluded Vampire R.C.C.

A Secondary Vampire & Optional Player Character

“Any vampire who mistakes himself to be human, or to have ever been human, is deluded and, in my opinion, quite insane and unpredictable. These pathetic creatures mistake the memories and emotions of the person whose body they have stolen via the Slow Kill as their own. Confused and frightened by their true horrific nature and the evil thoughts and vile instincts that tug at them, they cling to the *human persona* they never were. The Deluded Vampire is in denial about being a monster, just as a man with amnesia might refuse to accept he is a criminal or serial killer. A Deluded Vampires takes on the persona of the person who died and clings to the tatters of his humanity so he can deny the horrible truth of being a demon.

“Try as the Deluded Vampire might, the monster's true nature slowly takes hold. Sooner or later, the Hunger forces the demon to kill and drink the blood of the living. Without blood, the vampire dies, and the demon within will never allow that.

“Even after feeding, the Deluded Vampire may hold onto the dream of being human, find a rationalization for his murderous behavior and desire for blood. He may continue to believe that though he is a vampire, he is a tragic victim and can control his dark desires. Some may even seek redemption for the wrongs they've committed by fighting their fellow vampires, working



with heroes and helping the innocent. However, it is my experience that over time, the Deluded Vampire will grow to accept and enjoy his demonic nature. Over time, they come to enjoy their supernatural abilities, start thinking of themselves as superior to mere mortals and accept their place as hunter, killer and master of humanoids.

“So don't be fooled into taking one of these demented monsters into your confidence. Do not mistake the Deluded Vampire for a friend or ally. Your deluded “friend” is an insane demon that loathes himself so much, he can't stand to accept what he really is. And what he is, is a ticking time bomb. When that bomb goes off – when the last vestiges of humanity give way to the monster within – there is no telling how many people who will suffer and die. It is best to avoid such aberrations. Better yet, lure them into your confidence, and put the monster out of his misery just as you would a rabid dog. It's the merciful thing to do.”

– Doc Reid, Famed Vampire Hunter

Though the Deluded Vampire might argue otherwise, Doc Reid's harsh assessment is painfully astute. Deluded Vampires cannot accept they are wicked monsters and battle a constant barrage of dark emotions and the gnawing demand of the Hunger – the need to feed on the blood of living humanoids. Newborn vampires don't understand the ravages of the Hunger until after they have made their first kill and tasted blood as a vampire

for the very first time. After that, the Hunger calls to them every hour of every day for the rest of their lives. Worse, the inhuman desire is strongest when the Deluded Vampire is near beautiful young women and attractive men, children and those full of life and vigor. The mere smell of blood is like an aphrodisiac that causes the monster's entire body to tingle with desire and the mouth to salivate. Like a drug addict in desperate need of a fix, the Deluded Vampire feels compelled to feed and enjoy the warm elixir of life that courses through the veins of the living. Giving in and feeding is not only fulfilling, but gives the vampire a sense of momentary ecstasy and a drug-like high. A high he craves with increasing frequency.

The Deluded Vampire must fight other dark thoughts and emotions, such as the joy of hunting, the thrill of combat and the pleasure of taking lives, all natural instincts for vampires. Over time, most undead give in to the call of these dark desires and embrace their evil natures.

The Deluded Vampire is different, he or she continues to fight and deny the demon within. The character is desperate to maintain a sense of humanity. He refuses the urges of the beckoning darkness and works hard to stay a good (or at least selfish) alignment. To fight the darkness and his true nature, the Deluded Vampire must deny himself drinking blood or limit it to the bare minimum. To keep a grip on his humanity, the creature must not drink more than half the amount required of True Vampires, which means the character is half-starved all the time. Being deprived of proper nourishment means the Deluded Vampire is in a constant state of diminished mental and physical capacity. He's still superhuman compared to mortals, but not quite as powerful as his vampire kin who accept being evil monsters.

Deluded Vampires and Hero Vampires are the laughingstocks of the vampire world, and regarded as jokes and fools. The Deluded are second-rate vampires taken lightly, mocked, humiliated and tormented, while Hero Vampires are despised, hunted and destroyed. Both are looked upon with disdain and considered to be madmen and traitors to their own kind. Other vampires take great pride in making the Deluded see the light and turn into monsters like themselves. They also love to turn would-be Heroes into villains; failing that, they destroy them. Deluded Vampires who are, in effect, vampire slayers or associate with heroic mortals and/or Hero Vampires may be beaten and tormented more than usual, but seldom slain. They are, after all, recognized as being delusional and under most circumstances, allowed to live. However, Deluded Vampires who succeed in incurring the wrath of a Secondary or Master Vampire get a death sentence.

Stat Modifications for Deluded Vampires

The Deluded Vampire character is created the same as the Secondary Vampire with a few modifications, bonuses and penalties.

The deliberate act of trying to hold on to their humanity allows the Deluded Vampire to retain a few more skills and memories of the deceased, but they lose a bit of raw vampire power.

Lack of proper nourishment leaves the Deluded Vampire in a constant weakened state. As a rule, they deny themselves the full, necessary requirement of blood. They drink only enough to prevent themselves from going crazy or feral. To an outsider, they may look fine or a little gaunt and pale, but otherwise human and healthy. However, compared to vampires who feed regularly, Deluded Vampires are somewhat diminished. The Deluded Vampire finds this preferable to being a bloodthirsty monster, and finds it a

worthwhile sacrifice. Furthermore, hanging on to their humanity gives the Deluded more skills.

Creating a Deluded Vampire Character: Roll up just like any Secondary Vampire. Then apply the following modifiers due to starvation/lack of nourishment.

Alignment of the Deluded: Scrupulous, Unprincipled and Anarchist are as good as the Deluded Vampire can hope for. Many strive to be better, but it is impossible to achieve for them. Miscreant and Diabolic are the alignments most *natural* to vampires, Aberrant to a lesser degree.

To associate with Vampire Hunters, or with humans and D-Bees outside of vampire infested Mexico, the character needs to be at least Unprincipled or Anarchist (Scrupulous is better!). Smart and cautious people find the Anarchist alignment much too risky.

Attributes: The player should roll to determine the vampire's full stats as per the Secondary Vampire. Record those stats and keep them before making the necessary modifications. ALL modifications and penalties remain in place as long as the Deluded Vampire limits his consumption of blood and the character denies his true, demonic nature.

Reduce mental attributes by 5%.

Reduce P.S. and Spd attributes by 15%.

Reduce all other physical attributes by 10%.

Penalties:

-5% on the performance of all skills.

-2 to Perception Rolls.

-2 to initiative.

-1 attack per melee round.

Frightened of all vampires just as any "ordinary" civilian would be; -2 to save vs Horror Factor.

Submissive to Secondary and Master Vampires, meaning the Deluded Vampire tries to avoid direct confrontations with them and tends to back off when challenged by one, fighting him only when forced in a corner. That corner may be physical or figurative.

Size: Varies, as per species of humanoid. Typically human, 5.2 to 6.3 feet (1.5 to 1.92 m). 10% larger in true vampire form.

Hit Points: 3D4x10+10; same as the Secondary Vampire.

P.P.E. Base: 1D4x10. **I.S.P. Base:** 3D6x10. All as per the Secondary Vampire.

Horror Factor: 13 (+2 in true vampire form).

Level of Experience: Player characters should start at first level. NPCs (Non-Player Characters) are as desired by the Game Master.

Vampire Reborn & Skills: Same as the Secondary Vampire only the Deluded hold onto their human memories and get more skills.

O.C.C. Skills as a Deluded Vampire: Keeps *two-thirds* of the O.C.C. Skills and all Special Skills that come with that particular O.C.C. (if any). Skill proficiencies are frozen at *half* the level of the victim before he died. The skill proficiencies never improve, and the usual *O.C.C. Skill bonuses* do NOT apply – forgotten – only I.Q. bonus applies, if any.

O.C.C. Related Skills as a Deluded Vampire: Select 1D6+2. Skill proficiencies are frozen at *half* the level of the victim before he died. The proficiencies never improve and the usual skill bonus does not apply.

Secondary Skills: Pick/keep 1D4 of choice total.

New Skills for the Secondary Vampire: One additional skill can be selected for every three levels of experience. New skills are at second level proficiency and do NOT increase. A new skill can only be selected from the following categories: Communication, Domestic, Piloting, Technical, Rogue, Wilderness, and Weapon Proficiencies.

Unavailable Vampire Powers: The denial of the Deluded Vampire who clings to humanity prevents him from using the following abilities.

Minimal Consumption of Blood. To remain in denial, the character *must* resist drinking more than the bare minimum to keep himself alive and sane. A vampire should feed on at least two pints (roughly one liter) of blood every 72 hours. Twice that amount every night or two is preferred, and a vampire who indulges will gorge himself on 6-9 pints every night or two. See **The Hunger**, under *Combat Notes*, for details on the feeding practices of vampires.

The denial of Deluded Vampires is so strong that they can go twice as long (8 days) without blood before suffering the frenzy. If a Deluded Vampire can get through five hours of frenzy without feeding (may require being caged, chained or otherwise restrained by allies), he can get himself under control and go another four to eight days without feeding. **Note:** As long as the Deluded Vampire has one or two pints of blood every four days, he can go on like that, half starved, indefinitely, without succumbing to the frenzy.

No True Vampire Humanoid Form. The delusional vampire clings to the lie that he is not a horrible demon and remains in control of his good and mostly human (or D-Bee) self the same as you or I. This means he holds onto his human appearance with an iron grip. That grip loosens, and his true demonic corpse form may appear, only when enraged or he loses self-control. Seeing himself as a demonic vampire is horrifying, but the character pushes it back, resumes his human appearance, insists the monster is not him, and tries to forget it ever happened.

No Metamorphosis. The Deluded Vampire insists he is not a true, evil vampire. As proof, he points to the fact he cannot change shape. It is a psychosomatic condition and inability due to the character's powerful denial and self-loathing. However, the character may have dreams of being a bat, wolf, mist or shape changing vampire. The only metamorphosis of sorts available to the character is the power to assume a normal, human appearance. See *No True Vampire Humanoid Form*, above.

No Seduction or Mind Control. The Deluded do not use powers of Seduction or Mind Control even on enemies. When the character starts to do so, it is the slide toward evil and accepting the ways of the vampire. When this happens, change the character's alignment to Anarchist. If Anarchist to start with the character begins to trend toward evil (whichever is most appropriate for his or her personality and behavior). The same happens when the Deluded Vampire starts to consume more blood or hunt humanoid prey, even if the character can justify doing it.

No Slow Kill. Will NOT use the Slow Kill Bite to create other vampires. The creation of more vampires is evil and wrong.

Natural Vampire Powers: Same as the Secondary Vampire.

Attacks per Melee: Five physical or psionic attacks per melee round. Can only use magic if it was known by the deceased

before becoming a vampire. Otherwise, same as the Secondary Vampire.

Mega-Damage: As per Supernatural P.S., bite or weapon. Same as the Secondary Vampire. **Note:** Against Hit Point creatures such as humans, the monster instinctively holds back to inflict S.D.C./Hit Point damage (same as Supernatural P.S. M.D. number point for point). Against Mega-Damage opponents, be they humans in power armor, cyborgs, rival demons, dragons or other Mega-Damage beings, the vampire's instinct tells him to cut loose, inflicting M.D. as per Supernatural P.S.

Bonuses (in addition to attribute bonuses): Same as the Secondary Vampire. +2 on Perception Rolls (reduce by half when the creature's Hit Points are down to half), +2 on initiative, +2 to strike, +2 to parry and disarm, +4 to pull punch, +4 to save vs Horror Factor. Impervious to all forms of mind control as well as psionic and magic sleep, paralysis and domination.

Magic: Same as the Secondary Vampire.

Psionics: Same as the Secondary Vampire.

Allies: Mortals and heroes. The Deluded strive to be good and human, so that's who they try to emulate and associate with.

Enemies: The Deluded consider Undead Vampires to be scary, horrible monsters to be feared and avoided. Characters who are part of an adventure group or team of Vampire Slayers regard other undead as evil and enemies to be destroyed. However, even these individuals would rather avoid direct conflict with them because it reminds them of the demons they are themselves.

Bionics: None.

Money: As per most human beings.

The Danger of Becoming Evil

Sooner or later, most Deluded Vampires give in and embrace their evil demonic natures. The primary reason is the Hunger.

The Blood Feast Power Boost (special and to be avoided): Though the modified stats are *the norm* for the character, from time to time the Deluded Vampire will give in to his cravings, kill and gorge himself on blood. When this happens, his stats and abilities return to full strength for the next 1D4 days, before slipping back to the half-starved stats.

Less Self-Control: During this period of renewed strength and heightened senses, the character is also more aggressive, violent and has a difficult time fighting the urge to feed and drink a full amount of blood to stay strong.

Becoming Undeluded. If the Deluded Vampire drinks his fill of blood for eight weeks straight (or the majority of 12 weeks), there is a 25% the character accepts being a vampire and turns evil. The odds increase by 5% per each subsequent week the character continues to drink his fill of humanoid blood. The Hunger is what ultimately turns those who try to fight being a vampire into the blood sucking undead. At some point, the character stops trying to be human and embraces being a superior and wicked vampire. When that happens, the character's alignment drops: 01-50% Miscreant or 51-00% Diabolic. He forgets the bonus skills of the Deluded Vampire (becomes the same as the Secondary Vampire) and has full vampire P.S., powers, attacks per melee and bonuses.

The G.M. may allow the Undead Vampire to remain a player character, but he or she is now evil, and cannot go back to being Deluded without tremendous effort.

Return to a Delusional Existence. Like a drug addict, the vampire can try to “kick” his addiction to blood, power and evil as often as he would like. Returning to a delusional state of mind and trying to be human-like, however, requires minimal blood consumption and a lot of mental and emotional effort that is true torment. Double the penalties above for as long as the character is delusional. Though the character may be more committed to not drinking blood and strive to be a better alignment than ever before, once he has embraced being a vampire for any length of time, he can never be a better alignment than Anarchist or Aberrant evil.



Hero Vampire R.C.C.

A Secondary Vampire & Optional Player Character

“I have always thought any vampire who clings to the illusion of humanity and denies his true demonic nature to be quite deranged. A monster with delusions of humanity on a quest to find a soul it does not possess. This is always my first inclination and I find it difficult to believe otherwise. However, a Cyber-Knight I respect raised this interesting hypothesis: What if the vampire who strives to be good is not deluded or deranged, but truly hates what he is and sincerely struggles to deny the evil that gnaws at his soul? Under this theory, the monster rejects what he is, rejects evil and the power of the hive mind, and fights to destroy his fellow vampires, not only for his own eternal soul, but for the survival and sanctity of humanity.

“From time to time, I hear about so-called Hero Vampires fighting against the Vampire Kingdoms to free human slaves, rescue captives and even fight on the side of Vampire Hunters. Over the years, I have met three such ‘Hero Vampires’ and, God rest their damned souls, they did seem fiercely committed to protecting humans and destroying vampires even if it cost them their own immortal lives.

“Are these demonic, self-proclaimed heroes genuine? Perhaps, but I find it hard to swallow. Personally, I could never trust a vampire regardless of his apparent good intentions and heroic deeds. As the saying goes, the road to Hell is paved with good intentions. Associate with vampires at your own risk.”

– Doc Reid, Famed Leader of Reid’s Rangers

Hero Vampires are different from Deluded Vampires, because they accept they are demons, but refuse to give in to their monstrous natures and wickedness. Instead, they accept that vampires are terrible monsters and choose to oppose their fellow undead. Hero Vampires fight on the behalf of the living in a campaign of redemption. They hope their efforts to protect the innocent and destroy evil make them champions of justice and goodness, if not true heroes or forces of good themselves.

Hero Vampires are *Vampire Hunters*. They seek to free human slaves and captives, bring down the Vampire Kingdoms and destroy all vampires on Earth. Including themselves. Thus, Hero Vampires work hand in hand with mortal slayers of the undead, Cyber-Knights, warriors and other people who battle the “vampire menace.” Though they themselves are the undead, the heroes speak of vampires as “evil,” “a menace,” “pestilence,” “demons,” and other unflattering terms.

Most Hero Vampires seek humility by recognizing they are neither human nor superior to mortals. They accept they are despicable monsters who must earn the right to walk among human beings and D-Bees as their equals. Hero Vampires struggle to replace dark emotions like anger, lust, hatred and revenge with human virtues and kindness. They seek to see the value in all living beings (difficult even for humans sometimes), and avoid fame and positions of power. For vampires, power and riches bring too many temptations, as does sexual interaction, so many Hero Vampires live like *warrior monks*, give away their money to the needy and let their human companions reap any glory, fame and fortune that comes their way. All of this keeps the Hero Vampire grounded and his base instincts and dark inclinations in check.

Even with all these precautions, checks and balances, the so-called Hero Vampire might be better thought of as an *anti-hero* or even a loyal pit bull, for in combat the savage monster within them is quick to resurface. Indeed, the Hero Vampire may be able to hold himself in check among mortals simply because he unleashes his unchecked fury during his battle against the undead.

Watching Hero Vampires in combat can be disturbing, as this is when their demonic natures shine forth. Vampires, even the supposed “good guys,” fight to kill. They are ruthless, brutal and use every weapon at their disposal, including their fangs, fists, claws, Supernatural Strength and vampire powers, to cripple and kill opponents. Hero Vampires are especially ruthless and deadly when fighting other vampires, which is why they are sometimes called “God’s Fist.” The most frightening thing about watching a Hero Vampire in combat is the expression of joy on his face. Even the Heroes cannot contain the pleasure and rush they get from fighting and killing.

As bad as the brutal straightforward killing machine approach can be to watch, the taunting and torture of cat and mouse games from a vengeful Hero Vampire is worse. It is a vampire's nature to instill terror and agony. They love it. And they are masters at it. Even Hero Vampires like to taunt, mock and humiliate their enemies. Some may even laugh while tearing an enemy apart or prolong their hated enemy's death while whittling him to pieces. Under such circumstances, the Hero Vampire is terrible to behold and some use vampire cat and mouse games to make an opponent believe he has escaped to follow him to his lair or to his leader. They, better than any human, know exactly what vampires are capable of doing, so they do not hold themselves back in combat. They strike without warning or mercy, and use every dirty trick in the book to bring down the enemy. As a rule, Hero Vampires are brilliant at espionage, subterfuge, surprise attacks, and laying traps for vampires and their servants, as well as drawing them out into the open and finding their lairs and hiding places.

To keep themselves at peak fighting strength and ability, most Hero Vampires gorge themselves on the blood of their slain enemies. Most human and D-Bee companions and allies turn a blind eye to the practice for five reasons:

1. Hero Vampires feed only upon the most reprehensible villains, namely humans and D-Bees who are the willing servants of vampires and the Vampire Kingdoms, murderers, slavers and similar blackguards.

2. They never use the Slow Kill to create a new vampire.

3. This is war. War has casualties. People die. What difference does it make if the enemy died by a laser blast or the life draining bite of a Hero Vampire?

4. They never torture their victims or keep prisoners for food. Killing is always quick and merciful (or at least it's supposed to be).

5. Allowing the Hero Vampire to feed on evil enemies keeps the vampire slayer in top fighting condition and preserves the character's life. Hero Vampires are invaluable strategic allies who understand the enemy better than almost anyone (other than Doc Reid and his Rangers, perhaps). They can also come and go through vampire territory without raising suspicion, and gather intelligence or make targeted attacks and assassinations in vampire territory that no humans could ever do on their own. In short, Hero Vampires are a necessary evil.

The reasons listed above help sanitize their deployment in the field and create a rationale that, for the time being, is acceptable to most pragmatic adventurers and military leaders. Doc Reid questions the veracity of their loyalty and trustworthiness, as do many other humans, but those who have fought at their side swear by them. (**Note:** Reid's Rangers is one of the few Vampire Hunter groups that refuses to ever work with Hero Vampires.)

Hero Vampires are uncommon in the American Southwest and most places north. They are most common to Mexico and Central America. Compared to the evil undead of the Vampire Kingdoms, their numbers are tiny, perhaps a few hundred. Evil vampires despise them even more than human Vampire Hunters and rival clansmen. If captured, a Hero Vampire will be tortured for weeks before being slain. Some undead may stake a Hero Vampire and keep him around for months or years, unstaking him from time to time to torture some more.

Hero Vampire R.C.C.

Also known as the Reconciled and God's Fist.

Alignment: Principled (30%), Scrupulous (50%) or Unprincipled (20%). A known and trusted Hero Vampire who slips to *Anarchist* may be accepted by teammates who know him, but it's dangerous. Hero Vampires strive to be as good as possible and one who becomes *Anarchist* alignment is in a dangerous downward spiral toward evil.

The Hero Vampire accepts who and what he is, but chooses to deny his base instincts and evil ways. Moreover, he vows to help people and work to destroy vampires. He knows vampires are a demon plague that needs to be eradicated from the face of the planet, including himself. He fights so humanity may survive and prosper. When the Hero Vampires are confident that all other vampires have been destroyed, the Heroes expect to be destroyed themselves. As long as even one vampire remains, hero or not, the Vampire Intelligence(s) retains its connection to that world. To sever that connection and put an end to the danger, the Hero Vampires must also be wiped out. It is a sacrifice they are willing to make, because they fear what they might be capable of should even one of them slip into the darkness that is a constant part of them. When a Hero Vampire slips into darkness, other Hero Vampires hunt him down and destroy him.

Attributes and Stats: Same as the Secondary Vampire.

Size: Varies, as per species of humanoid. Typically human, 5.2 to 6.3 feet (1.58 to 1.92 m). 10% larger in true vampire form.

Hit Points: 3D4x10+10; same as the Secondary Vampire.

P.P.E. Base: 1D4x10. **I.S.P. Base:** 3D6x10. All as per the Secondary Vampire.

Horror Factor: 13 (+2 in true vampire form).

Level of Experience: Player characters should start at first level. NPCs (Non-Player Characters) are as desired by the Game Master.

Vampire Reborn & Skills: Same as the Secondary Vampire with the following additions: Lore: Vampire skill at 98%, knows 1D4 additional W.P.s of choice, and specializes in hunting vampires; knows them like he knows himself.

Natural Vampire Powers: Same as the Secondary Vampire.

Attacks per Melee: Six physical or psionic attacks per melee round. Can only use magic if it was known by the deceased before becoming a vampire. Same as the Secondary Vampire.

Mega-Damage: As per Supernatural P.S., bite or weapon. Same as the Secondary Vampire. **Note:** Against Hit Point creatures such as humans, the monster instinctively holds back to inflict S.D.C./Hit Point damage (same as Supernatural P.S. M.D. number point for point). Against Mega-Damage opponents, be they humans in power armor, cyborgs, rival demons, dragons or other Mega-Damage beings, the vampire's instinct tells him to cut loose, inflicting M.D. as per Supernatural P.S.

Bonuses (In addition to attribute bonuses): Most are the same as the Secondary Vampire, only pull punch is greater. +2 on Perception Rolls (reduce by half when the creature's Hit Points are down to half), +2 on initiative, +2 to strike, +2 to parry and disarm, +6 to pull punch, +4 to save vs Horror Factor. Impervious to all forms of mind control as well as psionic and magic sleep, paralysis and domination.

Magic: Same as Secondary Vampire.

Psionics: Same as Secondary Vampire.

Allies: Mortals, heroes and Vampire Hunters.

Enemies: Undead Vampires are Enemy Number One, other demons, Deevils and evil supernatural beings are also considered enemies.

Bionics: None.

Money: They only keep 25% of any money or booty that comes their way and give away the rest to the poor and needy.

Vampire

Experience Tables

The high level of power and supernatural nature of vampires is such that they grow in experience slowly. The new or recently risen vampire begins his undead life at level one, regardless of the level of the human the monster killed and body taken.

The experience level of the *average vampire* is usually 1D6 for Secondary Vampires and 1D4 for Wild Vampires. Wild Vampires seldom exceed level five in experience, but Secondary Vampires can reach greater levels. As always, the level of a specific NPC (Non-Player Character) can be whatever the Game Master desires.

Secondary Vampires,

Deluded Vampires & Hero Vampires

- 1 0,000-3,500
- 2 3,501-7,000
- 3 7,001-14,000
- 4 14,001-28,000
- 5 28,001-56,000
- 6 56,001-112,000
- 7 112,001-150,000
- 8 150,001-200,000
- 9 200,001-250,000
- 10 250,001-300,000
- 11 300,001-400,000
- 12 400,001-500,000
- 13 500,001-600,000
- 14 600,001-1,000,000
- 15 1,000,001-2,000,000

Master & Wild Vampires

- 1 0,000-5,000
- 2 5,001-10,000
- 3 10,001-20,000
- 4 20,001-40,000
- 5 40,001-80,000
- 6 80,001-120,000
- 7 120,001-160,000
- 8 160,001-200,000
- 9 200,001-250,000
- 10 250,001-300,000
- 11 300,001-400,000
- 12 400,001-500,000
- 13 500,001-600,000
- 14 600,001-1,000,000
- 15 1,000,001-2,000,000



Experience Bonuses

As Master, Secondary (including Deluded and Hero Vampires) and Wild Vampires grow in experience, some bonuses and abilities also increase.

Level One: +1 to disarm and dodge.

Level Two: +1 added to the vampire's personal Horror Factor.

Level Three: +1 to initiative and +1 to strike and parry.

Level Four: +5% on all skills, +2D6 to Hit Points, and +1 to save vs vampire Mind Control.

Level Five: Summon 1D4x10 additional bats, rats or mice or 2D6 canines.

Level Six: Mind Control Human Enslavement: Can have one additional Mind Slave. Also select one new psionic power from the Sensitive category.

Level Seven: The power level of the vampire's psionics goes up by one level (if 4th level to start, it is now 5th level), and I.S.P. increases by 3D6+6 points.

Level Eight: +1D6 to Supernatural P.S., +1 to the vampire's personal Horror Factor and +3D6 to P.P.E.

Level Nine: Double the duration of Hypnotic Suggestion and Mind Control powers. Secondary Vampires are also better at creating their own kind, +10% to create a Secondary Vampire from a Slow Kill bite.

Level Ten: Mind Control Human Enslavement: Can create and control 1D6+2 additional Mind Slaves.

Level Eleven: Double the size of the fog when one is summoned, and add +1 to the vampire's personal Horror Factor.

Level Twelve: Can *summon* via a form of Telepathy, 1D6+1 of his Mind Slaves and/or human or vampire servants or henchmen up to a distance of 1,000 feet (305 m).

Level Thirteen: Summon 1D4x100 additional bats, rats or mice or 6D6+4 canines.

Level Fourteen: +1D6x10 to Hit Points, and +1 to save vs vampire Mind Control, and double the number of undead who can be influenced via Mind Control: Vampire vs Vampire.

Level Fifteen: Attacks via running water do half damage.

Vampire Protectors

“The number and variety of vampire protectors are many. As humans, we immediately think mind slave and paid goons, both of which are, indeed, counted among the Vampire’s protectors. The problem is, you’re thinking like a human, and as I keep reminding you, vampires are cruel and manipulative demons. Start thinking like one.”

– From the writings of Doc Reid



The Chupacabra

By Matthew Clements & Kevin Siembieda

One of the many mysteries of Mexico and Central America is the fabled *Chupacabra*. Spoken of in folklore long before the Coming of the Rifts, early sightings may have been evidence of previous attempts made by Vampire Intelligences to break into our dimension. Since the appearance of the Rifts, however, and especially since the establishment of the Vampire Kingdoms, the Chupacabra is known to be an actual flesh and blood creature, spoken of with fear and a certain bizarre reverence by the mortal inhabitants of Mexico.

Chupacabras are supernatural animals with a hunger for blood. The creature looks like a genetic mistake that merged a

dog with a monkey. The head of the Chupacabra resembles that of a baboon or canine, with a long muzzle, small pointed teeth and a pair of large fangs. The creature has large, blood-red eyes, and pointed dog- or bat-like ears. A crop of shaggy hair on its head and neck runs halfway down its spine like that of an African Lion, except the hair of the mane is much shorter than a lion’s, and does not grow under or on the sides of the neck, just on the top of the head and down the back of the neck. The mane extends along the spine and between the shoulder blades. The Chupacabra’s skin is a dull green color and scaly like a reptile. A series of short spikes run along the spine ending just before the rump. The whip-like tail is more like a dog’s than a monkey’s and it is *not* prehensile. The hands have four fingers and an opposable thumb, but are small, like those of a monkey. The fingertips end in small, sharp, black claws for ripping flesh and climbing. When there is a need for speed, the monster runs on all fours in a loping motion, but it can also stand, walk and run on its two hind legs at half speed. Chupacabras are good climbers and can leap a good distance and height, which means they can go from the ground to climbing trees or scaling the side of a barn, building or mountain cliff with a quick hop and a jump.

Like vampires, Chupacabras are nocturnal animals who hunt at night and drink the blood of their prey. However, they are not the undead nor do they possess any of the powers of the vampire. Chupacabras are strange, possibly supernatural animals, and though they are night hunters, they sometimes come out during the day. They can also swim across rivers to get to new territories and are quite comfortable living up in the rafters of a barn or bridge or in trees, caves, ruins or anyplace they can hide. Despite their speed and power, Chupacabras tend to be shy creatures, even when they run in small packs of 2D4+1.

The bloodthirsty creatures drink the blood of their animal prey, but they are also P.P.E. vampires, known for preying upon livestock and pets. The Chupacabra kills its prey, drinks in the P.P.E. and then drinks the blood, leaving the carcass behind otherwise intact. Chupacabras are extremely elusive creatures, equipped with natural psychic abilities that allow them to better track animals (and people) and evade pursuers. Their physiology and breeding habits are mostly unknown, and theories regarding their origin range from them being Wild Vampires that have somehow further devolved, to creatures from some long-forgotten vampire home world or alien dimension. All that is known is that they drink blood and they appear most often in dimensions and on planets that have been colonized by vampires.

Dense rain forests, Aztec and Mayan ruins and rocky deserts are all familiar habitats to the Chupacabra. The animals are most prevalent living near farms and ranches where they can find plentiful prey such as goats, sheep, chickens and other livestock. They shelter in caves and tunnels, in the remains of pre-Rifts sewer systems and in thickets and burrows deep within the jungle. A solitary scavenger and hunter that sometimes congregate in small groups, Chupacabras normally stick to their animal diet, but have been known to attack and kill, and sometimes abduct human children and small D-Bees. The creature may also attack adults who are sick, hurt, especially if bleeding, or trapped/pinned. They are

sometimes seen on battlefields when the fighting is over, finishing off the wounded and drinking their P.P.E. and blood. Children abducted by the little monsters are taken back to their dens and kept as playthings for several days. However, if the child or small D-Bee proves to be an annoyance, too much trouble or the creature tires of him, it feeds and drags the body away from its den, dumping it out in the open for scavengers to devour.

Chupacabras are curious about people and may simply follow groups of humanoids or cause mischief because it amuses them. Necromancers and Shifters sometimes use them as pets or Familiars.

Among vampires, they may be kept as pets, like trained monkeys or dogs. Chupacabras seem to have an affinity for the undead and obey them much better than any human owner. Vampires use them not only as pets, but as watchdogs and for herding and corraling human cattle like sheepdogs, and running down slaves or prisoners trying to make an escape. In the capacity of wrangling humanoids or running down slaves, 2-4 Chupacabras are set upon one or two individuals, leaping on their backs, biting their legs and ankles and tripping them. The creatures are found in the wild, especially tailing or living among packs of Wild Vampires. However, they are most numerous in the vampire cities where in addition to being vampire pets, wild Chupacabras scurry through the streets and alleys, on the sides of buildings, and along ledges and rooftops like oversized rats. Found in every vampire city (including Ciudad Juarez, though in smaller numbers), Chupacabras overrun **Ixotz**, whose untended ruins and abandoned vampire lairs make perfect dens for the creatures.

Most humans and D-Bees view Chupacabras as pests and vermin, or even as little monsters that spread disease and frighten, chase and kill livestock as well as represent a danger to house pets, children and the elderly. They terrorize human and D-Bee settlements throughout Central America, Mexico and the American Southwest and are the bane of ranchers, cowboys, the Simvan and other herdsmen. They are regularly hunted, trapped and exterminated.

Alignment: Considered Miscreant.

Attributes: I.Q. 1D6+7 (high animal intelligence), M.E. 1D6+6, M.A. 1D6+2, P.S. 1D6+8, P.P. 1D6+9, P.E. 1D6+10, P.B. 1D6+1, Spd 1D6+21, but can run at a speed of 44 (30 mph/48 km) in bursts lasting 3D4 minutes.

Size: 2-4 feet (0.6-1.2 m), and weighs 40-120 lbs (18 kg-54.5 kg).

M.D.C.: 5D6 +P.E. attribute number; Mega-Damage creature.

P.P.E.: 6D6

Disposition: Curious and inquisitive rather like monkeys, but skittish and quick to attack when startled, attacked first or when the beast thinks it has the upper hand.

Average Life Span: 2D6+6 years in the wild. Some kept as pets by vampires or as Familiars by Shifters have lived to be more than 30 years old.

Natural Abilities: Equivalent skills: Climb 85%, Detect Ambush 55%, Land Navigation 85%, Prowl 55%, Swim 50%, and Tailing 75%. Nightvision 1,000 feet (305 m). Can leap 12 feet (3.6 m) from a standing position; double with a running start. Chupacabras are P.P.E. vampires, but must kill their victim in order to absorb its potential psychic energy. They require between 10 and 20 P.P.E. per week to survive depending on overall body weight. Also see Psionics.

Attacks per Melee: Three for males. Two for females and young.

Damage: Bite 1D4 M.D., claws 1D6 M.D., claw swipe 2D4 M.D. (counts as two attacks), pounce/tackle 2D6 M.D. (Chupacabra must have the initiative).

Bonuses: +1 on Perception Rolls, +1 on initiative, +1 to strike and parry and +3 to dodge.

Vulnerabilities: Chupacabras are not true vampires and are *not* harmed by daylight, wooden weapons, water, holy water, garlic or crosses. They are, however, vulnerable to silver weapons, which deal Mega-Damage when attacking them. This has led the few scholars who have studied the creatures to conclude that there must be some sort of connection between them and vampires.

Magic: None.

Psionics: Detect Psionics (6), Sense Evil (2), Sense Magic (3), Sense Time (2), and Empathic Transmission, but only Confusion and Fear (6). Considered a Major Psychic. I.S.P. is M.E. attribute number x4.

Psionic Sensitivity (special): Chupacabras can Sense Psychic and Magic Energy like Psi-Stalkers: average skill 35% to track a specific psychic “scent,” 75% to sense magic or psionic powers being used in their vicinity. They can also Sense Supernatural Beings with a base skill of 40% +25% to sense vampires.

Habitat: Chupacabras are shy and reclusive, and require a good den or other hiding spot to conceal themselves. In the jungle, they inhabit fallen trees, caverns and burrows and relocate their dens frequently, living very much like other animal predators. Closer to ranches or farmland they tend to create more permanent dens and range across a familiar home territory looking for prey. In cities and other urban areas they live in sewers, abandoned houses, warehouses and ruins. In city settings Chupacabras prey upon pigeons, rats, cats, stray dogs, children who wander off in dark places, drunks and homeless people. In vampire cities the creature may run wild (same as city above), but many are vampire pets or herd animals. As such, the monsters often sleep in the vampire’s lair or secret hiding place, as well in the rafters of basements, under the bed, in the attic and in catacombs.

Chupacabras are found throughout Mexico and the Old American Southwest, as well as in the jungles and ranch country of what was once Guatemala, Honduras, Belize, Costa Rica and the rest of Central America. Within the last ten years they have also been reported around the vampire kingdom of Haktla in Columbia and may be spreading further south.

Dogs and Wolves

“When you see a lot of wild dogs, coyotes or wolves running the streets of a town or the paths of a village, it should be a red flag. If they seem to stop and take a long, hard look at you, be wary. If even one dog or wolf seems to be tailing you – watching you – be more than wary. It is likely to be a vampire in the guise of a wolf, or one of its protectors.

“When you find a location, be it a ruin, house, farm, building, or area of a cemetery that is home to a pack of coyotes, wolves or wild dogs, you have found the lair of a vampire. Remember, vampires often take the form of the wolf to stalk city streets and track and tail enemies. Any wolf that seems too curious about you, or seems to be tailing you, is probably a vampire. If not “the”

vampire running the undead clans in the community, then a Wild Vampire that serves him. Have no doubt of it.

“While this may be unnerving, don’t let being followed by a wolf or wolf pack, that are probably vampires, get to you. The undead like to intimidate and play mind games. Remain steady and use this information to your advantage. The demons have just tipped their hand. You now know you are in a place occupied, perhaps dominated by vampires. Don’t let them catch you off guard; prepare for vampire combat. It has been my experience that if vampires or their minions are following *you*, they see you as a potential threat to them. Let that buoy your spirits and give you courage. Be ready for a confrontation and fight back without mercy.”

– From the writings of Doc Reid

Vampires can summon and control canines, including wolves and coyotes. The animals are under the complete control of the vampire and obey his every command. Thus, if he so desires, they will follow him around, surround him, attack anyone who comes within 10 feet (3 m), attack upon command, give chase or track down and follow anyone the undead indicates. To most ordinary people a pack of large, aggressive dogs, let alone coyotes or wolves, are scary and intimidating; Horror Factor 12 (+1 for every 10 animals). Furthermore, against ordinary people without body armor, packs of dogs or wolves are going to inflict grievous injury and kill a number of them. Even heroes in Mega-Damage body armor can be knocked down, dragged down the street, held down on the ground, and disarmed by a one or two big canines. A pack may be able to keep an M.D.C. opponent off balance or knocked off his feet for several melee rounds to several minutes. Under normal conditions, hurting or killing a few would send the ravaging animals running for the hills, but canines under the vampire’s sway fight to the death. A pack of them can easily manhandle an adventuring group, cause delays and create distractions.

Vampires, ever the brutal and cunning opportunists, may not waste their time sending wolves or dogs against well-armed and armored adversaries. They’ll send the animals to attack bystanders knowing full well that no hero is going to stand idle and allow innocent people to be mauled or slaughtered. Thus, a pack of canines or coyotes can provide a wonderful diversion, misdirection or crisis situation that forces heroes to save lives rather than pursue the undead.

The most important role canines play for vampires is that of guardian of the lair. In the wilderness the canines will be coyotes or wolves. In farm areas, canine protectors may be coyotes, wolves and/or dogs. In towns and cities, they may, again, be any, but more likely than not, the canines summoned will be dogs. In most cases, a pack of dogs, coyotes or wolves is found outside the building or structure that contains the lair. The animals act like this is their territory and chase away or attack and kill anyone who comes within 60 feet (18.3 m) of it. The animals are usually all around the structure, so going around to the back or side door is not an option. Dogs bark, coyotes and wolves howl at the approach of trespassers, long before (100 yards/meters) the intruders reach them. This noise is designed to alert any intelligent protectors in the area that trouble approaches. The noise may also awaken the vampire(s) within, though during the day the odds of that happening are thin (01-15%), as vampires sleep like the dead. At nighttime, however, any vampires present are immediately alerted to the presence of intruders by the commotion (01-

96%). This has the obvious benefit of giving a vampire time to hide or prepare for attack, or greet his visitors. In a similar vein, any protectors inside can prepare to hide their undead master or any incriminating evidence, set traps for intruders, prepare for combat, make a call for help, slip out the back (to get help, attack outside, etc.) and so on.

Canine protectors may also be kept inside the lair. Inside, their barking and howling, as well as sounds of combat, are almost certain to wake the slumbering vampires (01-88%), giving the monsters the chance to join the battle, summon other protectors or attempt to escape. As always, the canines fight to the death or their incapacitation.

Also, see **Animals and Vampires** in *Combat Notes*.

The Mexican Wolf

By Braden Campbell

These wolves once ranged throughout Central Mexico, Texas, New Mexico, and Arizona. By the turn of the 20th Century however, a reduction in natural prey and urbanization caused the wolves to attack domestic livestock, like sheep and cattle. In response, individuals and government agencies hunted and destroyed the animals without mercy. In 1976, the animal was declared an endangered subspecies, and by the dawning of the 21st Century there were only four hundred of them in existence, kept in wildlife preserves and breeding facilities. The Coming of the Rifts changed all that. The Mexican Wolf survived and flourished in the new wilderness.

Today, the species not only covers its traditional range throughout Mexico, in both the mountains and lowlands, but can be found as far north as the Colorado Baronies. They are the smallest subspecies of North American wolves, and have grey fur with light brown accents on their back. Their long legs and sleek body enable them to run very fast. They prefer mountainous forests, grasslands, and scrublands where they live in packs of 6-36 members. Each pack includes a breeding adult pair (the alpha male and female) and their offspring. Between May and June, the females give birth to a litter of four to seven pups. The pack cares for the newborns for roughly ten months, after which they are grown enough to head out on their own.

In the mystical lore of many Native American tribes, the wolf, as a totem animal and spiritual force, is noble and courageous. Anyone who accepts it as an equal and companion will be protected to the utmost. Regrettably, they offer no protection against vampires, and are often summoned and controlled by the undead, particularly Wild Vampires.

Notable Attributes: Medium Animal Intelligence; predator.

Speed: Runs at 35 mph (56 km) and up to 50 mph (80 km) in a short burst lasting one minute.

Size: Three and a half to four and a half feet (1.05 to 1.35 m).

Weight: Between 60 and 80 pounds

A.R.: Not applicable.

Hit Points: 3D6+10. **S.D.C.:** 2D6+12.

P.P.E.: 5D6

Average Life Span: Up to 15 years.

Attacks per Melee: Three.

Damage: Bite does 2D6+3 S.D.C., claw attacks inflict 1D4 S.D.C.

Bonuses: +3 to initiative, +4 to strike, +4 to dodge, and +3 to save versus Horror Factor.

Natural Abilities: Nightvision 200 feet (61 m), Prowl 60%, Track by Smell 88%, can smell blood scent up to one mile (1.6 km) away, Swim 65%, can leap 3-4 feet (0.9 to 1.2 m) high and 8 feet (2.4 m) across.

Value: Some farmers in northern Mexico offer a bounty of 1D4x10 credits per tail to thin their numbers. However, it is rumored that anyone who does so often suffers a vampire attack shortly thereafter, and so the wolves are usually left alone.

Habitat: The Sonoran and Chihuahuan Deserts in Northern Mexico. They also range throughout the Pecos Empire (Texas), southern New Mexico, and central Arizona. Recently, they have been reported in Colorado (no one has yet figured out that this is because vampires have moved into the area as well).

Demons and Monsters

Vampires have few allies. Even among other supernatural beings and fellow demons, vampires are regarded as a pestilence or dangerous rivals. Vampires don't play well with others. They see themselves as superior to all (a common trait among demons), and their hive mind mentality makes them the conquering horde that controls everything. Since vampires have no room for anyone else in their quest for global domination, there is no reason for other supernatural beings to help them. That having been said, there are lesser beings, rogue demons and monsters who don't know any better, or don't care, who are willing to join forces with the undead.

Evil Mortal Henchmen

With few other options left for them, there are mortals willing to be the vampires' henchman rather than be a slave, pet or food. They take the attitude that it is better to be the slave master than the slave, or better to be the cook than the ingredient in the meal. If that means being one of the vampire's henchmen who manages the slaves or sends the innocent to hard labor or to the slaughterhouse, then that's the way it has to be. Some of these mortal henchmen feel regret and sorrow for what they do to their fellow humanoids, but most are happy it's not them. After a short while, most henchmen become cold-hearted about their position and the fate of those less fortunate. Some even start to see themselves as superior to their fellow man.

Slaves are mortals forced into physical labor. They are slaves in every sense of the word. They are usually housed in barracks behind a wire fence or a prison-like compound. Others are kept in chains like a prison chain gang. The lucky ones are treated like dogs or work animals. The unlucky ones are beaten and mistreated daily. Most slaves hate and fear their undead keepers as well as the *mortal henchmen* who treat them just as cruelly and are often the ones administering the beatings and punishments. Slave overlords are almost always henchmen. If given the chance, slaves would run for their lives. Likewise, if given the chance to destroy their demonic master or kill the brutal henchmen, they would do so without hesitation.

Servants are mortals a step above slaves. They cater to the vampires' needs, desires and protection. Servants are, in effect, slaves of elevated position such as house servants who wait hand and foot on their demonic masters, pleasure slaves or humanoid pets. They are attendants who bring the undead food (yes, that means a person for the vampire to feed upon, or the servant may be the one responsible for extracting the blood and bringing it to the vampire while it is still warm), dress them, fluff their pillows, clean their homes, tidy up, serve at parties, secure the lair, watch out for signs of trouble, and may be forced to tend to their masters' other needs, including carnal ones. The majority of servants (66%) hate and fear the vampire lord who owns them, and would flee if they thought they had a real chance of escape. Most are too frightened to raise a hand against their undead masters or their evil henchmen, though they would love to see them pay for their cruelty.

Loyal Servants. Some mortal servants (34%) come to identify with their undead masters and accept their position in life as third class citizens in a society ruled by monsters. It is better than being a slave or human cattle, or trying to make a life in the wild. As a servant, you have a nice room, you are guaranteed three hot meals, you know what to expect every day, and you are probably allowed to mate and have a family. Most of all, you are safe. The only thing you have to fear is the vampires you serve, and if you are obedient, submissive and do your job right, life can be very good.

These "loyal" servants truly accept their existence as servants, happily serve their undead masters and work to preserve their life. That includes keeping their masters safe. Loyal servants might steal and skim this and that from their masters, but they would never dream of running away or killing them. Life is (comparatively) good, and loyal servants fight to preserve it. They protect the vampires they serve and will snitch on other servants and slaves, turn in any mortal they overhear talking against the master, warn the vampires of danger, and may even fight to protect them. It is not that they love vampires (though some do), it's that they see this as a good life and they fight to protect that life and their family's. This also means loyal servants may have the ear of various henchmen and turn to them when they think there is a problem or threat that needs addressing.

Henchmen are facilitators and enforcers who do the vampires' dirty work. When it comes to dealing with slaves and servants, henchmen are the ones who roust and beat slaves, and assume the roles of slave master, manager and boss. They also function as guardians, protectors, spies, agents and enforcers for the vampires. Henchmen implement punishments, issue threats and warnings, track down rivals and enemies, capture them or inflict retribution, break legs, torture and kill in the name of their masters.

As evil facilitators, henchmen may be involved in kidnaping and blackmail schemes, plant false evidence against enemies of their master, impugn the reputations of rivals, threaten their loved ones and help their masters ruin or destroy their rivals and enemies. Henchmen lie, steal and kill in the name of the vampire(s) they serve, as well as watch for trouble, protect the lair and rescue the vampire they serve as necessary. There is always at least one henchman assigned to protecting and guarding the vampire's lair, another (or a small team of 2-6) to protect the vampire's home and holdings, and a small team of "troubleshooters" (enforcers)

to deal with other matters. Most henchmen are dedicated to their undead master(s) and perform their job very well.

These misanthropes realize that “henchman” is the top of the food chain for mortals. It is the most powerful position a mortal can get in the vile world of the undead. Henchmen get the best treatment, best food, best living facilities, enjoy favor and, if they do their job well, get a certain amount of autonomy and power. Serving a vampire, especially a powerful vampire lord, gives them power and wins them favor. Henchmen live better than any other vampire servant, and can become the unofficial right-hand man of the monster. However, it is the power and comfort that come with the job to which the henchman is loyal, not the vampire(s) himself. Henchmen are just looking out for themselves. That being said, they take their jobs seriously and work hard to keep their masters safe and their position in vampire society strong or improving.

As you can tell from the duties of the job listed above, henchman is a position that attracts the most ruthless people and, more often than not, the most violent, brutal and cunning cutthroats, murderers and evildoers. Many are bullies, brutes and psychopaths, and they truly love their work. They love threatening people, forcing people to do what they are told, and delight in beating, torturing and killing others. For these violent and often mentally disturbed men and women, being henchmen to a vampire is a dream come true. Vampires trust and appreciate their henchmen. Those who learn how to stroke a vampire’s ego in the process can attain shocking levels of trust and power in the service of evil.

Henchmen may begin their relationship with the undead as slaves or servants who, over time, earn the vampires’ trust or impress them with their resourcefulness and cruelty. A henchman (or lead servant) is three steps above a slave and two steps above an ordinary servant. Henchmen enjoy a greater level of freedom and trust from their demon masters, in part, because the wicked undead understands and appreciate ruthlessness and selfishness. While evil henchmen may secretly dislike and even despise their vampire masters, they serve them with surprising loyalty and care.

Henchmen for hire. Other henchmen to vampires are mercenaries, assassins and criminals for hire happy to serve up humanity on a silver platter for personal reward and profit. Only the most despicable humans and D-Bees serve vampires of their own free will. Some do so for money, others for power and influence, and still others out of some sick sense of revenge. And some just like to hurt and kill others. Getting paid for it is just the frosting on the cake. Money and power are the main reason most do it. As a rule, henchmen see vampires as the dominant power, especially in Mexico. Working for the rich and powerful are what assassins and hired guns always do, so working for vampires who are the reigning power in Mexico is – more or less – business as usual. Besides, it keeps them off the dinner plate themselves.

Note: A henchman of any variety can be human or D-Bee, and any O.C.C. or R.C.C. the only requirement is that the individual is Anarchist or an evil alignment, and willing to turn his back on humanity. Other monsters, Sub-Demons, Lesser Demons and other evil beings may also serve as vampire’s servant or henchman.

Mind Slave

Like the Slow Kill, a Master or Secondary Vampire can turn a human or D-Bee into his Mind Slave via a series of nonlethal bites. On three consecutive nights the undead comes to feed, drinking a small amount of blood every visit. The third visit does not slay the victim, but enslaves him (or her), creating the legendary vampire slave/servant and protector. **Note:** A Secondary Vampire is limited to only one Mind Slave and a Master, two. Wild Vampires cannot have a Mind Slave.

Compelled to serve. The Mind Slave is different from any other servants or henchmen, because he is an unwilling slave placed under the vampire’s complete control. The Mind Slave knows to fear and obey his master, and is completely subservient to him. Even if he hates what is asked of him, the Mind Slave has no willpower of his own to resist. He must serve the vampire. The real tragedy is that the suffering Mind Slave is not a mindless zombie or puppet. He retains his memories, skills, alignment and sense of right and wrong, thus being forced to do wicked things counter to his alignment is torture. A fact that vampires enjoy immeasurably. Vampires are demons who enjoy dominating others and inflicting misery. Consequently, many make a point of making a good, kind individual their Mind Slave.

The compulsion to serve is so powerful and all consuming to the Mind Slave; nothing else matters. He does everything in his power to serve and protect the vampire. Unless given a command to do something else during the day, the Mind Slave is always present in or around the vampire’s sleeping place to keep it safe. The Mind Slave maintains the lair and provides cover stories, alibis, and an innocent front to hide and/or protect his master. The Mind Slave is also likely to be the vampire’s front man regarding many interactions with mortals, and is likely to be the one to hire, coordinate and command many of the vampire’s henchmen. When the safety of the lair, or the vampire himself is threatened, the Mind Slave fights to the death to protect him or give him time to escape. He has no other choice.

The Mind Slave is permanently linked to his demonic master and cannot raise a finger against him, not even to save himself, nor attempt to run away. The best the Mind Slave can do is attempt to not perform commands that are completely repugnant to him, but he is -6 to save vs the vampire’s Mind Control, and will be forced to do terrible things. Even if the save is successful and the slave disobeys, he remains the vampire’s obedient slave and has only managed to refuse to perform one particular command. Of course, such defiance results in harsh punishment that may involve physical or more mental torture.

The link between vampire and Mind Slave is so powerful that the Mind Slave senses when the vampire awakens, is near (with 200 feet/61 m), is in pain, and when his master requires his services. Likewise, a limited telepathic link is established by which the vampire can mentally *call* to his servant and be heard. The telepathic message is always brief, “Come to me now, and bring the carriage.” or, “Go to so and so and tell him to stop his search or die.” The Mind Slave also automatically knows *the location* of his undead master at any given time, and whether the vampire is in danger or in need of him. Range is one mile (1.6 km). This is a two-way connection, so the vampire knows his Mind Slave has received the message, can hear his slave’s verbal response,

provided it is spoken aloud, knows when his slave is in danger or in pain, or killed, and knows the slave's exact location by concentrating on him. Range is one mile (1.6 km).

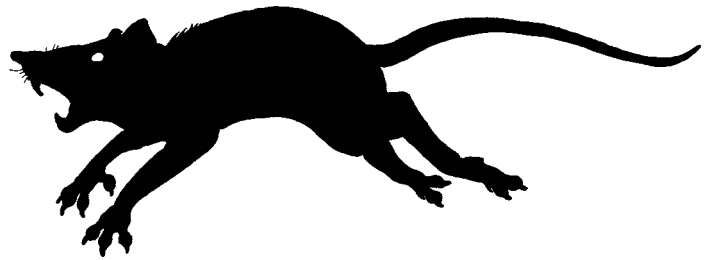
The duration of this unholy union is permanent. The only way to free a victim of a vampire's Mind Control Enslavement is to *slay the vampire* who controls him. Taking the Mind Slave thousands of miles away, or even to another dimension is likely to drive the poor soul insane. All he can think about is getting back to the master, how the master must need him, and how angry the master will be when they are reunited. The Mind Slave will do everything in his power to return to the vampire to whom he "belongs." If not allowed to do so, the Mind Slave will resort to violence and murder to "make" someone take him back. The vampire's Mind Slave will also engage in acts to undermine, sabotage and destroy those around him, starting with his captors. The violence escalates to rape, torture and murder, behaving very much like a sadistic serial killer. The Mind Slave is also likely to drink or bathe in his victims' blood or eat or wear his victims' entrails. Those able to fight such horrid compulsion may take to eating live insects, mice, bats or snakes. Again, the Mind Slave does *not want* to do any of this. He is programmed to do these things by his evil undead master to force people to let him go. More terror and innocent victims to fall at the hands of the vampire via his Mind Slave servant. Killing the Mind Slave may put an end to the mayhem, but the vampire who created him will instantly know he is dead, even if they are dimensions apart. Worse, it enables the vampire to find and create a new Mind Slave. As long as the current Mind Slave lives, the vampire cannot create another. So if the vampire can locate him, the monster will do whatever he can to free him and whisk the Mind Slave away, or at the very least kill him.

Penalties: When the Mind Slave is separated from the vampire like this, the Mind Slave is a nervous wreck. He sleeps only 1D4+2 hours a day, is awake all night, chews on his fingernails, paces back and forth, rambles when he talks, may talk to himself, may develop a nervous tick, sees M.E. and P.B. reduced by 10%, and suffers a -20% penalty to the performance of all skills, but the penalty disappears when trying to escape.

Powers of the Mind Slave: The link between vampire and Mind Slave is greater than people realize, giving the Mind Slave additional powers and bonuses; as follows.

- Increase the Mind Slave's S.D.C. by 50%.
- Increase the Mind Slave's P.S. attribute by 2D4+1 points.
- The Mind Slave can eat bugs, drink blood, and eat raw meat, rancid meat and road kill without fear of getting ill from it.
- +10% to Climb, +10% to Prowl (if the character doesn't have these skills, he gets a base skill of 50% for both), +2 on Perception Rolls, +8 to save vs disease, heals twice as fast than normal for his species, and is impervious to possession (in a way he is already possessed by the vampire).
- Bonuses to defend the master: Only when the Mind Slave is fighting to protect his vampire master, or the master's lair, does he get the following bonuses: +1 on initiative, +2 attacks per melee round, +1 to strike and +2 to disarm.

Note: See **Mind Control: Enslavement** described under Vampire Powers for more information and details about trauma, side effects, and other details.



Rats and Vermin

As noted previously, Undead Vampires are demons with a range of supernatural powers. One of these powers is the ability to summon and command rats, mice, bats and similar creatures that most humanoids consider to be disgusting, frightening vermin. Vampires are cunning demons versed in human psychology and like to use it against us. They use rats and vermin to play upon our fears and phobias.

Vampires know the average human and D-Bees have an aversion to mice, rats (Horror Factor 12) and other creepy crawlers. So they'll summon a sea of them to fill an area where they don't want people to go, like their lair, or send a few dozen to hundreds into a building to create a panic or to get people to come running. The use of rats, bats and similar vermin to create a diversion or stampede of screaming people is a common ploy of the undead. As people run away, others from nearby rush over to see what's happening. This leaves other areas empty or left unguarded. The vast majority of people (99%) will be at the commotion, not elsewhere, which may be exactly what the vampire wants.

As a result, a vampire's sleeping place may be filled with a sea of rats, mice or bats. They know most people, even hardened warriors, will hesitate before wading into a sea of vermin. Rodents that drop on a person from above, or leap or climb onto one's body usually cause the knee-jerk reaction of brushing it off (using up one melee attack per action to knock the animals off). This creates a considerable distraction (**Penalties:** -2 on initiative and -2 to Perception Rolls, and make that -4 for characters who lose their roll to save vs Horror Factor). Characters with an actual phobia will not enter such a scene and some will run away.

Warriors clad in full body or power armor may not hesitate, but if there is truly a carpet of animals, trying to navigate through them and stepping on them can cause a character to slip and fall, and to be covered in them. Even in armor it is a creepy sensation to have scores of mice or rats crawling all over you. The fall causes the character to lose initiative and one melee attack, vermin crawling over his face plate may require brushing or pulling them away; a loss of another melee attack. The fall might have knocked over someone else or blocked the entry or exit. The noise from a screaming sea of rats, mice and/or bats can make communication or spell casting difficult or impossible, as the constant movement is distracting and disorienting. A flock of bats flying around and screeching has the same effect, and is even better suited for blocking vision and targeting. (**Penalties from distracting, moving and screeching vermin:** -10% to skill performance, -3 on initiative, +3 Perception Rolls, -2 to all combat maneuvers. And if someone starts shooting in a panic or blindly, double those penalties and hope someone doesn't get hurt by friendly fire.)



All of this is designed to, a) slow down and disorient intruders, b) create enough noise to awaken the slumbering vampire, alerting him to immediate danger, and c) to alert the protector(s) in the lair or nearby. A smart vampire will have several escape routes or alternative hiding places to slip away into while the invaders are distracted. Or it may give him the opportunity to launch his own attack on them, or summon more defenders via radio or telephone. **Note:** In this type of situation, the vampire and his protectors/henchmen automatically have the initiative.

Vermin may not be large or ferocious protectors, but a sea of them can get the job of protecting the vampire done.

See **Summon Vermin** described under *Vampire Powers* for more details and ideas.

Terrorized Townspeople

Do not underestimate the power of fear. Vampires are masters of intimidation and thrive on creating an atmosphere of terror. Vampires are, themselves a study in horror: The dead risen from the grave to feed upon the living. They kill by ripping out the throat of their victims with their teeth like a wild animal and drinking their blood. Moreover, they are superhuman and cannot be slain with conventional bullets or lasers. Now imagine your town ruled by a gang of such monsters. You've seen those who oppose the hell-spawned monsters hunted down, dragged through the streets and tortured before being slaughtered like pigs. You've seen them kill entire families for the sins of one. You have witnessed, if not personally felt, the sting of their ire and pain of their whims. Until the vampires came, you never knew the full meaning of cruelty and evil.

So with all of this in mind, think about what you would do against vampires. Run? Where? How far can you get before your undead masters track you down and make you pay? And if not you, your family.

Fight? How and with what? Yes, vampires have simple vulnerabilities, but how does a simple farmer or band of farmers take on an enemy with the speed and strength of a Combat Cyborg or power armor trooper. Vampires are demons with supernatural powers. Even if you could muster the courage, what are your odds of winning?

Vampires take full advantage of their power, not just in physical confrontation, but also in psychological warfare. They frequently boast about their powers, point out what terrible things they could inflict upon you or others, and how easy it would be to do so. They also like to make public displays of their power and bloodthirsty ways. They drag a defiant slave into the street, hand him a weapon that hurts vampires and command him to take his best shot, before dodging his attack and gutting him in less than a melee round. They'll slaughter a dozen or two people in a similar public spectacle. Vampires also put the severed heads of their enemies on pikes and line the streets with them, or heap them at the front steps of a church, or dangle them on rope or chain from street lamps or fenceposts. All of this intimidates and creates terror, and he who controls the terror, holds sway over the people.

It is terror that holds the town and its beleaguered people in check. They do not run because they cannot run far enough. They dare not disobey because their family will suffer for it. Those who fight are killed, or worse – including the chance of being turned into a vampire themselves. There is nothing more terrify-

ing than seeing a friend or neighbor slain only to return as one of the wicked and devouring living dead. And as one of the risen dead, your neighbor is now a monster who treats you like all the other vampires. Only he is even scarier, because he *was* one of you. He knows your secrets. He knows your hiding places, your secret weapon stash, your hopes and dreams. Secrets he now shares with his fellow vampires.

Once the will of the people is broken, it is easy to control them like sheep. When one stands up for himself, he is made an example. If one or two manage to get away, they are the lucky ones, though the broken townspeople are likely to convince themselves they died in the desert, fools with a dream.

Fear keeps the villagers silent. Fear compels them to maintain whatever facade the vampires may want. And fear may get them to lay traps for unsuspecting adventurers, heroes and travelers. Fear can make them hide and protect their tormentors and fight the good guys, or prevent them from joining the battle. Of course, some percentage of terrorized townspeople (1D6x10%) will rise up and join the fight against the undead if they have reason to believe they have a real chance for success.

Worshippers and Death Cults

It may surprise you to learn that death cults that worship vampires are rare. This is likely because people have no desire to be dominated and ruled by the bloodthirsty monsters. Though the idea of becoming a vampire and immortal appeals to some people, the life of a vampire is not all that glamorous or alluring. Of course, when a Death Cult that worships vampires does appear, its members are, in effect, loyal servants or willing henchmen happy to serve and protect the undead. They'll do whatever the vampires ask, and there are likely to be 1D4 suitable candidates for becoming a Master Vampire.

In the Vampire Kingdoms, the enslaved mortal populace is expected to treat them as gods, but it is one thing to be "treated" like a deity and another to be honestly worshiped as one.

The Vampire's Lair

Place of Safety and Concealment

A vampire's lair can be almost anyplace. A Secondary or Master Vampire who feels in control and is in command of a vampire clan, or an entire community of terrorized or loyal humanoids, might live in a mansion, tower or castle. So might any ostentatious vampire who likes to show off and flaunt his power. Such a home might have the equivalent of an M.D.C. fallout shelter, bunker or panic room with M.D.C. walls and a vault-like door. Armed guards may patrol the grounds of the estate, along with subservient Secondary and Wild Vampires, and/or mortal henchmen and canines. This is one possible scenario, but it is the exception, not the rule. Even a *vampire lord* (any Secondary or Master Vampire who holds a position of power over other undead and mortals) is likely to have one or more secret lairs and safe places to slumber.

The cunning vampire knows people will expect to find him at his home or business, so that's where he does *not* make his day-

time resting place. Only about 20% of the time is the vampire's lair and sleeping place at home. Those at home are likely to be located in a bedroom, the basement or attic. However, even at home the vampire's place of rest is often concealed, disguised or hidden. The vampire's actual sleeping place might be located under the floor or in the ceiling, or inside a secret compartment in the wall, under the porch, in the fruit cellar, under the stairs, up in the rafters, behind the washing machine, inside the dryer or a barrel, or inside a chest or under a worktable, even inside a safe. Vampires often make their sleeping chamber in the strangest and most *unlikely* of places.

Abandoned buildings are a favorite hiding place. A boarded-up house, old farm, barn, warehouse, office building, grain silo, the bottom of a dry well, abandoned pre-Rifts missile silo, etc., are all candidates. The idea is to hide and sleep during the day where enemies would not think to look. There are lots of places to hide in abandoned buildings. In fact, the ones where portions of the inner building have collapsed are the best, because the vampire can turn to mist to enter collapsed areas and pockets under debris that people cannot easily get to or even see. Plus, commercial buildings may have basements and sub-basements, concealed utility access tunnels, old furnaces, steam tunnels, and other concealed places to hide. Furthermore, nobody is going to question seeing stray dogs or homeless people (really henchmen protectors) at such locations.

Caves and tunnels make excellent lairs and sleeping chambers, be they natural or pre-Rifts ruins.

Cemeteries are very popular as the resting place of vampires. It's ironic, because cemeteries fit the idea of the "risen dead" and most people find them to be spooky, yet here they lie.

Vampires find cemeteries desirable for several reasons:

1. Even in a city, a cemetery is a remote location away from prying eyes.
2. They are outdoors where animal protectors won't seem out of place.
3. The cemetery is largely deserted, especially at night and just before dawn.

4. A vampire can make his sleeping place inside a coffin six feet (1.8 m) underground – accessed by the vampire when he turns into a mist and seeps into the loose earth of a fresh grave or through a small air tube or two that is barely noticeable, placed there by a henchman, leading to the coffin below. Vampires love using an empty coffin that is buried six feet under, as his secret sleeping place. For one thing, it is hidden among hundreds or thousands of other graves. To locate the grave/lair of a vampire, his enemies have to follow him to his place of slumber without being detected, or enjoy the pure luck of seeing the vampire at the location of his secret grave. Or more likely, a villager who happens to know the location screws up enough courage to tell a Vampire Hunter. Once the grave site has been located, the monster must be dug up, the coffin opened, and the monster impaled with a wooden stake or burnt to ash in the light of day before it can attack or try to escape. Mausoleums are also popular, though they much more accessible on the surface, but can be locked from inside or be made of M.D.C. material.

Home of a Mind Slave, servant or willing henchmen. The vampire may choose to sleep in a dark, secure location at the home of one of his underlings.

Neighbor's house. The neighbor's house may seem unlikely, but it can be a wonderful ruse. This works especially well when the neighbor is NOT a Mind Slave, servant or complicit in any way. The home of a neighbor who works late, goes away a lot on business or is elderly, is a perfect front for a secret lair. The vampire can establish a concealed location in the home (basement, attic, cellar, old storage crate or trunk, etc.) and sleep all day without anyone ever knowing it. He slips in and out unseen, as a bat or a mist. Best of all, the true residents can swear on the Bible that there are no undead hiding in this house and mean it. The perfect pawns in a classic vampire ruse.

Nightclubs and other establishments that are closed during the day and open at night can also make a good place to hide and sleep during the day.

Outdoors burrow. Don't forget that Secondary and Wild Vampires can burrow into the ground anywhere. Secondary Vampires are more civilized and refined, so they tend to prefer a building, cave or actual lair, but in a pinch, or if they think it's safer, they can burrow underground. The location of the outdoors burrow may be under the porch, behind the barn, in the floor of the cellar, or down the road under a fallen tree or boulder, inside a dry well, under a haystack or just about anywhere that is off the beaten path.

Note: Temples and churches that worship dark gods or the forces of darkness may seem like a logical place for a vampire to find refuge, but seldom are. For one thing, most places of worship are for a specific god or pantheon, and vampires are probably their enemy or rival, making them unwelcome. Morgues and hospitals are too busy for a vampire to hide without fear of discovery.



To Kill a Vampire

Vampire Weaknesses & Vulnerabilities

Decapitation	Soil (conditional)
Fire (limited)	Sunlight
Herbs	Water, Holy
Holy Symbols/The Cross	Water, Running
Magic (limited)	Rain
Spells	Rivers
Techno-Wizardry	Water Weapons
Psionics (limited)	Wood
Silver	Wooden Stakes

Vampires can be daunting opponents. The creatures can withstand the fiery impact of a hundred plasma missiles and shrug off the sizzling assault of a particle beam, making the monsters appear indestructible. Our modern weapons are but toy pea shooters to the undead. Moreover, a vampire can be immobilized with a wooden stake through the heart, decapitated and hacked to pieces yet return whole to seek his revenge. You or I suffering such debilitating trauma would be dead and beyond any means of recovery. This is not so with Vampires. Unless proper measures are taken to dispose of the vampire's body, the monster can be restored to continue his reign of evil. The legend of vampire immortality is born from such tales, and they can live for thousands of years until slain.

I am writing to tell you vampires are difficult to kill but they are not indestructible. In fact, Undead Vampires suffer from a wide range of weaknesses that can be used against them. Weaknesses that may seem ridiculous or heaven sent. Whereas a laser beam or sword made of ordinary steel is harmless to a vampire, a wooden club, a silver bullet or silver-coated blade are deadly weapons, and a shaft of sunlight might as well be a disintegration beam. The simplest of things can defeat the vampire's mind-boggling regenerative powers and limited invulnerability. The trick is to know what they are and how to use them with maximum effect. Even with such great vulnerability to simple and plentiful things, vampires are likely to be the most dangerous supernatural menace you will ever face.

Though I cannot explain the supernatural nature of vampires, I have a theory. It appears Undead Vampires are an elemental force tied to *earth, darkness* and *death*. The supernatural essence that is the life force of vampires needs a physical vessel in which to anchor himself to our dimension and the physical plane. That vessel is the body of a mortal slain via the Slow Kill Bite. Once a body has been secured, the supernatural essence imbues the body with inhuman power and abilities, but the physical form also makes vampires vulnerable.

Their elemental connection to the earth may explain their need to sleep upon a bed of soil, or within the earth itself, in which the *vampire* (not the man) first came to life. This elemental link to earth may also explain why they are vulnerable to *wood, running water* and *sunlight*, all of which represent life. Running water

washes away earth and over time, can wear a mountain of stone into a pebble. One need only to look at the Grand Canyon to see the power of running water. As for wood, it grows from the earth, nurtured by rain and sunlight, therefore encapsulating the essence of life itself. And sunlight has always been the antithesis and enemy of darkness. Silver and magic are vulnerabilities common to many supernatural beings from werebeasts to demons, though again, I cannot explain why in scientific terms.

If this explanation sounds more like superstition and the metaphysical than scientific, I must plead guilty. All I know is while I can't explain it, they work. They can be used to contain, fight and slay vampires and I'm going to tell you how to use them to their full potential.

As a man of science I continue to search for reasons the undead are vulnerable to some things and not others. As a Vampire Hunter of many years now, I don't really care about the hows and whys. I'm happy that they exist and that they work. If Undead Vampires were not vulnerable to common things available to anyone from peasants and soldiers to sorcerers and kings, they would be unstoppable. Whether this is by the grace of God, whom I had stopped believing in until I became a vampire slayer, or due to physics of the supernatural realm beyond my comprehension, I am grateful for them. Even with these weaknesses, slaying vampires is no easy task. And those who think otherwise are arrogant fools.

– From the writings of Doc Reid

Destroying a Vampire

“The remains of vampires must be destroyed in the time-honored fashion of being staked and burnt to ash, or exposed to sunlight, or submerged in running water to be permanently destroyed.

“Vampires are difficult to destroy. Even when you think you've killed the damned monster, he is likely to return and prove you wrong. A number of things from magic to wooden weapons and silver bullets can hurt and seem to kill a vampire.

“Many people mistakenly believe driving a wooden stake through a vampire's heart kills he, but they are wrong. It renders the monster incapacitated and induces a coma-like state. Remove the stake, and the vampire regenerates right before your eyes. Even if the vampire is nothing more than a skeleton, removing the stake from his rib cage brings him back to undead life. Likewise, a mangled or dismembered vampire can regenerate and return to inflict more death and destruction. That's the part people unfamiliar with vampires don't understand, and it can spell their doom. Just because a vampire goes down and appears to be dead, does not mean he is dead. He is likely to be regenerating or dormant until he can regenerate. Death is elusive for vampires, who can regenerate from partial skeletal remains, especially if the head is connected or placed with the remains. But even chopping off the head is not enough.”

– From the writings of Doc Reid

The most common way to make sure a vampire cannot return to life is to cut off the head, and burn the head and body separately. Full details are described, below under **Fire**.

Another is to expose the living, staked or decapitated vampire to **sunlight** and watch it burn up and turn to dust.

The third is to submerge the corpse under **running water** and watch it melt away and vanish in a matter of minutes.

Decapitation

“Fighting vampires is gruesome work not for the faint of heart. Keep your faith. You are doing the work of angels. But it is tricky work. After a vampire is slain, one must make certain the body is properly disposed of to make sure the monster stays dead.”

– From the writings of Doc Reid

Decapitating a vampire has the same effect as driving a wooden stake through the heart: The headless vampire instantly falls into a coma. To the uninitiated it may seem like the monster is dead. Always a mistake. Unless the body is properly disposed of, there is a chance the vampire will regenerate and rise again.

Chopping off the head, or staking the vampire through the heart, breaks the monster’s supernatural power of regeneration. Unable to regenerate, the vampire appears to be dead. However, he is *not* dead and his threat is far from over. As long as the head and body remain separated and apart from each other, the vampire cannot regenerate. Both body and head are dormant and will remain so for ages. But put head and body together in the same grave or container, and the head reattaches, the body regenerates, and the vampire rises again.

The trick is to make sure the body and head are both destroyed, separately. Put a severed head with the body and the two pieces reconnect and regenerate. Remove the stake from the heart, and the vampire regenerates. Leave the body lying where it fell, even if hacked to pieces, and the vampire reforms and regenerates. Leave the body without a head or a head without a body, and a little known or spoken about Necromantic ritual can be used to regrow the missing part and raise the vampire. The magic ritual may not even be required, since if the head and body are just laid together, the head reattaches and regeneration occurs. The body must be disposed of in one of three specific ways to prevent a vampire from returning to undead life. See **Fire**, **Sunlight** and **Water** for details, but post mortem decapitation followed by burning the head and body separately is the most common method.

Game Rules for Decapitation:

- **21 Hit Points** of damage to the neck is required to cut off a vampire’s head.
- **Decapitation: No Resistance.** Removing the head from a vampire that has been staked, or otherwise incapacitated, should be accomplished with one or two melee actions. A G.M. may require the motion of doing so or just make it an automatic success when a character expresses the desire to do so.
- **Decapitation with Active Resistance.** Decapitation of an active undead adversary who can parry or dodge, and is probably moving in the first place, is not easy.

First, the attacker must use a bladed weapon capable of damaging a vampire (wood, silver, magic, etc.).

Second, the player must declare a Called Shot and his intention of going for a decapitation attack *before* he rolls 1D20 to strike.

Third, the character must roll a Natural 20 (straight die roll unmodified by bonuses) or a roll of 24 with a bonuses added to strike.

Fourth, damage. A Natural 20 is always a success. No need to roll for damage. However, a bonus modified roll of 24 or higher to strike also requires a *roll for damage* – 21 or more

Hit Points removes the head. If damage is less, the head is still attached and regeneration begins. Or the vampire quickly turns to mist to escape further decapitation attacks until he can recover the lost Hit Points and return to action with his head attached. Partial damage requires another attack or two, requiring a Called Shot and high roll, to finish the job.

Surprise Attack: +3 to strike if a surprise attack or coming from behind.

Avoiding Decapitation: As always the vampire opponent can attempt to parry or dodge a decapitation attack; defender wins ties.

- **Removing the head is not enough.** Within 2D4+12 minutes, the head turns to mist, finds its way back to the body, and reforms connected to the body. The actual re-attachment takes one melee round (15 seconds). If both are left lying out at sunrise where sunlight can reach them before reconnecting, they are both destroyed; turned to ash.

If the head is decapitated and destroyed, as soon as it is no more, the body somehow knows, and regrows the head. This takes six hours.

If the body is destroyed, the severed head knows as soon as it is no more, and regrows the body. This takes eight hours.

If the head and body are in physical contact, the head reattaches itself in 1D4 minutes.

Burying head and body in separate graves more than 10 feet (3 m) away from each other prevents them from rejoining, and keeps the body and head in that state of suspended animation indefinitely. Neither one deteriorates, no matter how much time passes. If both are unearthened, they will reform in minutes and the vampire is back in action.

Furthermore, because the vampire is merely locked in *forced slumber* and not dead, the Vampire Intelligence retains its link to the world.

- **Destroying the head is not the same as cutting it off.** Hacking or shooting half or more of a vampire’s the head off (requires Called Shot and conditions to strike as above), is not the same as decapitation. The vampire continues to fight with a penalty of -5 on all combat rolls and half his attacks per melee round, until his head regenerates completely within 3D6+2 minutes. Once the head is restored, penalties are gone, and he’s back to full fighting force.

Fire

“For the most part, fire is useless against a vampire. You’re better off hitting him over the head with a wooden chair or rolling pin. However, fire can be used to destroy a vampire’s body after being staked.”

– From the writings of Doc Reid

Fire, smoke and heat have no effect on vampires. Not even plasma energy blasts or M.D. flames. Their clothing may burn, but the undead is unscathed.

Cremation for final destruction. Fire, however, can be used to dispose of a vampire that has been *weakened and immobilized* by a stake through the heart or whose head has been severed from the body. In both cases, the body of the undead becomes vulnerable to fire and will burn. Burning the body is one of the ways to

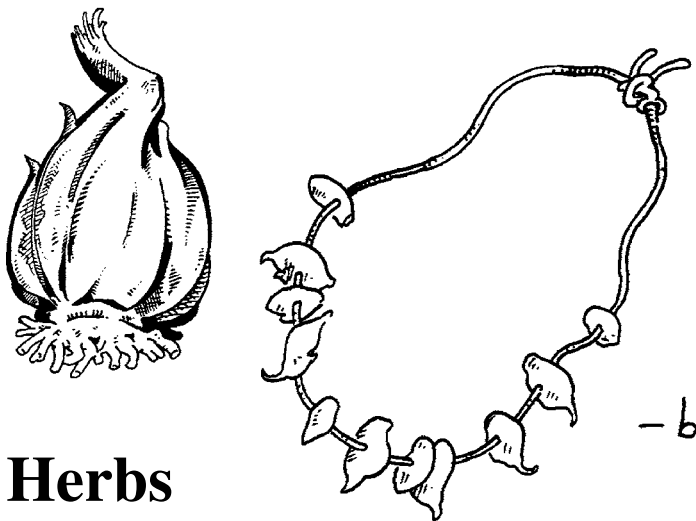
destroy the vampire on a *permanent* basis, provided it is done the right way.

Before burning the vampire's body, the head should be removed from the body to be burned separately. It is a precaution to prevent the vampire from rising immediately if the stake is removed.

Removing the stake from the vampire's chest, even as a skeleton, enables the vampire's incredible regenerative powers to kick in and restore the monster in less than a minute. Any fire that is hot enough to turn bone to ash will burn up the wooden stake *first*. If the body and head are together, when the stake burns up, the regeneration process begins, and an angry vampire rises from his funeral pyre ready for revenge.

Severing the head and burning it separately makes this impossible. Some ancient instructions suggest burning the body and burying the head with garlic stuffed in the mouth, but most modern Vampire Hunters suggest burning both. Doing the cremation out in the open during daylight hours provides the potential backup mechanism of sunlight to kill the vampire should he rise from the fire. However, a reconstituted vampire *may* have the strength to run out of the fire and find a place to hide from the sunlight before he can kill him. Once out of the sunlight, the demon can regenerate, hide and escape.

It is difficult getting a fire, especially an open fire, hot enough to burn the majority (90%) of the body's bone and skull to ash. Setting a vampire on fire and walking away is always a mistake, as there is a 01-50% the demon's body survives being burnt and regenerates over the next night to rise and kill again. A supervised burning of a vampire's head and body, separately, is recommended. Leaving too many solid pieces, even if tossed into a heap, and a skull not completely (or 90%) burned to ash, leaves the possibility that the remnants of skull and body will reunite to grow back into the vampire.



Herbs

Keeps Vampires at Bay

"I know it sounds like superstitious nonsense, but it works."

— From the writings of Doc Reid

There are two herbs, linked to the element of *earth*, that can be used to ward away the undead. They are *garlic* and *wolfbay*. Hanging either on a door, on or around window, above a fireplace and any other openings to the outside world, prevents vampires from entering that room or building.

Wearing the herbs around the neck is said to protect a potential victim from a vampire's bite. Perhaps, though the vampire could use mind control on the very person wearing the garlic to remove it or send one of his servants to remove it (though a tussle might ensue). Of course, the herbs do nothing to protect the individual from a long-range attack via firearm or object.

Waving either herb in the face of the undead causes them to recoil. Nor can a vampire enter a circle made of either herb. Forcing or tricking a vampire to eat a large portion of the herbs cause the monster to retch and vomit blood; -1 attack per melee, -2 on all combat bonuses due to nausea, and -10% on skill performance for 1D6 melee rounds. Vampires recover quickly.

Holy Symbols/The Cross

Keeps Vampires at Bay

"Brandishing religious holy symbols holds vampires at arm's length distance. The cross is particularly abhorrent to the undead, though I could not get a single vampire to explain why. Not even under torture and pain of death. I suspect there is a psychological component to the power of these symbols, but I could not hazard anything more than a guess on how it works.

"I have tested the use of holy symbols on the undead hundreds of times and can report that vampires don't even like looking at a cross, or any holy symbol, and always recoil from it. This may reflect some kind of vibration or connection on a supernatural level that is beyond our science and capability to record or measure. For example, it is believed that the faith of religious worshippers may help to empower their deity. That same belief or energy may similarly empower iconic symbols. Thus a religious symbol of purity and goodness has a destructive effect upon a force of supernatural evil and darkness such as a vampire. Or it may be something specific to the nature of vampires. I'm sorry to say, I do not know."

— From the writings of Doc Reid

Protection via holy symbols can be a life saver against vampires. Some people believe protection comes only to those who are a believer in that faith, but it's not true. Somehow, the symbols themselves seem to have power over the undead and hold them at bay. Any holy symbol that represents a *God of Light*, but especially the cross ("t" shape), causes vampires to recoil in apparent fear and revulsion. When held before a vampire, a holy symbol causes the undead to cringe and *keep away* at arm's length, preventing an attack.

Touch a vampire with the holy symbol, and the area of skin touched blisters and burns as if splashed with acid. The touch is so repulsive and painful that the undead must roll to save versus Horror Factor 18 without benefit of any bonuses.

A failed roll to save means the fiend is racked with pain, suffers 2D6 damage direct to Hit Points, the symbol leaves a momentary burn mark (mark disappears when all damage is regenerated), and the undead is immobilized – cannot move or attack – for one full melee round (15 seconds), unless attacked first. During that melee, the monster's flesh actually smolders and burns.

If left alone, the vampire does nothing but cringe for one melee round. Heroes can leave the wretched creature alone and keep moving or press their attack.



“Optional” Response to Holy Symbols when Saving Throw Fails:

The touch of a holy symbol is so repulsive and painful that the undead must roll to save versus Horror Factor 18. A failed roll means one of the following responses by the vampire. Of course, getting close enough to touch a vampire’s bare flesh with a hand-held holy symbol is more difficult than it may sound.

01-20% The creature of the night recoils, flees, and will not return to attack again until the damage has regenerated in full and 1D4 minutes have passed.

21-40% The pain and horror sends the vampire howling like a wounded animal and pounding and smashing everything within the room. If left alone he continues to howl and screech and smash, but people can avoid him and run away. This goes on for one full melee round (15 seconds). After which, there is a 01-50% chance the vampire runs into the night and does not return until the next evening. **Note:** Anyone who comes within reach is attacked, but the berserk vampire fights with half his usual number of attacks and bonuses.

41-60% The pain and horror causes the vampire to turn into a bat and fly around the room screeching. If left alone he continues to flutter and screech, but does not attack anyone unless he is attacked first. This will continue for one full melee round. After which there is a 01-50% chance the vampire flies off into the night and does not return for 2D6x10 minutes. If the sun rises before then, he does not resurface until the next evening. **Note:** If the bat is attacked, the berserk vampire fights with half his usual number of attacks and bonuses.

61-70% The pain and horror causes the vampire to turn into a wolf. If left alone he runs off and out of sight. The monster does not return for 3D6 minutes. If the sun rises before then, he does not resurface until the next evening. When he returns, all healed and angry, it may be in the shape of the wolf or as his humanoid self. The vampire is angry and seeks revenge. **Note:** While berserk, the vampire fights with half his usual number of attacks and bonuses.

71-90% The pain and horror causes the vampire to turn into his humanoid, demonic corpse form. This is a hostile, feral state in which the vampire hisses, growls and swats at mortals, but recoils from the holy symbol and hangs back as long as the symbol is displayed and held before him. The feral vampire fights only if attacked first, but follows at a safe distance. The moment the holy symbol is put away or dropped, the feral vampire attacks with the intent to kill. If held at bay for more than a minute (four melee rounds), the feral vampire slinks off into the shadows where he regenerates and composes himself. This takes 1D4+4 minutes. After which, he is likely to return to exact revenge. **Note:** While berserk and feral, the vampire fights with half his usual number of attacks and bonuses.

91-00% The fiend is racked with pain and is truly immobilized and cannot move for one full melee round (15 seconds) even if attacked. Unable to defend himself for one full melee round, the vampire appears to smolder and burn, cannot fight back and is vulnerable to being staked or slain by other means. When that one melee round of vulnerability ends, the vampire may seek bloody retribution or choose to flee, at least for the moment.

Wearing a holy symbol on a chain around the neck offers limited protection as the monster must have the symbol removed before being able to bite the throat. Just seeing the symbol on a

If the incapacitated vampire is attacked, he can fight back, though without initiative and with half his usual number of attacks and bonuses. Or, rather than fight, the vampire may choose to flee the immediate area, running off and hiding for an additional 1D6 melee rounds. After which (roll percentile dice), 01-60% the creature decides to go back to seek revenge or continue to attack and cause trouble, or 61-00% leave to fight another night.

If the roll to save was 6 or less, roll percentile dice. 01-80% the vampire leaves the area for the entire night. 81-00% it takes the vampire 1D6+1 minutes to compose himself, before being able to return to battle.

A successful save vs holy symbol (18 or higher), means the vampire hesitates (loses initiative and one melee attack), backs off to arm’s length and suffers 1D6 Hit Point damage, but does not recoil any further, is not immobilized and is otherwise unaffected. The vampire is free to take evasive action, feign fear or attack and is not chased away nor held at by the holy symbol, but he still avoids it. Being touched by the symbol again requires another roll to save, with the usual damage and reaction to the searing pain. Roll for damage and roll to save vs holy symbol every time a vampire is touched by a holy symbol.

person's body or in the room is uncomfortable and distracting. **Note:** A vampire is -2 on Perception Rolls and initiative, -1 on all combat bonuses, and -10% on skill performance in the presence of a cross or other holy symbol. This means a vampire could enter a church but is distracted and off his game. Waving the holy symbol in the monster's face sends him recoiling and moving out of arm's reach. Holding a holy symbol in front of your face, or attacking one to your hat or helmet, also offers protection from a vampire's Hypnosis.

Only solid, three dimensional representations of the holy symbol can be used in this fashion. Tattoos, painted or sewn images of holy symbols and the shadow cast by them are considered ugly and disgusting, but have no adverse effect on most undead.

The Shadow of the Cross Myth

From the writings of Doc Reid: "For years people have claimed the shadow of the cross hurts and kills vampires. Some misguided and unscrupulous people have even made money selling flashlights and spotlights with a cross painted on the lens. The notion being that the shadow of the cross, when flashed upon a vampire, has the same effect as touching a vampire with a physical cross. Regrettably, this rampantly popular myth is completely false. A fact that has undoubtedly gotten plenty of people killed.

"I can understand the misconception. *Wild Vampires* are easily startled and impressed by any image of a holy symbol. They will not step into the shadow of a cross and flashing one at Wild Vampires will disperse and hold them at bay the same as holding up the actual physical object. Flash a shadow of a cross on a Wild Vampire and he will yipe and instinctively leap out of his path as if the wrath of God was about to be delivered upon him. (Loses initiative and one melee attack dodging the shadow.) However, other than fear, which can be an effective tool against these simple-minded, feral vampires, the shadow of a cross, or any other holy symbol, does no physical damage whatsoever. Trust me, I have experimented with this many times.

"A brand new, *Secondary Vampire* less than a week old may have the same knee-jerk reaction, at least until he becomes more accustomed to his undead existence. I've also seen the insane, *Deluded Vampires* behave the same as Wild Vampires about the shadow of the cross. But remember, the Deluded are crazy, and try to deny their demonic nature, so it's not a surprise they believe this and other myths that are simply not true.

"In all cases, while the shadow of the cross may frighten and hold Wild, Deluded and novice vampires at bay, it does no damage. BE ADVISED, the shadow of a cross has no effect on Secondary Vampires or Masters. They'll smile as they walk through the shadow, take the flashlight from your hand and beat you to death with it."

Magic

"Unlike the frightened children of the Coalition States, I recognized and embraced magic as a new science for a new age long ago. While I do not have mastery of it myself, I have a good understanding of the principles behind the mystic arts. Use it, if you've got it. Augment your arsenal with Techno-Wizard and other magic weapons, but don't get cocky. Magic only helps you

to battle the undead, it is not the great equalizer some make it out to be.

"Remember, you face a powerful and highly adaptive enemy familiar with magic and how to respond to it. Some even cast magic themselves. Furthermore, many forms of magic are not as potent against vampires and some don't work at all against the undead. Use magic to fight smart and give yourself an advantage, but don't count on it making that fight much easier.

"Be warned. I have found vampires tend to target the mages for early elimination in a group. I suspect it is a strategic maneuver to eliminate a potential wild card, rather than the fear of magic. Though I have noticed many undead share a disdain for mages and creatures of magic."

– From the writings of Doc Reid

Magic can be an effective weapon against the undead. However, in most cases, the damage, duration and penalties are half when cast upon vampires. Moreover, vampires are impervious to many magic spells. Basically, magic that unleash bolts of energy can be used to hurt vampires (half damage), but most other spells have little or no effect.

Vampires are impervious to all forms of magic mind control, including Befuddle, Charismatic Aura, Compulsion, Domination, Fear, Heavy Breathing, Sleep, Trance, Wisps of Confusion, Words of Truth, all curses and similar magic. The *Id Barrier* is the only mental/emotional afflicting magic that has full affect on vampires.

Likewise, vampires are impervious to magic that affects and transforms the body, including Agony, Healing magic (all), Life Drain, Paralysis (all), Petrification, Shrink to Six Inches, Sickness, Size of the Behemoth, Superhuman Endurance, Superhuman Speed, Superhuman Strength, Life Drain, Wards, Negate Toxins, Impervious (all), Restoration, Metamorphosis (all), Transformation and any other type of transformative magic.

Wind Rush has no effect on vampires.

Turn Dead and Animate and Control Dead have no influence on the *undead*, not even when cast by a Necromancer.

Magic that paralyzes, withers or impairs the physical body has no effect on vampires.

Magic spells useful against vampires

While magic can hurt and incapacitate a vampire, unless the vampire's body is completely destroyed, the unprecedented regenerative powers of the vampire will bring the monster back to undead life.

Mega-Damage magic energy, such as Ballistic Fire, Call Lightning, Dragon Fire, Electric Arc, Fire Ball, Meteor, Wall of Flame, etc., inflicts *half damage* direct to Hit Points. The listed M.D. damage is considered Hit Point damage when used against vampires. Magic spells that inflict S.D.C. damage, such as Energy Bolt, do no damage to the undead.

Blind and **Mute** affect vampires, but the duration is half.

Blinding Flash temporarily blinds a vampire as per the usual spell but for half the usual duration. Likewise, **Cloud of Smoke**, **Fog**, **Sandstorm**, and similar magic that creates a physical force that impairs vision and senses have full effect on the vampire. However, any damage inflicted by the spell does no damage to the vampire.

Carpet of Adhesion and **Magic Net** are both excellent means to temporarily stop a vampire, but the undead can easily escape by turning to mist.

Circles of Protection keep all vampires, except the Master, outside their borders. Likewise, the undead cannot enter a place that has been protected by a **Sanctum** incantation, nor can they pass through or over an **Impenetrable Wall of Force**.

Constrain Being and **Banishment** force all but the Master Vampire from an area as per the spell.

Deathword does 10% damage to vampires.

Desiccate the Supernatural does full damage.

Frostblade and other cold spells do half damage.

Globe of Daylight creates true daylight, but it is NOT powerful or intense enough to destroy a vampire. However, the magic globe of light is strong enough to ward off most vampires, holding them at bay just beyond the edge of the light. Light shines in a 12 foot (3.6 m) radius from the globe, preventing vampires from entering the lighted area.

Healing via magic does not work on vampires.

Illusions. Vampires are fooled by illusionary magic, thus, **Multiple Image**, **Mask of Deceit**, and others are useful spells. **Apparition**, **Horrific Illusion** and **Hallucination** are effective only if the image is something frightening to a vampire, like running water, a crucifix, dragon, etc.

Invisibility: Vampires cannot see the invisible except when in bat form.

Lifeblast does 1D6x10 damage to vampires and only the Master vampire can roll to save.

Lightblade does full damage.

Metamorphosis: Human has the bizarre effect of momentarily (2D6 seconds) forcing a vampire into his true demonic corpse form, with monstrous features, fangs, pointed ears, long fingers and red eyes. But the transformation lasts only seconds and a successful save vs magic produces no results whatsoever.

Metamorphosis Spells of other varieties have no effect on vampires.

See Aura or **Sense Evil** will help identify a vampire (vampires do not register as magic).

Speed of the Snail and Fly as an Eagle have full effect!!

Summon and Control Entity and **Exorcism** do not apply to vampires; no effect.

Summon Lesser Beings can be used to summon Wild Vampires and Secondary Vampires that have existed for less than a month. The Master is impervious to the summons.

Summon and Control Storms can be extremely deadly to any vampire caught in a sudden downpour.

Supernatural P.S. spell magically magnifies a character's P.S. to the supernatural level. Damage that would be M.D. via Supernatural P.S. does Hit Point damage to vampires.

Swim as a Fish will impart the ability to swim, but does not protect the vampire from the water and running water kills vampires.

Telekinesis can hurl wooden weapons toward the heart at a distance and often with greater accuracy than thrown weapons. Telekinesis can also be used to strike from behind or above.

Water Magic, including Ocean Magic and Water Elemental magic, does double damage to vampires. The punch, kick or water blast from a Water Elemental does an additional 2D6 damage to vampires.



Magic Weapons

Creatures of magic that also possess *Supernatural Strength* inflict their full M.D. as Hit Point damage to vampires in physical combat. Thus, if punch or claw strike does 4D6 M.D. it inflicts 4D6 Hit Point damage to vampires. It is the same for *true supernatural beings*, e.g. fellow demons, Deevils, Splugorth, Demi-gods, Godlings, angles, deities, and so on. **Note:** Augmented and Robotic P.S. does no damage to vampires even if the 'Borg or 'Bot is capable of inflicting Mega-Damage. Supernatural P.S. is on an entirely different, metaphysical level, which is why it works and other M.D. attacks by mortals and their creations of science do not.

Magic Weapon: Anti-Monster – Mystic Cyborg. Though a living being, he is mentioned here because the Anti-Monster is considered to be one of the deadliest and most feared enemies of vampires and the supernatural. This weird TW-cyborg is said to be created by people someplace in South America, but the technology and design is believed to originate from an alien world. In recent years, an increasing number of Anti-Monsters have made their way to the Yucatan and Mexico, where they battle the undead. See **Vampire Hunters** for details.

Magic Weapons: Biomancy. The magic of the South Americans and Lemurians is said to draw upon *life energy*, thus, Biomancy weapons and creations and magic spells do full damage to vampires.

Magic Weapons: Demon Slayer and Vampire Slayer. Inflict full damage.

Magic Weapons: Holy. Inflict full damage.

Magic Weapons: Rune Weapons and Bio-Wizard Weapons. Unless stated otherwise, the typical magic weapon inflicts *half damage* as Hit Point damage rather than Mega-Damage when used against vampires. Convert M.D. to Hit Point damage and divide by half.

Magic Weapons: Soul Drinkers. Vampires have no soul per se, but a tiny sliver of the fragmented essence of the Vampire Intelligence that spawned them. That fragment cannot be “eaten,” so Soul Drinking weapons (rare) tear the essence from the physical body, sending back to the Intelligence and causing the physical body to crumble to dust.

Magic Weapons: Techno-Wizard Devices. Magical objects and weapons are popular in the arsenals of Vampire Hunters and Demon Slayers. Techno-Wizard vampire hunting weapons are found throughout the American Southwest and northern Mexico and inflict full damage. Techno-Wizard weapons that are not specifically designed to hurt vampires inflict half damage.

Note: You can find a section on Techno-Wizard Anti-Vampire Weapons in the **Rifts® Vampires Sourcebook**.

Psionics

“I find psychic abilities fascinating and wish I possessed psionic abilities myself. Isn’t the human body amazing? But I digress.

“Just as magic can give a Vampire Hunter an edge, so can psychic powers. Use them wisely and with care. I have found that vampires seem to have a grudging respect and appreciation for psychics. Perhaps they feel a certain kinship toward them because of their own psionic abilities. Or perhaps they see them as a more worthy adversary, and like that.”

– *From the writings of Doc Reid*

Impervious to some forms of psionics. Vampires are impervious to all forms of mind control, including Empathic Transmission, Exorcism, Hypnotic Suggestion, Mind Wipe, Mind Bond, Trance and Psionic Illusions. Likewise, Bio-Manipulation, Electrokinetics, Healing Touch, Induce Sleep, Psychic Purification, and Pyrokinesis do not work on vampires; no effect. However, vampires are susceptible to other psionic attacks. *Sense Evil* (vampires radiate as supernatural evil) and *See Aura* are useful in identifying vampires.

Psionics that affect Vampires: Normal Empathy (to sense the vampire’s emotions), Telepathy (dangerous with vampires), Presence Sense, Telekinesis, and most other psionic powers are effective against vampires and function as they would against a normal human foe. The danger of using Telepathy on a vampire is that once contact is made with the monster, he can use his own powers of Hypnotic Suggestion and Mind Control without gazing into the psychic’s eyes; make the usual roll to save vs psionic attack/mind control when the vampire tries to take control.

Hydrokinesis is an especially lethal psionic power when fighting vampires. A water spout inflicts 4D6 Hit Points of damage to a vampire per each gallon of water hurled. One gallon (3.78 liters) of water can be hurled/manipulated per level of the psionic.

Mind Bolt inflicts Hit Point damage (rather than S.D.C.) but at half damage.

Psi-Sword inflicts Hit Point damage to vampires rather than Mega-Damage.

Telekinesis is perhaps the most lethal of all the psionic powers because the psychic can use it to push, lift and hold a vampire in physical form. Moreover, Telekinesis can be used to plunge a stake through the heart or hurl a barrage of light wood weapons at the vampire from any side; up, down, from behind, etc. **Note:** Telekinetic punches do no damage, and a vampire can escape being pinned or held by Telekinesis by turning into mist.

Silver

“I am unable to explain or determine why silver does more damage to vampires and a host of other supernatural monsters than other weapons. With vampires it is easy to speculate it has something to do with their elemental natures and relationship with the moon and the earth. I’m just glad silver is a valuable weapon against these monsters. Make sure silver and wood weapons are part of your vampire hunting arsenal. We have a stockpile of silver at Fort Reid and make certain our Vampire Hunters have two or more weapons of silver.”

– *From the writings of Doc Reid*

Weapons of Silver

Any weapon can be plated in silver. Most weapons of silver, whether they be blade, club, spear tip or arrowhead, and whether made entirely of silver or just coated/plated in silver, inflict *double damage* direct to Hit Points.

Silver bullets, however, are the exception and inflict *normal damage* for that caliber.

In all cases, the silver must be as pure as possible to be effective. Silver diluted by impurities is ineffective. Any grade of silver that has less than 85% silver content is useless. Silver is more durable than wood, but is a softish metal and will scrape, dent, and melt more easily than others.

Silver is another element that grounds the vampire to the earth and makes him vulnerable to destruction. Like wood and magic weapons, a silver weapon inflicts damage and can temporarily incapacitate the vampire. A silver-plated stake or weapon functions identical to those made of wood and inflicts double the usual damage as Hit Point damage to the vampire. **Note:** This also means a *silver stake impaled through the heart* puts the vampire into the infamous coma state that people not familiar with vampires think is death. Remove the spike and the vampire returns to undead life.

Unlike when using other melee weapons, P.S. damage bonuses DO NOT apply to using wooden or silver weapons against vampires. The damage inflicted is as listed, regardless of P.S. or other damage bonuses. Similarly, Supernatural P.S. punch damage is NOT added to damage inflicted by *handheld* weapons against vampires.

Silver Weapons: See the **Weapon Section** for a wide range of different silver-plated weapons.

Silver Bullets are so small that a silver-coated or tipped bullet only does its *normal damage*. For detailed information, see the section on Silver Bullets in the **Weapon Section** of this book.

Note: A vampire can remove any foreign particles, such as silver bullets or shards of wood, from his body by turning into

mist, as long as he has not been incapacitated by a stake through the heart or beheading. A stake in the heart must be physically removed by someone other than the vampire, as it instantly shuts the undead down.

The High Cost of Silver in Mexico

Cost and Availability of Silver. As soon as the vampires realized there were silver deposits in Mexico, they took direct action to dominate those areas and prevent humanoids from accessing the deadly mineral. This has, **a)** caused the price of silver to skyrocket in Mexico to 900-1,000 credits an ounce; **b)** made the price of silver along the Mexican border also rise (but only to about 500 credits an ounce), and **c)** caused vampires to target the miners, processors, sellers and importers of silver for death.

There are a number of disturbing rumors related to silver. One is that mining cities like the *Tampico Protectorate* and others have been taken over by vampires, which is why there have been “accidents” that have halted the production of silver. An even more disturbing rumor is that vampires are planning to lay siege to the *Colorado Baronies* and other communities that mine silver, and do enough damage to stop silver production or to take permanent control of them. Obviously, the mines and production facilities are the prime targets. A collapsed mine can shut down production for 2D4 months. Continued “accidents” and trouble could prolong a shutdown for years or force the business into bankruptcy, which is exactly what the Vampire Kingdoms hope to accomplish.

As a result, silver and silver weapons are becoming increasingly difficult to find and expensive to purchase, unless smuggled in from the north and east (a growing business). The high demand in the south has begun to raise prices even in the north to 300 credits an ounce, about double what it once was. All of this has made the cost of silver weapons painfully expensive in Mexico and the American Southwest. A silver-coated dagger can cost 2,000-4,000 credits. A machete or short sword 5,000-8,000 credits.

Silver-plating can be done in the Pecos Empire for 30% less, at the Colorado Baronies for half and up north for 70% less, but silver dealers know about the high demand and cost in the south, which has increased the cost of silver throughout North America. Plus, to get northern silver (i.e. the ‘Burbs of the Coalition States, Magic Zone, and Canada) means traveling 2,000-3,000 miles (3,200 to 4,800 km) and back, across hostile territory. It is a trek most adventurers, mercenaries and Vampire Hunters are not willing or able to make. In the end, paying the high price of silver is more expedient and easier than the alternative.

Note: See the **Weapon Section** for a wide range of different silver weapons.

Silver Chains

“Vampires cannot break or untie chains made of silver, not even the thin chains used in jewelry. Again, the unique elemental nature of vampires prevents them from breaking a silver chain that a child could snap. Being bound in silver also prevents the vampire from using his powers of Metamorphosis.”

– *From the writings of Doc Reid*

Silver, like wood, has great power over vampires. When bound by chains made of silver that are at least 75% pure silver

(in this case, silver coating is not enough), the vampire is helpless to break free, even if the chain has only a few S.D.C. points. Likewise, a vampire cannot untie a knot made in silver chain. Thus, a thin length of silver chain binding the vampire’s hands or feet is unbreakable. It also prevents the vampire from using Metamorphosis. Such measures of restraint are used by mortals and vampires themselves. As always, when dealing with the crafty undead, one must be careful about how vampires are held captive. Tying a chained vampire to a post or mounting him a stone wall will not hold the monster unless it too is made of silver. Though the undead cannot break or untie the thin silver chain, the vampire can rip the post from the ground or the mounting out of the wall.

Other than binding a vampire and preventing him from using his powers of Metamorphosis, silver chains do not hurt or incapacitate the vampire in any way. The vampire may be bound, but he is far from helpless and can still bite, punch, kick, use Hypnotic Suggestion, Mind Control powers and other abilities.

Silver Bullets

See Weapon Section for details about silver bullets and the weapons that fire them.

Soil of the Homeland

“This is more evidence of the supernatural creature’s elemental nature and link to the earth.”

– *From the writings of Doc Reid*

In the case of the undead, the “homeland” is the place where the *vampire* was born, not the birthplace of the man he slew and body he stole. This goes back to the elemental nature of vampires. For the undead to survive in our reality, they must link themselves to the earth and this plane of reality. In this case, that link goes right to the very soil of the land in which the vampire was born (i.e. became an undead). Thus, vampires must sleep on a bed of soil from their homeland – the place where the vampire first rose as the undead.

“Homeland” is a broad term that pertains to the overall geographic area, such as a continent, not the town or localized region. Thus, a vampire that came into being in Mexico or the Pecos Empire, Calgary or Chi-Town, the Magic Zone or Free Quebec, can sleep on a bed of soil anywhere in North America. In this example, *North America* is the *Soil of the Homeland*, and any soil, sand or clay from North America fills the requirement of being from the homeland. This makes travel within the continent easy and hazard free, because there is *native soil* everywhere. However, if traveling to a different continent such as South America, Africa or Europe, the vampire must bring the soil of his homeland with him. All that is required is enough soil to create a thin layer of dirt on the floor of the vampire’s sleeping container. As little as a 20 pound (9 kg) bag should do the trick.

The potential danger to vampires operating outside their native land is that the soil can be stolen, destroyed, or defiled. A Vampire Hunter can enter the creature’s lair while the undead is on the prowl, and steal the soil or defile it by covering it in garlic or wolfbay, silver dust, or placing crucifixes on it. Furthermore, covering the soil with *holy water* destroys the soil by contaminat-

ing it. Soil (being an S.D.C. structure) can also be vaporized by any number of Mega-Damage energy weapons.

Without the bed of soil the elemental connection to the earth is broken. The vampire cannot sleep and feels sick as if he has the flu combined with high anxiety and physical agony throughout the day. After just two days of no sleep, the vampire becomes an insane berserker beginning with the next new night. That evening, the mad undead will slaughter livestock and attack (not necessarily kill) 2D6 humanoids. Crazy and diminished, the vampire's number of attacks are reduced by two and all combat bonuses are reduced by half. With the dawn of the new day, the vampire makes no attempt to find a dark hiding place. He remains outdoors to welcome the rising sun, howling at it like a wolf at the moon, until he is destroyed in its brilliance. With no place to sleep, the vampire is compelled to remain on the surface during the next day until the day's first light destroys him. It is a process that takes but a few minutes.

A vampire who has lost the soil of his homeland *may* be able to use magic or a dimensional portal to Rift back home or have soil brought from his homeland, before going insane. Provided he has the connections, money and resources to do so, which is not likely.

When traveling away from one's homeland, a smart vampire always brings enough soil for at least two or three alternative lairs and sleeping chambers, just in case one is destroyed. Some bring enough for a dozen. Many have high-tech sleeping chambers made of Mega-Damage materials, with locking mechanisms inside and out, lights and an alarm to warn and awaken the vampire within and/or his servants and protectors outside that his resting place is being compromised. These tech-coffins often more resemble a torpedo or suspended animation chamber from the movies.



Sunlight

“Let there be light. And the darkness recoiled and fled before the brilliance of the new day. So it is with the undead. Unlike natural nocturnal predators, who can come out in daylight but prefer not to, the light of day is agonizing death to vampires. Utterly destroying them. Turning them to dust in a matter of minutes. It is a chilling yet somehow uplifting sight to witness. No matter how many times I've seen it, I am always awed by it.

“Vampire Hunters use the day to regroup, restock and rest in peace knowing they are beyond the reach of the undead. It is a time of day we know we are safe. It is also an excellent time to track down the vampire in his lair and destroy him while he slumbers.

“Recently, our safe time seems to have been compromised. There is disturbing anecdotal evidence that vampires have hired what I can only describe as “daytime assassins” to hunt us down during the daylight hours. I am investigating this concern now, but fear it is true. The undead have placed a bounty on the heads of vampire slayers, and we are now hunted by our own kind. It's sickening.”

– *From the writings of Doc Reid*

Yet another weakness tied to the elements, the light of day can turn a vampire into ashes. The undead cannot survive in sunlight. Undead Vampire suffer 1D6x10 points of damage direct to Hit Points for every melee round (15 seconds) of exposure to sunlight/daylight. While exposed to the light of day, the creatures of the night are powerless. They cannot use their powers, cannot Bio-Regenerate and can barely move (reduce the number of melee attacks/actions and speed by 70%). In a matter of minutes, they are reduced to ashes. Permanently destroyed.

“There is no better way to destroy a vampire than impale the monster with a wooden stake, drag him into the sunlight and watch him shrivel and turn to dust before your own eyes. It's fast and certain. There is no coming back from the dead after destruction by sunlight.” – *Doc Reid*.

Vulnerability During the Day. Vampires must sleep during the day. They cannot seek refuge in a subterranean abode, shielded from sunlight, and remain active. They are not like humans who can function during day or night. The vampire's sleep is a deep, stasis-like sleep from which they are not easily roused. However, a vampire can be woken and can function for a limited time during the day, as long as he or she is shielded from the sun.

A vampire trying to function during daylight hours is groggy and befuddled. The condition is similar to the state a human is in for the minute after he first wakes up, only the vampire remains in the sluggish, blurry-eyed state the entire period. During this semi-awake period, the vampire's attacks, speed, bonuses, and skill performance are all reduced by *half*. And the entire time the vampire wants to get back to sleep. A vampire whose sleep has been disturbed is also angry and/or feels threatened, thus reacting to intruders with deadly force.

The need to sleep the deep stasis sleep and the vampire's impaired abilities make them extremely vulnerable during daylight hours. Consequently, Vampire Hunters try to find the vampire's lair and attack him there during the day. Most vampires move their lair the instant they find it has been discovered. **Note:** A vampire may be able to force himself to stay awake for as long as one hour before collapsing into a coma-like sleep.

Globe of Daylight spell holds vampires at bay. The magic spell Globe of Daylight does create true daylight, but it is not powerful enough to destroy a vampire. It can, however, hold vampires at bay just beyond the edge of the light and prevent them from entering the lighted area. Do not underestimate the value of the Globe of Daylight spell. (In play-tests, the spell saved the day or bought enough time for the heroes to escape, regroup or hold vampires at bay long enough for help to arrive, many, many times.)

Supernatural Beings

“Born of the same unknown, the supernatural can hurt the supernatural. The punches and powers of angels, demons and other supernatural beings inflict damage to vampires. However, evil may find vampires an ally or bedfellow rather than an enemy. Beware allegiances to dark forces.”

– *From the writings of Doc Reid*

True supernatural creatures – demons, Deevils, Alien Intelligences, etc. – hurt vampires with their punches, bites and physical attacks. A fellow supernatural being inflicts full damage, with M.D. points becoming Hit Point damage to vampires. Thus a demon that does 3D6 M.D. does 3D6 Hit Point damage to vampires.

Mortal beings with the super ability of Supernatural P.S. also do damage to vampires as per their Supernatural P.S.

Creatures of magic, such as dragons and Faerie Folk, are NOT supernatural beings, though they share many of the same abilities and aspects, so that people often confuse the two. The big difference is that creatures of magic are mortal. They may be long-lived but they are mortal and die. Supernatural beings are immortal and perish only when slain by a third party. As a rule, because of their innate magic natures, creatures of magic do half damage to vampires with their bare hands, fists, kicks and bites. However, creatures of magic who have Supernatural Strength do full damage, just like anyone else with Supernatural P.S.

Water

“People who snicker at the destructive nature of water on vampires seem to forget that in a desert, water can be the rarest and most precious of commodities. A human can survive for weeks without food, but perishes in days without water. Water is life. So it is no wonder that it has a profound effect on demons such as vampires that represent death. Is it ironic that a vampire can survive a nuclear blast, but can be laid low by a tussle in a shallow river? Yes. As someone who has fought the undead, it’s a God-sent miracle.”

– *From the writings of Doc Reid*

Holy Water

Holy water is ordinary water, or water mixed with oil, blessed by a priest whose god(s) is of a Scrupulous or Principled good alignment, and recognized as a *God of Light*. Holy water splashed on a vampire burns like molten lead.

- **Vial of Holy Water (6 ounces):** Six ounces (177 ml) does 3D6 Hit Point damage.
- A vampire cannot enter a circle drawn with holy water while it is wet. Once the water has all dried, the undead can enter.
- Covering the soil of the homeland inside a vampire’s sleeping chamber with *holy water* destroys the soil by contaminating it.

Running Water

Running water can destroy a vampire.

Being immersed and held down in a river, stream or other source of running water can destroy the monster. The moment the vampire is immersed in water he loses his powers and must flee

or be destroyed. Running water is like acid. Holding a vampire under running water sees the body boil and melt into slime, then disappear without a trace.

Water damage does not heal as quickly as all other forms of damage. The vampire can regenerate 6D6 points of water damage once every minute (four melee rounds). When Hit Points are 21 below zero, the water-logged monster melts into oblivion.

Being immersed in clean, clear, still water, like a swimming pool or horse trough, causes discomfort and but only inflicts 1D6 points of damage per melee round and cannot kill a vampire even when Hit Points are reduced to zero or below.

Stagnant, murky, or polluted water like an uncleaned swimming pool, muddy water, and swamp water that doesn’t move or barely moves and is thick with algae, slime, moss and insect larvae, does NO damage to vampires.

Even rainfall can hurt and kill a vampire exposed to its cleansing waters.

Light rain stings and does 1D4 Hit Points of damage per melee round, but can also be easily negated by wearing protective clothing such as a hat and poncho, or hat and raincoat, leather jacket or coat, long coat/trench coat, hooded cloak or cape and use of an umbrella. Whatever damage the vampire might get from the occasional splatter of rain that gets through is nothing more than a momentary stinging sensation and damage is healed within a melee round. **Note:** The undead suffer no damage from fog or light rain while in mist form. Wild Vampires are likely to seek shelter or make brief runs in the rain.

Medium rain shower does 2D6 Hit Point damage per melee round. Furthermore, the vampire cannot heal from the damage until he gets out of the rain and dries off. However, the vampire can still use his undead powers. It is important to note that a vampire can get wet and be stuck in wet garments without further or continuing damage. Only clean, clear running water does damage. After the initial hit or dose of running water, the wetness is just a cold annoyance. **Note:** The undead suffers one Hit Point damage per melee round even in mist form when out in a medium rain. As above, the dangers and damage from rain can be circumvented with an umbrella and water repellent outer garments. Wild Vampires seek shelter.

Heavy rain or thunderstorms – a soaking rain and high winds, lightning likely – inflicts 5D6 Hit Point damage per melee round to the undead. The vampire cannot heal from the damage nor use any of his undead powers while out in the storm. **Note:** The undead suffers half damage per melee round even in mist form when out in a heavy rain. Even an umbrella and water repellent outer garments are not sufficient to deal with a downpour, especially if accompanied by high winds (which is usually the case) blowing off hats and making umbrellas useless. Unless traveling inside a vehicle or environmental body armor (very rare), most vampires don’t come out during heavy rain. Wild Vampires seek shelter.

Hail, ice and snow do no damage to vampires.

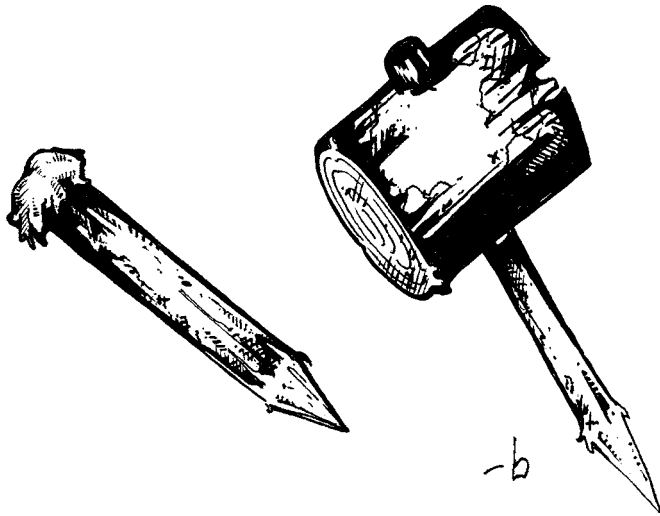
Fog and mist do no damage either, and when a vampire turns into mist, he can, in effect become invisible inside a fog bank. Undead cannot communicate or use their powers as a mist, but do see/sense and hear what’s going on around them.

Water weapons. A child’s toy *water pistol* or *squirt gun* takes on a lethal meaning to vampires. The water is in motion and therefore, considered to be “running” water. Each blast from a typical squirt gun inflicts 2D6 points of damage direct to the vam-

pire's Hit Points, PROVIDED IT HITS BARE SKIN. This may require a Called Shot to the face, arms or hands, especially when dealing with Secondary Vampires, who are more likely to wear protective coverings. Wild Vampires tend to run around naked and half-naked, wearing tattered clothing to little clothing. Even Secondary Vampires in the hot Mexican climate and unashamed of their bodies tend toward minimal clothing. However, when they anticipate battle, Secondary Vampires are likely to wear a cape or cloak, both of which offer flexibility of protection from both water and, to a much lesser degree, sunlight, or hats, long coats, jackets and even partial to full body armor. Just as with rain, water can be blocked by protective outer layers of clothing. Water weapons also have limited range, typically 50-100 feet (15.2 to 30.5 m).

Water offers other barriers for the vampire. The undead have a powerful phobia about water and cannot willingly cross over running water unless there is a physical bridge to cross. Even then, the water phobic creatures must roll to save versus *Horror Factor 16*. A failed roll means the vampire cannot bring himself to cross the bridge. The monster can try to overcome his fear to cross a bridge by rolling to save vs Horror Factor as often as four times an hour. Most vampires, however, only try under dire circumstances. The rest of the time there is no effort to overcome their fear, they just avoid rivers, streams, lakes and seas. Vampires will NOT even try crossing bodies of water by turning into a bat and flying over it.

Another way of getting across running water is to be transported by somebody else, sealed in a (ideally waterproof) container (coffin?) and taken over by boat, aircraft or other means, without the vampire's knowledge. If the demon knows he's being taken over water, he'll protest and try to vacate the vehicle before getting near water.



Wood

“It's ironic. A vampire can survive a nuclear blast and Mega-Damage energy blasts, but the demon is vulnerable to a number of very common things, including wood, water, silver and sunlight. It's true, a well placed blow from a wooden chair or fallen tree branch does more damage to a vampire than a Boom Gun. Remember that, but don't rely on any one of the undead's weaknesses, learn to use them all to your maximum benefit.

“While wooden weapons can be used to cut, stab and hurt vampires, the most effective attack is to impale the heart. Stabbing the heart with a wooden stake, spear or arrow is like hitting the off switch. Succeed at hitting the heart with a shard of wood, and as long as the wood remains in place, the vampire is down. Immobilized. But not dead.”

– From the writings of Doc Reid

The Wooden Stake

“Many misguided souls believe a wooden stake thrust into the heart of a vampire kills the demon. They are wrong.

“A stake in the heart is a painful means of inflicting a state of *suspended animation*. An arrow, crossbow bolt, spear, or other shaft will all do the job. Some insist that the wood must be made of hawthorn, maple or aspen, but any wood will suffice. The moment the stake hits its mark, the demon screams in pain and falls to the ground in a crumpled heap. Moments later, the ghostly fiend seems to stop breathing, blood may gush from the wound, and the body may shrivel to look like an ancient corpse or even a skeleton, depending on the age of the vampire.

“Dead? No.

“Remove the wooden stake and, in mere seconds, the cursed demon is restored to his full strength and physical mass. The transformation is taxing and sends the monster into a feeding frenzy that forces him to hunt and kill immediately after the stake is removed to slake his inhuman thirst for blood. Another reminder that the undead are not human, but murderous monsters that defy reason.”

– From the writings of Doc Reid

Impaling a vampire in the heart with a piece of wood and leaving the wood in place sends the creature into an instant coma.

That last part is critical: The piece of wood that has pierced the heart must remain in place. Stabbing and removing the wooden stake causes the undead tremendous pain, but does not create the coma state. The wooden stake must remain in the heart to keep the vampire incapacitated.

The state of suspended animation inflicted by being staked, lasts for as long as the stake remains *in the heart* or chest cavity where the heart is located. As long as the originating Vampire Intelligence still lives, the undead vampire can be *revived* by simply removing the wooden stake. Remove the stake from the vampire's corpse tomorrow, next year, or centuries from now, even if the vampire is nothing more than a skeleton, and he regenerates to live and hunt again.

It remains a mystery why impaling a vampire in the heart with a piece of wood and leaving the wood in place causes an instant coma. Doc Reid suspects it has something to do with vampires being elemental supernatural beings. The impalement of a wooden stake through the heart grounds the monster to the earth and renders him completely powerless and unconscious. Once grounded, the vampire is locked in forced stasis.

In this coma-like state, the vampire is vulnerable to normal S.D.C. weapons and fire (cannot be atomized even by M.D. weapons). However, the creature is not dead and remains very dangerous. If the stake is accidentally or deliberately removed, or destroyed, the vampire is revived. Even if the demon's body has been mutilated or chopped to bits, he will regenerate as soon as the stake is removed. See *Decapitation* for more details.

Note: No animal of any kind will eat the flesh of a vampire. They sense the powerful aura of supernatural evil and will not touch undead flesh.

Staked is not dead. After a vampire has a wooden (or silver) stake driven into his heart to render him helpless, the head should be lopped off, the head and body burned to ash in separate funeral pyres, and the ashes scattered. A vampire can be burned by normal fire when the heart is impaled by a wood or silver stake.

Wood in any shape or form – spears, javelins, arrows, cross-bow bolts, shafts, sharpened wood knives, and clubs and staves – hurts and inflicts damage to vampires, doing damage direct to Hit Points. But the accursed monsters regenerate so quickly that the damage, no matter how great, is never life threatening unless the wooden weapon is thrust into the heart. While the wooden stake is iconic, any wooden weapon, including spears, wooden arrows (must have a wood or silver tip) and even a wood shard or fragment, can be used, provided it is strong enough to penetrate the chest and enter the heart. **Note:** The wood weapon must be made entirely of wood or plated in silver. An arrow or spear with a flint or steel head will bounce off the monster's hide without damage. Silver-tipped and plated weapons are as effective as wood, and both inflict double their normal damage against vampires.

Impalement by wood is extremely painful. Impalement of extremities, including the head or appendages is painful, but has no other debilitating effect on the undead. In fact, vampires are notorious for getting shot with an arrow through the neck or arm and leaving the arrow or weapon where it is, and continuing to fight unimpeded, as if defying their attackers to try again. The sight is extremely eerie and requires characters to roll again to save vs Horror Factor 15.



A direct strike to the heart is hard to do

Staking a Sleeping Vampire

Finding and attacking vampires while they sleep during the day is a wise tactic. The Vampire Hunters may have to deal with humanoid or animal protectors, but they are easy to dispatch compared to melee combat with a vampire.

Staking the heart of a sleeping vampire requires strength, force, aim and a little luck. Bone and muscle may deflect the stake and miss the heart. So might a case of the nerves. Even seasoned veterans report an adrenaline rush just before they pound a stake into a vampire. An inexperienced character or ordinary adventurer, and even soldiers, are likely to be unnerved or pumped up with adrenaline by the prospect. Hammering a wooden stake into a sleeping enemy's chest is very different from shooting an enemy or engaging in hand to hand combat. The vampire's evil aura/Horror Factor also adds to the nervousness of the attacker.

Roll to strike to hit the heart even when the vampire is momentarily down, unconscious or asleep. The heart is not a large target. It is about the size of a man's fist and a nervous, careless or cocky attacker could miss the heart, so players must roll to strike. Heck, a nervous or distracted character might even miss hitting the stake entirely, thumping the vampire in the chest with the mallet and waking him up. Don't say it can't happen. We've all hit our thumb or hand trying to hammer a nail or lawn stake. Likewise, the stake might slip or be deflected by bone or muscle tissue, going into the chest but missing the heart.

A missed stake attack on a sleeping vampire *will* wake him up!
Bonus to strike for medical personnel: +2 for those with Paramedic skill and +4 to strike for those with Medical Doctor skill against a sleeping or restrained vampire.

10 or higher strikes the heart: The attacker must roll to strike for the first hit of the mallet to drive the stake into the heart. The attacker may include any applicable bonuses to strike.

If that first roll to strike is a success, 1D4 additional hits to the stake are required to impale the heart, but all are successful.

If the stake is struck but misses the heart – a roll of 5-9 – it is a near miss. The stake inflicts 2D6 Hit Points, but the vampire wakes up. **Note:** See Near Miss rules under *Impaling the Heart in Close Combat*, below.

A roll of 4 or less is a miss, and hits either the character's hand or the character's chest.

Where is that mallet? It is not possible for most ordinary humans to accurately plunge a stake into the heart without holding the stake just above the chest and using a heavy mallet to *hammer* it into the heart. Evolution has given humanoids a *rib cage* of hard bone, cartilage and strong muscles across the chest for the precise purpose of protecting the heart and lungs. The average person, even a strong person, cannot just plunge or push a wooden stake into someone's chest with his bare hands, not with any accuracy. That's why the mallet is needed.

P.S. needed to plunge a stake into a vampire's chest without a mallet:

- Ordinary humans and D-Bees: P.S. of 28 or higher and counts as a power punch.

- Augmented mortals such as Juicers and Crazies: P.S. of 24 or higher and counts as a power punch.

- Characters with Robot P.S. like Combat Cyborgs, power armor and robots: 18 or higher; counts as one melee attack/punch.
- Characters with Supernatural P.S.: 10 or higher; counts as one melee attack/punch.

Impaling the Heart in Close Combat

“Fighting to win is fighting smart. That means incapacitate the enemy, hold your position and finish the monster off later.

“The vampire’s incredible powers of regeneration makes them difficult to kill, but not to stop. Aim for the heart with bows and arrows, crossbows and spears. Nailing the vampire in the heart is the equivalent of staking them. Staking a vampire in the heart immobilizes him, allowing you to drop him fast and turn to your next undead opponent. As long as another vampire or mortal servant can’t get to the fallen vampire to remove the stake, that vampire is down for the count, and you have all day to dispose of the body after the battle is won.”

– From the writings of Doc Reid

The player must declare a Called Shot and his intention of going for a strike to the heart *before* he rolls 1D20 to strike. Hand to hand attacks are considered a power punch, using up two melee attacks. As always, the vampire can try to parry and dodge; defender (the vampire) wins ties. Assuming the vampire fails to parry or dodge, a roll of 16 or higher (or above the Armor Rating if the vampire is wearing S.D.C. or partial M.D.C. armor; whichever is higher) is a successful strike to the heart. The attacker may include any applicable bonuses to strike. A Natural 20 (straight die roll unmodified by bonuses) is always an instant success and hits the mark perfectly. The only way the vampire can parry or dodge a Natural 20 attack is by rolling a Natural 20 (no bonuses) to parry or dodge.

Close Combat: Hand to hand combat, sword play and close-quarters gunplay are all “close combat.” Close combat encompasses a range up to 20 feet (6.1 m); a distance that can be closed within one or two melee actions (a few seconds) and close enough to have a good view of a target. From this range the character’s normal attacks and bonuses apply. The only condition is that the combatant must state that he is “trying to pierce the heart” and announces a *Called Shot* before he rolls to strike. The vampire opponent gets his usual option to parry or dodge the close-range attack.

Bonus to Strike for Medical Personnel: +1 for those with Paramedic skill and +2 to strike for those with Medical Doctor skill in a combat situation.

A power punch is required even against an unarmored vampire, because, despite what’s seen in movies, plunging a sharpened stick into someone’s heart and hitting a target the size of a man’s fist requires strength and focus.

A successful strike to the heart (16 or higher) instantly renders the vampire helpless and he drops to the ground. Many Vampire Hunters use the tactic of impaling and incapacitating as many vampires as possible, and worry about permanent destruction later. Under many circumstances, this works very well, but against large groups it may only be a short-lived stop-gap measure. Even Wild Vampires know that removing the stake revives their fallen brethren. Consequently, vampires are likely to stop and pull the stake out of any impaled brethren they encounter, even in com-

bat. Staking *and* decapitation slows the recovery process at least a few extra minutes.

A near miss only makes the creature angry and vengeful. A roll to strike of 13-15 is a *near miss*. Meaning the impalement came within a centimeter to three inches (7.6 cm) of the monster’s heart. Impalement within three inches (7.6 cm) of the heart inflicts the vampire incredible pain. Leaving the wooden stake in the vampire’s body, near the heart, causes the fiend to lose all remaining attacks for that melee round, as he writhes and tries to collect his wits to dislodge the wooden shaft.

If there is enough of the weapon sticking out that the vampire can get a good handhold, he can slowly pull it out. The vampire can usually remove an exposed wooden shaft/stake that missed the heart within one melee round, during which he has no attacks, but can defend himself from incoming attacks at half his normal bonuses.

If the wood cannot be grasped by hand, the vampire must turn into mist to allow the weapon to drop away. Or he can cut or claw away chunks of his own flesh to remove the offending object. Observers of this self-mutilation roll to save vs Horror Factor 15.

A roll to strike of 5-12 misses the heart, but hits the vampire and does normal damage for that wood weapon. No damage if the vampire parried or dodged, or the attack hits armor.

Of course, the impaling attack is useless against vampires wearing full environmental, M.D.C. armor. However, most undead do not like to wear armor because it makes them look and feel “weak” or “afraid of humans.”

Long-Range Strike to the Heart

Hitting the vampire in the chest and impaling the heart with an arrow, spear or thrown weapon is very difficult and the same rules used for Decapitation apply, including the need to make a



called shot and roll a Natural 20 or a modified 24 or higher to strike the heart. If the heart is struck, the weapon must be left in the vampire to keep him in the coma state.

Long-range is considered to be any distance of beyond 20 feet (6.1 m).

Vampires cannot parry an attack from a bow or crossbow (or gun), but thrown weapons like a spear or knife can be parried or dodged.

Wood Weapons

See the **Weapon Section** for a wide range of different wooden weapons.

Natural 20 Rule (optional)

Hey, it's Kevin Siembieda, and I wanted to suggest some rules I have used in my own games since . . . well, always. However, for some strange reason, I have never put them in a book as "official" rules. Until now.

Natural 20 Triumph. If a player is trying to hit something or do something like impale a vampire's heart, wrestle or shoot an item out of an opponent's hand, get to a position or item before the bad guy, pull an NPC (Non-Player Character) to safety, and similar acts, I have him roll 1D20 to strike or accomplish his task. If he rolls a Natural 20, I ALWAYS make his goal an automatic success. Always. If it's a competition between the hero and an NPC villain, a D20 is rolled for each character, high roll wins. So if the villain was parrying, dodging, trying to get there first, or hang on to the innocent hostage, and gets the higher roll, he wins. If the player gets the high roll, he succeeds.

A Natural 20 Against a Vampire Stakes 'em. Even if the player character did not announce a Called Shot or an intention to stake the vampire, he lucks out if he rolls a Natural 20, and impales the monster through the heart, as long as he's using a weapon that can do so.

A Natural 20 is Fate. The only way an opponent can beat a Natural 20 to strike, is by rolling a Natural 20 to parry or dodge, because defenders win ties. However, a Natural 20 ALWAYS beats a roll that exceeds 20 *with bonuses*, no matter how high it was thanks to bonuses; i.e. a Natural Twenty beats a roll of 22 or 32 or 102 achieved via bonuses. To me, a Natural 20 is luck and the intervention of Fate that beats everything else, except another Natural 20. I live by this rule and it works great.

Quick roll decisions using a D20 (Optional). How many times does a character ask a simple question or try to bluff an NPC, or asks if a common item is in stock at a store (nothing that's a game changer)? As G.M., you have to stop and think about it. Well, don't spend a lot of time ruminating about the answer, roll 1D20. A roll of 1-10 means yes. 11-20 means no. It's fast, simple and fair, because you're leaving it to chance. This should not be applied to items or situations where the decision radically changes or unbalances the game. Big decisions should always be left to the Game Master, not chance. But little things, sure, why not?

I do the same for "this or that" situations. Does the trail go left or right? 1-10 is left, 11-20 is right. Do all the guards hear the group and respond or does the group slip by unheard/unseen? Make a roll. Personally, I have low rolls under 10 favor the player characters and high rolls of 11-20 go against them. It works for me, but please consider this one an "optional" rule I'm tossing

out there. Of course, there will be circumstances where you, the G.M., will need or want to make a deliberated decision, but when you don't care or don't know, give it a roll. – *Kevin Siembieda*

Combat Notes

Strategies, Tactics and Observations

excerpted from the writings of Doc Reid

In a strange way, vampires reflect the worst of us. The demons steal our identity when they take our bodies. The monsters possess the memories and personality of the deceased, so to some degree they think like us. Like human beings. Humanity is the orientation of the undead. Only they are our *evil* twins: Decadent, selfish, cruel, and murderous. They think like humans and know how we think, what we desire, where we live, how we function, how we feel, what scares us and where to find us. They even look like us and can walk among us unnoticed. Vampires use this intimate knowledge and their human guise to infiltrate our ranks, seduce and trick us. And, of course, to hunt and kill us. It is important we remember that. To a vampire, we are little more than game animals to be hunted and devoured. So yes, on one hand, when we fight vampires we battle monsters. On the other hand, we are battling ourselves, or at least humanity's evil reflection.

I sometimes wonder if we were given the powers of the vampire, would we become like them? Would we become arrogant monsters? I would like to think no, but I look at the Coalition States or the Federation of Magic, and I think the answer must be yes. But I digress.

The point I want to make is that for all the vampires' monstrous aspects and powers, they are *intelligent* and *human-like*. They think, plan, plot and use treachery and cunning to hunt and do battle. They don't engage in a stand-up battle unless they absolutely have to. They can use our own technology and delight in turning our strengths against us, and play upon our fears to manipulate us.

I believe vampires are the greatest threat to human and D-Bee life on this planet. Never take them lightly. Never think they are a joke or weak because a stick of wood, a stream of water or a beam of sunlight hurts them. They are wicked, monstrous versions of us without a conscience. If we are not careful, one day, we will all answer to a Vampire Lord and live in a Vampire Kingdom.

Animals and Vampires

My research reveals that animals can sense the approach of evil supernatural beings. This means your pet, horse or animal Familiar can alert you to the presence of vampires. The closer a vampire gets, the more nervous your animal becomes. If you are aware of this and pay attention to your animal, it can tip you off to vampires approaching and give you a bit of extra time to prepare for battle, hide, flee or take other steps to deal with the monsters. *Horses, canines* and *felines* are especially sensitive to psychic vibrations from evil supernatural forces.

In all cases, the animals become nervous and agitated. Dogs, wolves and coyotes bark and howl, cats hiss and caterwaul, and horses whinny, stomp their feet and rear up. I have calculated



the animals' sensing range to be 3,000 feet (914 m). Though the range differs, *Dog Boys* also sense vampires and supernatural beings, making them and canines excellent companions for Vampire Hunters.

When an actual vampire comes within 10 feet (3 m) of the animal, horses rear up on their hind legs or bolt to run away. Most canines growl and back away before running off or taking an aggressive defensive position next to their owner. Felines hiss and let loose a loud wail. If the vampire makes a sudden movement toward the animal or its owner, it may attack him (01-40% chance) or run away. *Canine guardians*, trained attack animals and most canine pets are likely (01-88%) to lunge and attack the vampire if he takes the slightest threatening tone of voice or makes a hostile or sudden gesture toward the animal's master. If a cat is cornered, it will attack the vampire, and sometimes, cats attack to protect their owner (01-20% chance) when he is threatened by the undead. (If a predatory big cat, like a lion, tiger, jaguar, etc., the feline is more aggressive. Use the same percentile die roll as canine guardians.)

WARNING: Vampires can control canines, including wild animals such as coyotes and wolves. This is done via eye contact and a verbal command (counts as one melee attack). Instantly, the canine becomes an obedient servant of the vampire, and behaves as if it were a trained and loyal pet. I have found, however, that this is not the case with canines that are already *your* pet. Pets are loyal to their masters. These animals seem resistant to the vampire's mind control due to the bond of love and loyalty between the animal and its master, as well as the dog's natural abhorrence and fear of all things supernatural. This is true of horses and cats as well. **Game Note:** Animals get to save vs psionic mind control, requiring a roll of 16 or higher to save. HOWEVER, pets only need to roll an 8 or higher to save. Failure to save means roll percentile dice on the following Canine Reaction Table.

Canine Reaction Table (in response to a failed roll to save vs Vampire Mind Control):

01-60% Your pet is under the complete control of the vampire. Until the vampire leaves and relinquishes his hold over the animal, it serves and protects the monster as well as attacks anyone the vampire commands it to, including its owner!

61-90% The dog whimpers and slinks off to hide. It does not serve the vampire, but it will not attack him or protect its owner.

91-00% The animal goes berserk and attacks the vampire! It fights to the death unless dragged away, pinned and held, or rendered unconscious. Until the vampire leaves, the animal behaves like a mad dog that wants to tear the vampire to pieces.

Grappling

Cyborgs and robot and power armor pilots need to control themselves and fight a vampire carefully. All three are used to being powerhouses in normal combat, but against the undead, a cyborg or robot pilot is the one vulnerable to the vampires. All that wonderful technology, energy weapons and robotic strength are harmless to a vampire. Without weapons of wood, silver, water, or magic, the warrior might as well be dressed in a tin can. Actually, that's not entirely true. The armored hero may not be able to hurt the vampire, but powerful (Mega-Damage) onslaughts can knock a vampire off his feet and off-balance. An unrelenting battery of punches, kicks, and grappling (that inflict

M.D. damage), can keep a vampire occupied or held at bay for at least a few melees.

A canny Combat Cyborg, power armor unit or giant robot vehicle can grapple, pin, entangle, and hold (bear hug) a vampire. As long as the armored warrior hangs on or keeps the fiend pinned, the vampire is incapacitated and cannot attack others. Yes, a vampire can turn to mist to escape, but this is good, because it takes time to turn to mist, move away, and resume humanoid form. Mist moves slowly, so if the vampire has to put some distance between himself and his attacker, that adds to the time he's not able to engage in combat. (**Note:** It takes 6-7 seconds and uses up two melee attacks to metamorph from humanoid form into mist or animal form. It takes the same amount of time and uses up two melee attacks to change back from mist or animal into humanoid.)

Of course, a pinned vampire will continue to struggle and fight. Vampire are monsters who do not hesitate to tear at an opponent with tooth and claw. Their bites can be devastating and are able to damage even the best (M.D.C.) armor. Their Supernatural Strength is such that vampires can inflict grievous harm (Mega-Damage) to an armored opponent with their bare hands. Most of you are not used to fighting an adversary that has both human intelligence and animal ferocity, so you are not likely to expect a bite attack until the vampire lunges forward with fangs bared. I don't mean to beat a dead horse, but vampires hide behind their facade of humanity then strike like a ravenous beast, catching warriors off-guard. Never forget that vampires are not human. They are monsters who will tear you apart. Strike without hesitation or remorse, and strike to kill.

(**Note:** A Mega-Damage bite attack from Secondary and Wild Vampires is 2D6 M.D.; 4D6 M.D. for power bites [counts as two melee attacks]).

Giants, giant robots and beings and weapons that inflict great damage can also be effective at keeping vampires off balance. While these attacks may not physically hurt the monsters, they may knock a vampire off his feet and reeling. (See *Knockdown rules* elsewhere in this section.)

Hit and Run Tactics by Vampires

As I've noted before, vampires possess instincts and cunning that make them formidable foes. The versatile monsters rely on their supernatural abilities on an instinctive level and to maximum effectiveness. A favorite tactic is "hit and run." When a vampire falls to around 12-15 Hit Points, instinct tells him his life is in jeopardy. Rather than continue the fight, the vampire makes a strategic retreat and hides. Often animal metamorphosis is used to make a speedy escape or mist metamorphosis to escape imprisonment or taking more damage. The monster finds a safe place to hide and waits as his Bio-Regenerative powers repair damage until completely or suitably recovered, then stalks his enemies to pick them off one by one, or to rejoin combat.

You can call this cowardice or cheating, but ultimately, it is a brilliant, winning tactic. The vampire can fight till near death, stop, take a break, heal and come back to fight some more. The vampire returns fresh and at full power, while each encounter/attack wears us down, uses up ammunition and grinds us up until our strength and resources are unable to resist the demon's next onslaught. Meanwhile, vampires actually enjoy this cat and mouse game, and take full advantage of the psychological aspects

by taunting and mocking their opponents, telling them how they don't have a chance, resistance is futile, and their deaths are inevitable. It's cruel, but effective.

Don't let vampires get into your head. Counter the hit and run tactic by sticking together and watching each other's backs. Find a position you can secure and make the monsters come to you. Defenders usually have the edge in most combat positions. Show no mercy and take the undead down without hesitation. When you have a kill shot or an opportunity to stake a vampire, take it and finish the job. Know when to call it quits and make a strategic retreat yourself. Your death only serves the vampires. There is no shame in having to retreat or do whatever's necessary to survive to fight another day. This is especially difficult when you are leaving a teammate or innocent people behind, but sometimes it is a hard necessity. Just remember, if you live, you will have the opportunity to save lives – theirs or someone else's – in the future. Your death is not going to change what happens to these people next. Behave like your enemy: Retreat to fight another time at full strength.

Hostages

Vampires are evil incarnate. They have no conscience or remorse. They are the top of the food chain, and we are their prey. They are wicked and manipulative in the extreme, and understand human nature better than we do. Consequently, another favorite tactic of the undead is the use of innocent hostages as bait, bargaining chips and retribution. They'll hold one or more hostages to lure you and your team into the open, into an ambush or to make you come to them in their lair. They use a hostage(s) to try to broker deals and barter for their own lives. They'll use the threat of killing hostages to make you back off and they'll slaughter the innocent as an act of revenge or psychological warfare by making you feel responsible for their deaths and failure to save them. Undead love to break the human spirit, and they know capturing and holding a friend, teammate or innocent, especially women and children, has a profound impact on our psyche and performance. That's why they do it. They know we will hesitate and make deals with the devil to save lives, especially if it's someone we care about. They know loss and grief, as well as anger, affects us, dulls our thinking, makes us sloppy or careless. For them, it's all a big joke, because vampires are NOT human, so human life has no value to them. We are cattle or a good horse to trade, sell or do with as they please. They use people like pawns on the chessboard to stay the hand of heroes, manipulate others and for barter themselves.

I've known many Vampire Hunters who have tried to harden themselves by keeping people at arm's length, having few friends, and preparing themselves to sacrifice friends and innocents for the greater cause of slaying vampires. I understand where they are coming from, but I think it's folly. If you harden your heart and remove yourself from humanity, the vampires have won, because in a way, they have succeeded in destroying you. In a way, you are like them: one of the walking dead. A machine bent on killing. At Fort Reid we try to keep our families close and encourage our Rangers to embrace friends and family and cherish them above all else. Friendship and love is what keeps us alive and makes life worth living.

This is war. Loss is inevitable. The pain we feel is evidence that we remain human ourselves. When you stop feeling the pain of human sacrifice, you are broken and need to find a way to re-

pair yourself, or you've become a different kind of living dead. Don't let that happen to you.

Hunger for Blood

Vampires need blood like we need water. Some may try to fight the terrible urge to hunt, kill and feed upon the living, but most readily embrace it without hesitation. Vampires are wicked supernatural beings compelled to engage in acts of evil. It's who and what they are, monsters through and through. The vampire's need for human blood is profound and unquenchable. It is an urge no vampire can resist for long. Even those who try to fight their bloodthirsty nature must give in, sooner or later, lest they be driven mad with hunger. Remember, vampires are not human. They are demons that have hijacked a human body. We are their prey. They need our blood to survive. They hunt us for food, see us as livestock and enjoy the hunt and the thrill of the kill.

Feeding Requirements: Vampires require fresh, right out of the vein, human blood. A vampire should feed on at least two pints (roughly one liter) of blood every 72 hours. Twice that amount every night or two is preferred, and vampires who like to indulge themselves will consume 6-9 pints (2.8 to 4.1 liters) every night or two. The demons can try to resist the desire to feed, and try to fast, but with each passing night of abstinence the hunger grows more powerful. By the fourth night, the creature awakens with stomach pains and a craving to feed akin to the desires of a junkie needing a drug fix. But the monster can still resist.

Animal blood cannot be substituted.

Artificial blood cannot be substituted.

Blood from a blood bank or hospital is satisfactory only if it is less than 12 hours old.

D-Bee blood is acceptable, but I have it on good authority that a vampire needs twice as much blood when feeding on D-Bees, and nonhuman blood is less tasty, less fulfilling, and much less preferable.

Vampires don't have to kill their prey when feeding, but they like to kill. Furthermore, they find drinking blood so enjoyable, sometimes they don't realize they are killing their prey unless someone points it out or pulls them off.

Vampire Feeding Frenzy. The need to drink blood is so demanding that after only four nights of total deprivation, the vampire looks worse than usual. The skin takes on a waxy yellow pallor, dark circles surround the eyes, the face and hands perspire, the eyes look dull and the undead's movements are slow from physical weakness. The hunger is all the vampire can think about. The hunger screams to him and claws at his innards, demanding to be fed.

When the savage demon loses control, there is no reasoning with him, and only some means of physical restraint can stop the demon from executing his dark task. When the frenzy takes over, the vampire can think only of feeding and does everything in his formidable power to find prey. A frenzied Secondary Vampire behaves like a Wild One, losing self-control, so when he feeds, he kills, draining the victim until empty. Only intervention by a third party can stop him. To drain a victim completely, the vampire needs 20 minutes. The hunger ends as soon as the monster has fed and he is instantly restored to his normal self. (No penalties.)

(Game Mechanics: After four nights without blood, the hunger weakened vampire suffers the following penalties: -2 on Perception Rolls, -2 on initiative, -10% on skill performance and

reduce Spd by 20%. Every time the vampire smells humanoid blood he must **roll to save versus Feeding Frenzy** with NONE of his usual bonuses to save. A 15 or higher is necessary to save. The smallest cut or a single drop of blood within a *500 foot/152 m* radius of him is enough to trigger the Feeding Frenzy. A failed roll means the vampire succumbs to his blood lust and rushes off to feed. The blood lust frenzy lasts for 1D4 hours, or until the vampire has fed. If the vampire does not kill and feed within that time, he regains some control of himself and can try to resist feeding until the next scent of humanoid blood assails his senses. **Note:** For every night of abstinence beyond five, the vampire suffers a penalty of -1 to save versus Feeding Frenzy and skill penalties increase at a rate of -5% per night, turning the vampire into a slobbering monster obsessed with eating. It is only a matter of time before the creature must give in and feed.)

Starvation leads to temporary insanity. Restraining a vampire is a difficult task, but not impossible. Unfortunately, a vampire cannot die from starvation. All that a *forced abstinence* does is drive the demon insane. After three weeks of starvation, the

vampire descends into a crazed animal state where he cannot think or perform the simplest task. Not even speak. The demonic animal does not recognize friends and servants, and howls like a coyote caught in a trap. The tortured beast writhes in agony, the body quickly becomes emaciated and more corpse-like with each passing night. Every thought is consumed with feeding. If released from his restraints, the vampire attacks and completely drains (killing) the first mortal he encounters. If offered more than one choice, the vampire goes for a human every time. If there is no human available, the monster attacks the prey that offers the least resistance. Even in this animal state, the predatory



mind works on instinct to choose the most vulnerable prey and easiest to kill. During the feeding frenzy of the temporarily insane vampire, the demon does not recognize friends, enemies or his surroundings. All he knows is that he must feed. This kill is more savage and brutal than usual, spilling half the blood onto ground as the ravenous beast laps up as much as he can, as quickly as he can. A few minutes after feeding, the undead becomes his lucid and rational self. His physical body also resumes its more normal and healthy appearance. Like Doctor Jekyll and Mr. Hyde, the bestial persona of the vampire is again submerged under the veil of the intelligent Doctor Jekyll. However, the hunger lingers. This savagely devoured meal may have restored the monster's mind, but with half the blood spilled on the ground, the vampire needs a second victim to fully satisfy his hunger. Able to think with a clear head and perform skills at normal capacity again, the vampire is able to stalk his next prey and, if so desired, stop himself from draining more than 3-4 pints and leave the victim weak and barely alive. The time of madness is over.

Prolonged periods of starvation that last six months to years, and even decades, have a chance (2% per year with accumulating results, stopping at 50%) of causing *permanent insanity* that leaves a Secondary Vampire in a permanent feral state similar to that of a Wild Vampire. However, it has been my experience that most recover completely after feeding.

As always, statements of fact, such as those above concerning vampire behavior, feeding habits, the frenzy, insanity and recovery, are all based on copious experimentation, and years of scientific study and observation.

Knockdown

If the punch from a robot, robot vehicle, power armor, or cyborg delivers enough physical damage, the force of the blow *may* knock a vampire off his feet. Powerful explosions and other types of powerful concussive impacts have an increased likelihood of knockdown. **Note:** Energy beams, automatic weapons, shotguns, and revolvers do NOT knock a vampire down because they don't deliver enough force.

Knockdown Impact Table for Vampires

The following table indicates the likelihood of a vampire being knocked off his feet from a powerful impact based on the amount of Mega-Damage inflicted. The vampire does not suffer damage from the Mega-Damage impact, but if knocked down, he could lose his combat advantage. Roll percentile dice to determine the odds of being knocked down. (**Note:** This table also applies to Combat Cyborgs, robots, giant robot vehicles, supernatural beings and characters with 500 or more M.D.C.)

01-30 M.D.: Withstands the blow just fine.

31-50 M.D.: 01-10% chance of being knocked off feet.

51-70 M.D.: 01-20% chance of being knocked off feet.

71-100 M.D.: 01-40% chance of being knocked off feet.

101-150 M.D.: 01-60% chance of being knocked off feet.

151-200 M.D.: 01-80% chance of being knocked off feet.

201 or more M.D.: 100%; no chance to avoid knockdown.

Penalties for Knockdown:

The victim of knockdown from a force that inflicts 31-200 M.D. loses initiative and one melee attack.

Impact that does 201 or more points of M.D. causes the victim of knockdown to lose initiative and *all* attacks/actions for the entire melee round (15 seconds).

Being knocked off one's feet from a powerful explosion or impact means being knocked down on one's backside or face. In the case of a powerful explosion, the victim is likely to be knocked back several yards/meters (G.M.'s discretion, but a simple rule of thumb is 2D6 yards/meters) away from the point of impact.

Lasers

Lasers are amplified light, giving some people the misconception they should inflict damage to vampires. They do not. A laser blast is harmless to vampires. Lasers are not *sunlight*, so they do no damage. Artificial light of any kind has no damaging effect on the undead.

Natural Enemies of Vampires

Anti-Monsters of South America appear to be a sort of monstrous, magic cyborg made from an alien being combined with a type of magic known as *Biomancy*. I think of Biomancy as a sort of organic variation of Techno-Wizardry, though it is probably more like the Bio-Wizardry of Atlantis. Several of my Rangers and I fought along side an Anti-Monster who called himself *Sun-Thunder*. The Anti-Monster appears to be an ugly alien or monster from another world, so I was shocked to discover human DNA from a sample I had managed to procure from the creature. When questioned, Sun-Thunder revealed he was born an ordinary human being with some psionic abilities. He was transformed into the Anti-Monster via a magical process he did not understand. He did so to fight supernatural evil and destroy vampires and demons. He refused to reveal where he came from or who made him, but we came to trust and care about our strange comrade. Funny, but for a creature so monstrous in appearance, we all came to think of him as one of us. We saw him not as a monster but as a man who could be gentle and playful with youngsters, exhibit great kindness and mercy, yet turn into a killing machine when battling the undead.

Sun-Thunder fought at the side of my Rangers for three summers. We were all sad when he announced he was heading back into the depths of Mexico to bring the fight to the Vampire Kingdoms. We have not heard from him, or of him, since. I often wonder if Sun-Thunder battles to this day, or whether he returned to his mysterious creators in South America. More likely, he perished at the hands of the vampires.

Anti-Monsters cannot be turned into vampires.

Cyber-Knights. Everyone has heard stories of the heroic Cyber-Knights, so I need not go into detail about them. As heroes who stand against evil and tyranny in all its forms, they are enemies of vampires. Many individual Cyber-Knights have fought vampires and joined operations to battle them and free human slaves. However, as is the way of the Cyber-Knights, this is an individual effort, not an organized operation. The Coalition War with the Kingdom of Tolkeen has had an unexpected and disastrous impact on the noble Knights. The issue of what to do about the Coalition/Tolkeen War divided the brotherhood of Cyber-Knights, once famous for their unity and loyalty to one another. The war has also depleted their numbers and created a new caste of Knights considered rogues fallen from grace. I have heard ru-

mors that the Coalition States may be launching a quiet campaign to eradicate the Cyber-Knights. It is a rumor I pray is not true.

Cyber-Knights can be turned into vampires.

Deevils. Vampires are demons. As such, supernatural beings known as Deevils of Dyval harbor no love for the undead. Both Deevils and vampires pride themselves as masters of manipulation, and both seek to dominate mortals, so they are rivals and natural enemies. However, evil makes strange bedfellows, so don't be surprised if you find these two conspiring with each other. The only thing you can be certain of when vampires and Deevils conspire together, is sooner or later, one will betray the other.

Deevils cannot be turned into vampires.

Demons. Vampires are demons, but I have learned there are several different and rival families or species of demons. Each resents the others and believes their particular lineage to be superior. As a result, the Demons of Hades, Daemonix of Tolkeen, Russian Demons and other types of "demons," see vampires and each other as rivals and hated enemies. Any alliance between a demon and vampire is an exception to the norm or a power play with betrayal in the future.

Demons cannot be turned into vampires.

Dog Boys are anti-supernatural themselves, and take to the task of hunting and slaying vampires without being asked or urged to do so. Evil supernatural forces are natural enemies that Dog Boy instinct compels them to destroy. Their awareness of the supernatural, with sensing abilities similar to those of the Psi-Stalker, alerts them instantly to the presence of evil supernatural beings. Instinct tells them evil supernatural creatures are a threat to human and canine life and the Dog Boys respond with deadly force. While Dog Boys respond to demons and all evil supernatural beings in this manner, they seem to harbor a special hatred of vampires. I have seen legions of Dog Boys defect from the Coalition States of Lone Star, El Dorado and more recently, from the forces at war in Minnesota against the Kingdom of Tolkeen. Most Dog Boys that come here along the Mexican border don't leave the CS out of disdain, but rather because they sense there is a greater need for them here, fighting vampires.

Some of the bravest, most heroic Vampire Hunters I have ever fought alongside have been Dog Boys. Their ability to track by scent, keen hearing and hunting instincts combined with their devotion to protecting human-life, make intelligent mutant dogs one of our greatest resources and allies.

Dog Boys cannot be turned into vampires; there remains too much "dog" in these human-canine crossbreeds.

Dragons. I must confess, my years of fighting the supernatural have made me uncomfortable around beings that are magical or supernatural. I have not, to my knowledge, worked with a dragon, but they are extraordinary shape changers, so I may have without realizing it. I'm told dragons have a disdain for the undead and often seek to destroy them. If that is true, I've yet to see a public display from them. Certainly the Dragon Kings of Freehold have never shown the slightest inclination to join our fight.

Dragons are creatures of magic that possess Supernatural Strength so their physical attacks do damage to vampires (M.D. = Hit Point damage point for point as per Supernatural P.S.), as does some of their magic. Though a dragon can severely damage, even rend a vampire limb from limb, such physical damage cannot kill a vampire. The usual method of staking, decapitation and burning or exposure to sunlight or running water is required. I am happy to report that dragons and other creatures of magic cannot

be turned into vampires by any means. Nor can supernatural beings.

Note: Combat between vampires and dragons is a two-way street, and while the dragon can injure a vampire, a vampire can injure a dragon. Vampires inflict Mega-Damage as per the vampire's Supernatural Strength, and vampire bite attacks do M.D. to dragons.

Psi-Stalkers. Psi-Stalkers are not native to the American Southwest or Mexico, their range stops at the Pecos Empire. Yet, like Dog Boys, we see more and more of them arriving to fight vampires. Not entire tribes, but I suspect that may yet happen. They are born to hunt and slay supernatural vermin like vampires and are welcomed allies. Psi-Stalkers recognize the danger of the Vampire Kingdoms. In the last 200 years, at least three tribes have launched massive attacks on them. Though the Vampire Kingdoms won, it is likely the Psi-Stalkers did damage and have given them pause about spreading farther north. At least, I'd like to think so. There hasn't been a wide scale onslaught by Psi-Stalkers in nearly a hundred years, but that hasn't stopped hundreds of them joining the fight every year. By my estimation, more Psi-Stalkers have perished fighting vampires than any other people – and I mean thousands in recent years, and tens of thousands over the last two centuries. They are humanity's unsung heroes in the secret war against the undead. Of course, the CS and many other people consider them savages, so nobody pays them much attention, especially in the badlands of the New West and the vampire haunted lands of Mexico.

Special Vampire Fighting Powers of the Psi-Stalker.

- Psi-Stalkers are *human mutants* that somehow evolved during the two-hundred years of the Second Dark Age to prey upon the supernatural and monsters.

(Note: Psi-Stalkers feed on the P.P.E. of the monsters they slay. All vampires have a high P.P.E. which doubles when slain. Vampires can also be slain by S.D.C. weapons, making them the perfect prey for Psi-Stalkers. However, the P.P.E. of the undead is not available until the creature is permanently destroyed. Driving a wooden stake into the heart does not kill the undead nor release potential psychic energy. Only death by sunlight, water, or the process of staking, followed by decapitation and burning, truly kills a vampire and releases the vampire's P.P.E. for consumption. But that actually helps Psi-Stalkers in battling the undead, because they cannot be fooled into thinking a vampire opponent is slain. If there is no release of P.P.E., the monster still lives.)

- They possess the ability to sense the supernatural and can track them to their lairs like a bloodhound.
- Their resistance to mind control (+5) applies to the vampires' Hypnotic Suggestion, Mind Control and other psionic powers, which makes Psi-Stalkers difficult to influence and control.
- The Psi-Stalkers empathic relationship with animals enables them to feel when an animal companion or animals around them fear or sense the approach or presence of vampires nearby (within 3,000 feet/914 m).
- The Psi-Stalkers' empathy with animals also enables them to identify vampires in the form of a wolf or bat.
- The Psi-Stalkers' empathy link to animals that are their companions, pets or riding animals makes *the animal* impervious to a vampire's control.

Psi-Stalkers *can* be turned into vampires, yet you don't see many. When you do, they are often Wild Vampires. This has led me to believe the anti-supernatural nature of Psi-Stalkers and their being energy vampires (feed on P.P.E.), makes them less suitable for conversion by the undead. It is just as likely that vampires find Psi-Stalkers less aesthetically pleasing. After all, they are natural enemies to begin with, savages, bald and less attractive than true humans. The vampire's inflated sense of superiority may make the mutants less desirable subjects for the Slow Kill. By my estimation, less than 8% of Secondary Vampires and 20% of Wild Vampires were once Psi-Stalkers.

Splugorth and their Minions. The Splugorth, themselves, are some sort of godlike supernatural demons, but consider vampires to be unwanted rivals and a pestilence to be destroyed. Yet the Splugorth of Atlantis and their Minions have made little effort, that I'm aware of, to destroy the Vampire Kingdoms of Mexico. You do encounter some rogue Minions who claim to be AWOL fighting vampires. You can also encounter the occasional squad of Minions of Splugorth engaged in operations against the Vampire Kingdoms. But you don't see large-scale operations or all-out war. It is my impression that the Splugorth of Atlantis could field an army of alien warriors to do battle with the vampires, but they don't. Horune Pirates and True Atlanteans claim the Splugorth and vampires are ancient enemies. They both have also suggested that open warfare by the Splugorth is not feasible for political reasons and the risk of causing an exponential explosion of the vampire population and all-out assimilation of humanity in North America by the undead should the Splugorth attempt such an attack.

Supernatural and magical Minions of Splugorth cannot be turned into vampires. However, others, including Kittani and many slave races, can be turned into vampires.

True Atlanteans, be they Undead Slayers or Tattooed Men, are natural enemies of the undead. It is my understanding that True Atlanteans have had skirmishes with vampires that date back to ancient times, tens of thousands of years before the Coming of Rifts. While they are tight-lipped about their people's history, there must have been some serious altercations for True Atlanteans to establish a warrior class such as the Undead Slayer specifically trained and empowered to fight vampires.

True Atlanteans cannot be turned into vampires.

Vampire Blood Fury

Vampires are savage, demonic predators ruled by instinct and emotion. Get a vampire enraged and bent on murder or revenge, and he gets lost in what's known as Blood Fury. A state of mind in which logic and reason are gone and the vampire forgets about strategy, tactics and his own weaknesses and vulnerabilities.

When Blood Fury takes hold, the vampire is so focused on fighting, killing or revenge that he fights to the death without considering turning to mist, trying to escape or the welfare of those who serve him. The dire consequences of the monster's actions are lost to the heat of the moment and raw emotion. Use the vampire's fury to your advantage to make him fight beyond his limits (reduce Hit Points to below zero until he collapses, or the sun rises, etc.). When a vampire has suffered grievous injury (reduced to zero or less Hit Points), the demon fights on through force of will (till -21 Hit Points), but cannot use any of his powers; not metamorphosis, not psionics or any of the others. When

this happens' press the battle, for the vampire is about to collapse. (**Game Master's Note:** If you think it is fair or beneficial to the player group, you may cancel out the vampire's powers when the monster is reduced to 5 or 10 Hit Points. Your call.)

By now you should understand that a beaten and gore covered vampire that has just collapsed before you is not dead. Within (1D6) minutes, his Super-Regeneration kicks in and the abomination will rise as soon as he is sufficiently healed (at least 10 Hit Points above zero). Stake and decapitate the demon while he is down, and hide him if you can. Unless an ally of the vampire finds the body and removes the stake, this undead is out of action. In the field of combat and during a combat mission, you are likely to be unable to stop and properly dispose of a vampire so he cannot rise again. My Rangers have found it best to hide the incapacitated vampire's corpse and return during the light of day to drag him out into the sunlight where it turns the undead to dust, killing it once and for all. This is easy, permanent and silent. The smoke from a funeral pyre can be seen for miles and can give away your position, so its use is ill-advised. A source of clear running water will also work but can be hard to find, especially in arid environments. But whatever you do, come back to finish the destruction of these monsters, even if it is days or weeks later.

Working the vampire into a Blood Fury has other strategic advantages. While the vampire is enraged and locked in Blood Fury battle, he forgets to command his servants and underlings, most of whom are likely to be unwilling to take any kind of action on their own. They are likely to stand on the sidelines waiting to see if their master is triumphant. Most are likely to be too intimidated to come to their master's aid, but they are also too frightened of him to flee until he is defeated. Most only fight to defend themselves. They take action only when their Vampire Lord commands it. Thus, when you get a vampire into a state of Blood Fury you are likely to immobilize his entire rank of servants, slaves, and henchmen, including lesser vampires who might serve him.

Blood Fury is blind rage, so you can use it as a diversion. While the vampire is locked in combat and his henchmen stand by helplessly transfixed by the conflict, your teammates can take independent action to undermine the vampire, such as freeing slaves, rescuing prisoners, setting explosives, and so on.

Vampire Predator

I am always surprised by the misconceptions people have about vampires. They see fangs and hear the word "predator," so they think they are dumb animals or savage brutes. While it is true vampires can kill with fangs and claws, they possess human intelligence and use strategies and tactics. Cocky and inexperienced warriors are like sheep going to slaughter, because they are never ready for the vampires use of surprise attacks, ambush, hit and run tactics, attrition strategies or attacking in waves.

Vampires are *predators*, which means they are cunning. They do not engage in standup battles that soldiers expect. Think about it, even an animal predator doesn't just walk over and kill with a swipe of its claw, the animal uses stealth and attacks from a hiding place or from above, or some other location that enables it to utilize the element of surprise. Animal predators stalk their prey and strike without warning. So do vampires. A clan of vampires will not storm the stockade, they'll sneak inside and pick you off one by one. They'll strike, kill or cause damage, and vanish. Re-

turn, repeat and vanish. They use hit and run tactics, love to play cat and mouse games, and are true masters of psychological warfare and creating an atmosphere of terror. Vampires are expert in the arts of deception, misdirection, subterfuge and espionage. If vampires are equated to soldiers at all, they should be thought of as Special Forces with superpowers.



Vampires and Technology

Vampires are a strange and complex enemy with many facets and eccentricities. One such area is the use of technology. Vampires are arrogant and exude supernatural power. They do not work jobs like we do nor pursue science and knowledge. This means they are not builders or scholars, but hunters. Hunting is in their genes, it is who they are. However, while it is true vampires rely heavily on their formidable supernatural powers rather than technology, they do use modern devices, tools and weapons. While vampires are not likely to pilot a giant robot or suit of power armor, some could if they chose to do so, and many use side arms, Vibro-Blades, partial armor, radios, and other man-made items.

To most undead, relying on the “trappings of humans” is a sign of weakness, and suggests humans and D-Bees might be the vampires’ equal and that cannot be allowed. That having been said, vampires are humanoids and share memories and experiences stolen from those they slay. As a result, many vampires are fashion conscious and enjoy wearing expensive clothing and jewelry to show off their wealth and superior station in life. I’d hazard a guess that most vampires can ride a horse or drive a ve-

hicle. Some can read and write, and each possesses a handful of skills and experience stolen from the person they Slow Killed and whose body they stole. When it comes to pleasure and entertainment, vampires love sex, gambling, blood sports, music, dancing, partying and play. Only their games and sport often involve decadence, pain and bloodshed.

I frequently encounter vampires who use high-tech weapons and wear partial body armor. However, vampires do not invent or build things, and loathe physical labor. This, again, has to do with their predatory nature and instincts. Predators hunt and kill. Intelligent predators, like vampires, also enslave and force their prey to do their bidding. To make others answer to their needs. This has a lot to do with the vampires’ delusion of godhood and their supreme arrogance. Being vastly superior to us mere humans in raw power and supernatural ability, vampires expect *us* to *serve them*. We are enslaved and coerced into obedience. We create and build and serve the undead. We are even made to fight to protect them and maintain their society.

If you are a vampire, you are not likely to fix your own car or even drive it. You have slaves for both. You might paint or create

works of art and even design architecture, but you do not make the tools you work with nor construct the buildings you design. That's what mortal slaves are for. In that sense, you need to think of vampires as royalty. They are the Kings, Queens, Dukes and Barons. They are the decadent rich who own and control everything. They don't work the fields, or maintain services, they come up with the ideas and other people make them happen. As the ruling power in their society, vampires don't drive themselves, go to the market, repair a shelf, fix the car, till the soil, or do for themselves, their servants and slaves do those things. It's a matter of station. The vampire is the king of his jungle, and we are his servants, slaves and food.

The only reason vampires stalk prey, fight and kill is because they are *demonic predators* and it is what they do. Even then, it is not the same as an animal predator that hunts only for food; vampires enjoy the hunt and love to kill. They derive pleasure from torturing and inflicting suffering upon others almost as much as they do killing and feasting upon their victims' blood. That's why they engage in cat and mouse games, torture, enslavement, and psychological warfare, because it's fun and they enjoy it. In fact, most vampires like to create an atmosphere of terror and misery for their mortal subjects. Hearing them scream and sob, or seeing them tremble in fear, makes the vampires feel powerful and in control. This is evident in the great cities of the Vampire Kingdoms, where every vampire behaves like a spoiled and decadent child of privilege. Each has his servants and slaves that hop through hoops at his every command. Vampires love to surround themselves with frightened and subservient servants and slaves who fawn upon their every word. Provoke your vampire master's ire and you invite cruel and severe punishment. So it is, the servants and slaves do the hard work, the maintenance and the building. The vampires enjoy the fruits of their labor and do with them as they please. Betray or defy the vampires you serve, and suffer dearly for it.

So it is not that vampires cannot use or make technology, it's that such things are beneath them. Such things are for the servants and henchmen, not the vampire elite. Not the undead Lords of the Living. They spend their time on mind games, rivalry, vendettas and pleasure.

This sense of power and superiority encourages vampires to be arrogant, condescending and cruel. It also makes them overconfident and sometimes careless when dealing with other life forms. They know through instinct how to use their every power and, over time, develop strategies and tactics for their abilities that make them all the more dangerous. The use of these powers is natural and pleasurable. They reaffirm the vampire's superiority over mortals and to the point that most undead revel in the fact that they are *not* human. Thus, to use the tools, weapons and trappings of humanity is to suggest humanoids have value beyond slave, servant or meal. Many vampires consider it shameful and embarrassing to use the trappings of man.

As a result, the undead tend to shy away from human technology, vehicles, robots, and equipment. Why wear the human trappings when one is nearly as powerful without them? Why acknowledge humanoid accomplishments by cherishing their things? No, a vampire needs none of the trappings of humankind.

Vampires and Body Armor. Although vampires enjoy limited invulnerability, they are vulnerable to some simple and common things such as wood, silver and running water. These weaknesses are a negligible danger when combating a foe who is not

prepared for a vampire. However, an opponent who is knowledgeable about vampires, and armed for combating the undead, can be a deadly encounter. Consequently, Master and some Secondary Vampires occasionally wear Mega-Damage body armor. Obviously, Mega-Damage body armor prevents an S.D.C. object, such as a wooden stake or spear, from penetrating the heart and no damage is done to the armor. This means the armor must be destroyed first, before the deadly S.D.C. weapons can be used. But vampires and armor don't mix.

1. In most cases they don't need it.

2. In some cases, like environmental body armor, it impairs the natural senses and vampires, like animals, enjoy and rely upon the senses of smell, taste and touch. They hate being "caged inside a can."

3. "Body shells," i.e. full body armor, prevent metamorphosis and create a feeling of claustrophobia.

The vampire's elemental nature prevents the creature from being sealed away from nature. This is the reason for the bed of soil and other conditions and weaknesses. Thus, a vampire feels terribly claustrophobic and panic-stricken when encased in environmental body armor, power armor, giant robots or even long trips inside a vehicle. They need to feel the wind on their skin and the dirt under their feet.

Armor negates metamorphosis. Most importantly, full non-environmental armor and sealed environmental body armor *prevent* vampires from using metamorphosis. They cannot even change into mist. The metamorphosis ability is second nature to vampires, and to have that ability stripped away is intolerable. The vampire *must* be able to shape change at will, in an instant, without having to worry about shedding his armor. Again, this is part of the fiend's supernatural and elemental essence. To take away their ability of metamorphosis is akin to dressing a hawk in body armor that prevents the predator from flying, its most natural ability. The hawk is uncomfortable, slow, and no longer formidable without flight, although it still has claws and a wicked beak.

What all this means is it is rare for vampires to wear any sort of body armor, relying on their natural invulnerability, regenerative powers and other abilities to protect them. The few who do wear armor only wear *partial body armor* similar to Dog Boy armor, and mainly to protect the chest and heart. Other bits of partial armor may cover the forearms, shoulders and thighs. Partial armor can be quickly removed (in less than 15 seconds/one melee round) or vacated by Metamorphosis: Mist or Bat, which, in either case, leaves the armor behind. This type of armor has a Mega-Damage range of 20-50 M.D.C. Vampires also enjoy wearing the new long coats/dusters made of Mega-Damage materials and reinforced with concealed padding and light plates (such coats have 28 M.D.C.). Vampires prefer stylish leather long coats and trench coat styles. Once the armor's M.D.C. is destroyed, the vampire is vulnerable to traditional vampire slaying weapons. Of course, body armor doesn't negate the effects of the cross, garlic, wolfbay or sunlight, nor does it give them a reflection in a mirror.

Vampires and vehicles. Even vampires who remember how to drive, probably prefer to be chauffeured rather than drive themselves. The exception is vampires who enjoy fast and flashy vehicles, such as sports cars, hovercycles, rocket bikes, motorcycles and similar vehicles. Any "personal" vehicles that represent prestige, power, and daring appeal to vampires with the skill to drive one.

Vampires and Weapons. The one article of technology that vampires do utilize without shame is melee weapons. There is no shame for using ancient styles of weapons such as knives, swords, spears, morning stars, maces, staves and similar. Many even carry a wood and/or silver weapon or two to use against rival vampires. Vibro-Blades and other high-tech melee weapons and magic weapons are also accepted.

Modern and energy weapons are a bit of a grey area that some vampires frown upon, but others embrace. Any vampire may use one in a pinch, and at least one third (33%) favor modern weapons, carry handguns (slug shooters and energy pistols) as a side arm and use energy rifles. Energy weapons are useful against an armored (M.D.C.) adversary and multiple opponents. It is much faster to blast an opponent in armor than to tear the armor apart by hand to get at him. Still, the typical vampire on the prowl is likely to be unarmed, or armed with only a melee weapon or handgun. Energy weapons and other limited technological devices are encountered at vampire lairs or when a vampire arms himself to go into battle against (Mega-Damage) opponents in combat.

Vampires are also fond of magic weapons, especially those that are elemental in nature. I should make note that a single vampire seldom hesitates at going up against a half-dozen well armed, mortal opponents, and will consider taking on a dozen or more if they are lightly armed or unarmed. I wish I could say such bravado was unfounded, but vampires are so powerful that just one or two can usually handle 3-10 times as many adversaries depending on how well armed and prepared they are for fighting the undead.

Vampire versus Cyborgs

Full Conversion Cyborgs and Headhunters/Partial Reconstructed Cyborgs whose bodies are 25% or more machine are not vulnerable to a Slow Kill Bite. They cannot be turned into a vampire because they are as much, or more, machine than human. However, 'Borgs, though bound to a mechanical body, are also creatures of flesh controlled by a *living brain*, so they *are* vulnerable to a vampire's Mind Control and Hypnotic Suggestion, even if their eyes are mechanical.

Cyborg characters seem to get cocky when combating vampires because they are powerhouses themselves and possess a high damage capacity (Mega-Damage body armor) and are constructed of (Mega-Damage) bionics, making them more than human. While their armor and invulnerability to a Slow Kill afford a cyborg greater protection than the average human, they are far from invulnerable to vampires. Their bionic limbs can be broken or torn for their bodies, and armor can be peeled like an orange.

(Game Design Note: During one play test session, a cyborg was literally torn limb from limb by a trio of vampires, but survived to be repaired. A Simvan warrior teammate, clad in heavy Coalition Dead Boy armor, was slain when a pair of vampires literally tore his armor to shreds during a prolonged melee. The character had actually beaten one of the vampires into apparent death/coma twice, with a wooden staff, but the fiend kept regenerating to consciousness within a few minutes. Such are the dangers of invading the lair of a vampire gang.)

WARNING: Partial Cyborgs who have limited bionics and City Rats with cybernetic implants ARE vulnerable to the Slow Kill Bite and can be turned into the undead. To be immune, one quarter of their body must be augmented with bionics and/or cybernetics. When a partial cyborg is slain with a Slow Kill and

rises from the dead, his limited bionic limbs and cybernetic implants are expelled from the body and new undead limbs and organs are generated. Neither cybernetics nor bionics can be added to a vampire.

Vampire versus Robot

Robots are not living creatures and therefore, are not vulnerable to the undead's Slow Kill, Mind Control, or Hypnotic Suggestion. The gaze of a vampire has no influence on a robot. Only robots with *Transferred Intelligence* or a human mind or human pilot inside are susceptible to vampire psionic attacks. An artificial intelligence or computer program cannot be affected. However, I have seen a robot with a human mind be manipulated via Mind Control, much to his teammates' dismay. Obviously, a robot has no fear of becoming a vampire, but a vampire's *killing bite* can rend steel and inflict (Mega-) damage.

Pilots inside robot vehicles are only vulnerable to a vampire's Mind Control if they stare directly into his glowing eyes from a view port or outside of the robot. Viewing a vampire on a video monitor/camera eliminates the creature's hypnotic influence (vamps can't control people via video/television). Characters in *power armor* are vulnerable because they use normal vision and optical enhancements for normal vision, not a view screen.

Vampires cannot turn into mist and enter a robot or giant robot vehicle, unless the hull has been breached. Nor can a vampire enter environmental armored units as a mist. Robot vehicles, power armor, and environmental body armor are airtight environmental units designed with gas filtration systems and/or have independent oxygen supplies. Even if the vampire could enter as a mist (which he cannot), the mist cannot inflict damage and the vampire cannot turn into one of his physical forms inside a tight space inside body armor. Misting into an empty seat inside a robot vehicle is only possible if the outer hull has been breached as well as the airtight and armored pilot compartment. If these vehicles can travel underwater or in radioactive or other lethal environments without ill effect, no vampire is going to be able to gain entry as a mist.

Vampire Strategies for Mist

The vampire's ability to turn into mist can be used for a vast array of strategic purposes.

Escape death, regroup, heal and renew attack. Vampire Hunters have discovered a favorite tactic is for a vampire to turn to mist or metamorph into an animal whenever his Hit Points drop below 15. In mist or animal form, the vampire can escape further damage by running off to hide. This isn't cowardice but a clever, tactical retreat in which the vampire waits until his Hit Points Bio-Regenerate to a sufficient level where he can renew his attack or find new victims. As a mist, the vampire cannot Bio-Regenerate until he turns back into humanoid form. However, as a mist, he cannot be impaled by a stake, nor hurt by attacks with physical weapons of silver or wood, nor water or magic weapons. Magic spells and sunlight, however, still do their normal damage. Though a mist moves slowly, the vampire can hover and observe or listen to what's happening around him, merge with a natural mist/fog and seem to vanish, and squeeze through small cracks and openings to escape a foe. Once he has escaped, the vampire can resume his human form, Bio-Regenerate and return to action or with a new plan of attack.

Lair Survival. Vampire Hunters like to track the undead to their daytime sleeping place or lair, wait till sunrise and attack with the sun overhead. Though vampires sleep soundly, they can be woken during the day. Furthermore, most daytime lairs and sleeping places are in basements, tunnels, and other dark places where the sun can't reach them. The lair usually has one or more humanoid protectors and/or animals that make enough noise to wake the dead. This allows the undead time to take any number of avenues of action: escape, concealment or attack. Even though it is daylight outside, as long as the vampire remains shielded in darkness, the creature is sluggish, but can function, especially in an emergency. If the vampire knows hunters are coming, he can set a trap, wait in ambush or take evasive action. Turning into a mist is perfect for any of these. The mist is silent. It can hang low to the ground or float up to the basement ceiling/floorboards; also good for ambushes.

A favorite tactic, especially when facing numerous skilled opponents and/or the threat of being exposed to sunlight, is for the vampire to turn into mist and take refuge inside a wash tub, pipe or drain, behind a crate, inside a crate, or overhead along the floorboards and similar locations accessible to a floating mist, but not a humanoid or sunlight.

The same is true of the vampire taking the form of a *bat*. A vampire as a bat is several times larger than a normal bat, but that still means being no larger than a cat when wings are folded, and the size of a large hawk when flying.

Wolf metamorphosis provides the vampire with speed and some people will hesitate at attacking an animal, giving the monster an edge. At night, the wolf form enables the vampire to track and stalk its enemies or prey, as well as hide in plain sight, running the streets with other canines; always the leader of the pack. In the wilderness, a pack of wolves may very well be a pack of Wild Vampires.

Regardless of the physical form, be the vampire man, animal or mist, he remains vulnerable to sunlight. Exposure to sunlight inflicts immediate physical damage, and after 15 seconds (one melee round) of exposure to sunlight, a metamorphed vampire is forced to assume humanoid form, making him more vulnerable to other types of attacks. **Note:** Sunlight prevents the vampire from using any of his supernatural powers as well as wracks him in agony.

Observe the enemy. Even as a mist, the vampire can see and hear what's going on around him. Though the sensation is rather dreamlike and disorienting, the vampire can invisibly spy upon people in a particular area and even tail a slow moving subject.

Silent movement. A mist makes no noise as it moves. Furthermore, outdoors at night, most people don't think of a mist as being out of the ordinary, especially around sewer and manhole covers, or in fields, parks, cemeteries, and other open areas and lowlands.

Game Notes on Mist Form: A vampire cannot attack nor use psionics/mind control while a mist. Only movement and observation (sees and hears) are possible.

No, a vampire in mist form cannot be sucked into a vacuum cleaner or similar suction device! Nor can the mist be blown away with wind. Of course, a mist staying still in a strong breeze is a dead giveaway that it is not natural, but an unnatural vapor guided by an intelligence. Remember, the vampire is virtually invulnerable to all attacks as a mist, including wood and silver. Water sprays and holy water do not hurt the mist but *may* be

enough to hold it at bay or force it to back off, Game Master discretion. Likewise, a line or circle made of, or a door covered in, garlic or wolfbane also keeps the vampire at bay in all of his forms. *Sunlight* is the only force that can destroy a vampire in mist form.

Water Tactics

Running Water Can Kill a Vampire

It makes me laugh whenever I hear anyone scoff at vampires being hurt by running water. I laugh even harder when they suggest that being hurt by a blast of water from a child's toy such as a water pistol or so-called "squirt gun" makes vampires a pathetic or weak monster. If only that were true. Such statements make it clear such individuals have never faced a vampire let alone fought one, especially in Mexico where you seldom face one undead, but a half dozen, dozen, even hundreds. Trust me, when you face a dozen or more vampires, you thank whatever god or gods you worship that something as simple as water can hurt the demons. I know I have more times than I can count. I only wish water did more damage.

Though running water or a blast from a water pistol inflicts damage to these demons, vampires are not afraid of the weapon. Their frightening Bio-Regenerative powers can often keep a vampire healing at the same rate as damage is inflicted. Furthermore, it is a common tactic for vampires to flee via metamorphosis, hide long enough to recover from damage inflicted by any means, and return several minutes later to launch another round of combat. This war of attrition tactic is brutal and deadly, as the vampire can return fresh and restored every half an hour to an hour, while we Vampire Hunters are expending and running out of ammunition, including water, and suffering from damage inflicted upon us and our resources (vehicles, armor, etc.). Vampires love using these cat-and-mouse attacks that wear down their opponents, or pick us off one by one.

People who snicker at the power of water seem to forget that in a desert and other arid conditions, water can be as rare and precious a commodity as gasoline, silver bullets and wooden arrows. They also seem to forget that your water gun has a finite payload and it is difficult to reload your weapon, even a water pistol, during combat. You sure as hell don't have time to find a water supply – of which there are few in the desert – during a battle where these super-strong demons are fighting you tooth and claw, may use modern weapons or magic themselves, heal before your eyes and are impervious to most weapons made by man. They think reloading a water gun is quick and easy, but it's not. You need a funnel to direct the water you pour from your canteen or water jug, so that as little of the precious fluid is spilled as possible. That's harder to do than you might think when your hands are shaking from fear, adrenaline or a need to hurry and rejoin the fight before you or one of your allies is set upon by super-strong killers hungry to tear your throat out. Did you know that because of the way water flows, it takes a full 15-30 seconds to fill a simple water pistol? Triple or quadruple that time for the bigger guns. Do you know how long a minute is in combat? It is an eternity. Under pressure using a funnel to direct your water into the weapon, the average combatant spills 10-20%. Without a funnel, the average person spills 30-40% of his water supply filling the gun, under combat conditions, increase that to two-thirds to 80%. It's not an easy or quick task, especially when people are

shouting and screaming and the sounds of combat are all around you.

I also think people who have never fought vampires imagine a group of heroes facing one or two vampires at a time. Perhaps this is the case in other lands, but in Mexico, parts of South America, and the American Southwest, your team of 4-8 Vampire Hunters are likely to face 10 or 20, or possibly more vampires, and against those odds, as I have said, you thank whatever god you pray to that vampires have vulnerabilities to things as common as wood, water and sunlight. You pray that you and your teammates can last till sunrise and that you don't run out of wooden weapons, silver bullets or water. You pray that you can destroy them before they destroy you, and you fight with everything and anything you can use against them.

Again, I think people forget that these battles are often taking place in the wilderness, on farms, and in villages and towns that are not likely to have indoor plumbing with kitchen sinks and tap water. In the field, any soldier can tell you the things you miss most are the things we take for granted, like clean water from the tap. In the field, wherever you might be, supplies and ammo are limited to what you have brought with you. When it's gone, you are out of luck. That includes water.

For those of you sitting at home, safe and sound watching television at Lazlo, Tolkeen and even Juarez, where tap water is 20 paces away in the next room, fighting monsters with water might sound ludicrous or even funny. To us facing the grim reality, it is a miracle. Actually, that image makes me laugh when I imagine what you would do if a vampire suddenly kicked in your door and stood before you. You have water available to you in several rooms. You can fill a bathtub full of it, but it does you no good. A vampire isn't going to fight you in the shower. Even if you have children and there is a squirt gun in the toy box, it's not loaded or handy. It's meaningless. Even if you had a fully loaded water rifle in your lap, it's not going to stop the creature. Sure, you fire off four or five shots. Let's say you hit with each blast – not likely – and you have hurt and angered the monster. He doesn't just stand there, he attacks. The first thing he will do is try to disarm you or take you down. And remember you are fighting a creature that possesses superhuman strength, can leap 10 feet (3 m) in a heartbeat, and manhandle a Combat Cyborg. You, he can snap like a twig. Odds are the vampire is completely healed by the time he's sunk his teeth into you to drink the life out of you.

Imagine you got lucky and the creature is dead and lying on your living room floor. Every second you use to catch your breath or to figure out what you should do next, the vampire is healing. Unless you actually know how to properly dispose of a vampire, the monster is not really dead, and he may come back to life any second. Maybe you know about the wooden stake through the heart from fiction and movies. Maybe you have a wooden table or chair – not likely in Chi-Town – and you can break it apart to produce a makeshift wooden stake. You plunge or pound the stake into the heart – also not the easy task it is made to look like on television – and the threat is over. For now. Many people do not realize this has only put the creature into a sort of hibernative sleep. Remove the stake and the vampire comes back to life in a matter of seconds. In a city where people are not familiar with vampires, a coroner is likely to remove the stake and the demon regenerates to kill again. Worse, vampires never forget who once tried to kill them, and the vengeful monster is likely to come back some evening to inflict his terrible vengeance.

Remember, vampires are invulnerable to all the steel weapons we normally use, so if not for the simple things like wood, running water and sunlight, there would be few ways to combat them. If you have the knowledge (and many people do not, hence this thesis), wood and water are available to everyone, from kings and warriors to the lowliest peasant farmer. The light of day gives us a chance to catch our breath, regroup and plan. These simplest and most common of elements give us a fighting chance for survival where technology has failed us. If not for them, Mexico would be wall to wall vampires and they would have overrun us all by now.

That's the reality of fighting a vampire, whether it is with water or some other weapon made of wood, silver or magic. I wish any of those items made hunting and exterminating vampires easy, but vampires are the most dangerous monsters I have ever encountered. They help, but it is by no means easy.

Supplemental Game Notes

Vampire Victim Tables

Being a victim that has narrowly escaped death and unlife via a vampire's Slow Kill is a traumatic experience that leaves a lasting mark. Roll on the following table when a character has nearly been transformed into a vampire by Slow Kill. This table may also be used when a character was the victim of prolonged captivity or enslavement by a vampire (we're talking weeks or longer), died at the hands of a vampire by any means other than the Slow Kill but was revived, days or weeks of torture, and other very traumatic encounters with vampires (G.M.'s discretion).

A phobia is a deep, overriding fear stemming from a traumatic event. Exposure to the object of the phobia may cause the individual to run away, hide, avoid it, cry, become hysterical or frozen in fear.

Obsession is a fixation that motivates and drives the character.

Vampire Victim Insanity Table (Optional):

01-05% Phobia: Total darkness.

06-10% Phobia: The sight of blood in bottles or containers, including the types of plastic bags used in hospitals.

11-15% Phobia: Full moon. The character regards nights where the moon appears to be full as bad luck and dangerous, and prefers to stay indoors, not travel nor go outdoors when the moon is full. If forced or compelled to go out under the full moon, reduce the character's combat bonuses and skill performance by half the usual amount.

16-20% Phobia: Graveyards. Will not enter a graveyard or mausoleum.

21-30% Phobia: Bats, bat-like creatures, and bat-like D-Bees, especially vampire bats.

31-35% Phobia: Tall, thin, pale strangers, especially if corpse-like.

36-40% Phobia: Wolves, especially wolf packs; uncomfortable around mutant canines.

41-45% Phobia: Dead bodies. Will not go near one or handle any. If stuck in a room with one or more, the character can-

not sleep and watches for the bodies to move and attack him. If wooden stakes or materials to make them are available, the terrified character will pound a wooden stake into the chest of each corpse.

46-50% Phobia: Open graves, coffins, tombs, and funerals.

51-55% Obsession: The destruction of all undead and similar monsters.

56-60% Obsession: To warn people about vampires and teach them how to protect themselves, fight and destroy the undead.

61-65% Obsession: Rescuing people from the undead, demons and other monsters.

66-70% Phobia: Sudden fog and strange mists, especially small patches of mist or fog, or an unusual patch of fog.

71-75% Phobia: Pyramids; won't go near one, in one or on one.

76-80% Phobia: Slaughterhouses, butcher shops and torture chambers.

81-85% Phobia: Rats. Dislikes seeing even one or two, but can function okay. Twelve or more causes the character to panic and become overwhelmed by fear. Dislikes D-Bees that resemble rats.

86-90% Phobia: Underground tunnels, especially catacombs.

91-95% Aztec architecture, including pyramids.

96-00% Aztec and Mayan weapons, artifacts and items. Anything that is clearly of Aztec or Mayan origin and design, or inscribed with their form of writing.

Blood Loss Table for

Victims of Vampire Bites (Optional)

The average adult has 8-10 pints of blood; children 5-7. Losing three or more pints of blood is life threatening and leaves the victim in a temporary weakened state. Note that a vampire's draining bite is not like a knife wound that inflicts severe damage to the body and internal organs. The vampire's bite is more like two puncture wounds that seal quickly as soon as the vampire is done feeding. A vampire can feed upon the same victim many, many times without turning him into one of the undead. Being bitten numerous times or being killed when drained of blood by a vampire's bite does not turn the victim into the undead. Only the deliberate *Slow Kill Bite* creates a new vampire. The real damage from being drained of blood by a vampire is the loss of the blood. A transfusion or magic healing can restore a person to near normal within an hour. Likewise, losing a little blood, such as 1-2 pints, has no noticeable effect on most people.

- **Losing one pint of blood** causes no ill effect, damage or impairment for most people other than a momentary lightheadedness. The body replaces the lost pint of blood in 2-3 weeks. A person can safely donate/lose one pint of blood every month.

- **Losing 2-3 pints of blood** is the reasonable limit before a person experiences serious negative effects. Losing two pints makes the person feel tired, run-down, a bit anemic and more susceptible to disease (see penalties below). It takes 5-8 weeks for the human body to replace the lost blood. There's a 01-20% chance that a victim of a bite that drains him of 2-3 pints of blood passes out for 4D6 minutes. After awakening, the person feels a bit dizzy, sluggish and tires quickly. This run-down sensation lasts for 1D4+4 days with the following penalties. Penalties: -2 on initiative, -1 attack per melee, -1 to strike

and parry, skill performance is -10%, and reduce and Spd by 10%.

Receiving a transfusion of two pints of blood brings the character back to feeling okay, but a blood transfusion takes 1D4+1 hours. Magic or psionic healing can also restore the victim of blood loss.

The equivalent of 15 Hit Points of healing is needed to restore *one pint* of blood. The victim is up and around without penalties within 1D6 minutes, although he will feel nauseous, weak and tired for the next 4D6 hours; same penalties as losing one pint of blood, above.

- **Losing 4-5 pints of blood** is getting into the danger zone. There is a 1-80% chance of passing out for 1D6 hours. The victim is extremely weak, can barely move, needs to drink fluids to avoid dehydration and sleeps 2D6+6 hours a day for the next 2D4 days. Penalties: -1 on Perception Rolls, -3 on initiative, -2 attacks per melee round, reduce all combat bonuses by half, the performance of skills is -30% and reduce Spd by 50%.

The character can move around for a period of minutes equal to the character's P.E. before collapsing, exhausted or passing out; 1-60% chance of passing out for 1D6 hours. **For example**: A character with a P.E. 12 can exert himself, with the previously described penalties in place, for 12 minutes of activity before collapsing. He must rest or sleep for at least an hour before he is able to exert himself for another 12 minutes.

The weakened condition and penalties last 2D4+3 days with rest or 1D4+1 weeks if the person refuses bed rest and continues to exert himself. Such a foolish person is subject to numerous collapses which could do 4D6 damage from falling, as well as suffers from fever and requires 14+1D6 hours of sleep a day. Will have to be carried/transported by others to travel.

A blood transfusion adding a minimum of two to three pints of blood reduces the recuperation period to 8D6 hours – back on his feet in a day or two and pretty much back to normal, no penalties.

Magic or psionic healing can also restore the victim of blood loss. The equivalent of 60 Hit Points of healing is needed to restore four pints of blood. The victim is up and around within 1D6 minutes, but feels nauseous, weak and tired for the next 3D6+12 hours. Use penalties for losing one pint of blood.

- **Losing 6-7 pints of blood puts the character in great jeopardy**, and the individual falls into a light coma. Medical or magic treatment is required. Without medical treatment, the character never regains consciousness and will die. The victim of this severe blood loss can last for one hour per P.E. attribute point +2D6 hours.

Receiving medical treatment and 3-4 pints of blood should bring the victim out of the coma; roll to save vs coma/death with a bonus of +40% in addition to his usual bonuses to save vs coma. The person can be back to normal after 1D4 days of rest, but continues to suffer the penalties for losing 2-3 pints of blood for an additional 2D6+10 days; feels under the weather and sluggish.

Magic or psionic healing can restore the person in a matter of minutes, provided enough magic or psi-healing is applied. The equivalent of healing 60 Hit Points gets the character out of the coma and feeling reasonably well. Penalties are the same as losing 2-3 pints of blood and last for 1D4+2 days. The equivalent of healing 90 Hit Points gets the character up

to normal within 1D6+6 minutes and automatically saves vs coma/death.

- **Losing eight pints of blood is near death.** Almost all the blood has been drained. Unless a transfusion to add blood is started within 20 minutes, the person will die.

Receiving medical treatment and four pints of blood is likely to restore the person to life; roll save vs coma/death (no special bonus). The person can be back to normal after 1D6+2 days of rest. Feels a bit under the weather for an additional week; tired, sluggish; -2 on initiative. **Possible brain damage!** Roll percentile dice: A roll of 1-33% means permanent brain damage; reduce I.Q. by one (1) point.

Magic or psionic healing will restore the person much more quickly and offers a +5 to save versus coma for every 20 Hit Points pumped into that individual, but there is still a chance of brain damage. **Remember**, the equivalent of 15 Hit Points from magic or psionic healing restores one pint of blood.

- **Losing nine or more pints of blood means death.** Only extensive and immediate – within five minutes – medical treatment has any chance for survival, but even this is a remote possibility; -40% to save vs coma/death.

Immediate magic or psionic healing is another slim possibility to save the victim of near total blood loss. Again, the person must be treated within five minutes. A Restoration spell will bring the victim back to normal without side effects. Numerous Healing Touches (the equivalent of 90 Hit Points) may also save the individual. Roll save vs coma as normal, but with side effects.

Side Effects: **01-20%** Permanent brain damage. Reduce I.Q. by two points and the performance of all skills is -5%. **21-40%** Permanent brain damage. Reduce M.E. attribute by two points. **41-60%** Roll on random insanity table in this chapter or from the core rule book. **61-80%** Permanent physical damage: Reduce P.E. attribute and Hit Points by 1D4 points. **81-90%** Permanent physical damage: Reduce Spd attribute by 1D6 points. **91-00%** Lucked out, no damage. **Note:** A Restoration spell can be performed later to eliminate any of the side effects listed above, other than insanity.

Note: In the Vampire Kingdoms, a vampire with humanoid slaves sometimes drain one or more of 4-6 pints of blood, then commands a psychic healer or mage to heal them with magic or psionics. This can be done, but is very taxing on the victim. After the sixth or seventh time, especially over a short period of a week or two, the victim is likely (01-75% chance) to develop an insanity. Roll once on the **Vampire Victim Insanity Table** or on the **Random Insanity Table** in the Rifts® core rule book.

Mass Extermination of the Vampire Pestilence

There are only three ways to rid oneself of a Vampire Intelligence and its vampire infestation: destroy the Master Vampire and all of the vampires of his lineage to break its ties to this dimension (this is usually feasible only in the earliest invasion stage, before the Master Vampire has created hundreds of undead), destroy the Vampire Intelligence, or send the Intelligence to another dimension.

1. Stopping the Nightmare before it truly begins. When a vampire first appears it is possible to stop the evil before it is

firmly entrenched. At first, there is only the one Master Vampire created by the Vampire Intelligence. Remember, the Master Vampire is the Intelligence's first and only link to a particular dimension and world. Instinct tells the Master he must feed and slowly create additional undead via the Slow Kill. As more Secondary Vampires are created, the Intelligence's ties to that world become stronger. Each new vampire, including Wild Vampires, created from the line of undead started by the Master, secures the monster to the dimension it is invading. If ALL of the vampires that bear the Intelligence's essence are destroyed, those ties are severed and the monster loses its hold in that world, and must turn its attention to a different dimension. **Note:** Once a Vampire Intelligence loses its connection to a particular dimension, it cannot enter that dimension again for 10,000 years.

Of course, the tactic of destroying a Master and his vampire children is only feasible before there are too many undead to find and destroy. Typically, a Master Vampire establishes a base of operation and begins to create a small circle of additional vampires. For every dozen Secondary Vampires created, the Master sends 1D4 away to create their own minions at other places. This spreads and strengthens the Vampire Intelligence's link to the world and makes it more difficult for mortals to find and destroy all of its undead progeny. If that link can be completely destroyed the Vampire Intelligence is swept up in a dimensional vortex and cast into one of the other dimensions it has a connection with. Theoretically, this could be done to the vampires of Mexico and South America, but as long as a single undead lives, the Intelligence can maintain its link to that world and can slowly begin to rebuild its undead forces.

2. Destroying the Vampire Intelligence. A Vampire Intelligence that has thousands of minions spread across the world is firmly entrenched in that dimension. There is little hope that all of its vampires can be located and eliminated. In the case of Mexico and South America, it is virtually impossible to destroy the thousands of vampires that have been spawned. However, in the case of extreme infestations, where the Vampire Intelligence has come to inhabit that world, if the monster can be found and destroyed, ALL of its vampire legions are also destroyed, instantly turning to dust!

The trick is first finding the secret lair of the Vampire Intelligence, then penetrating its defenses (the thing is usually surrounded by dozens, if not hundreds, of vampires and protected by its Demonic Vampire Familiar), and killing it. Remember, the Intelligence is vulnerable to weapons of wood, silver, water, and magic. The trick is to cut it off from its legion of undead and to inflict massive amounts of damage quickly so the creature cannot regenerate fast enough to survive the onslaught. Exposure to sunlight is a huge help in this regard, but most Vampire Intelligences reside deep inside stone pyramids and temples, or in an underground cave or chamber. Slaying a Vampire Intelligence is always a very dangerous and difficult feat to accomplish.

3. Forced Abandonment. Forcing a Vampire Intelligence to physically flee a particular dimension causes a psychic shock to its system that also affects its vampire extensions, destroying 80% of its current undead. The remaining 20% of the vampires (probably several hundred) survive, but are placed in a prolonged state of stasis. The forced exodus damages and drains the Intelligence to such a degree that it cannot return to that world for 1D6x100 years. During that time, its surviving legion of vampires lay in "the Sleep of Centuries" (stasis) until the Intelligence returns.

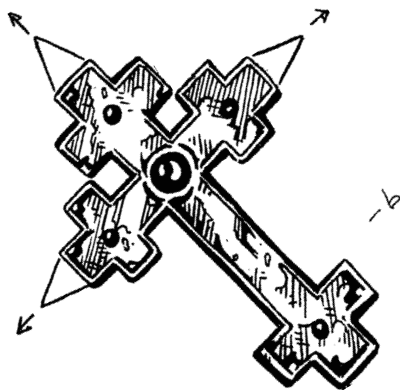
A forced abandonment is caused by attacking the Vampire Intelligence and inflicting so much damage that it believes its only chance for survival is to flee into another dimension. This requires tearing open a dimensional Rift without the proper, lengthy, preparations, and slingshots the monster out of one dimension and into another. The slingshot Rift process only requires 1D4+2 minutes and 300 P.P.E. It transports only the Vampire Intelligence even if it is covered by attacking humanoids. The escape is costly and painful, but better than death. All Masters are destroyed in the process, along with its Demonic Vampire Familiar and the majority (80%) of its undead. The surviving vampires will flee in panic to their place of sleep, where they lay dormant for centuries until the Intelligence returns. If all of these vampires can be located and destroyed before it returns, the Vampire Intelligence is prevented from returning for 10,000 years.

Weapons for Fighting Vampires

Holy Symbol Weapons

Over the last few years, a variety of weapons have been made out of holy symbols, particularly the iconic “cross.” These usually incorporate the traditional cross with silver-plated blades or spikes so that the item may be used as a holy symbol or as an axe-like weapon. There are several versions of holy symbol weapons that have become popular among Vampire Hunters, traveling preachers and the religious. They are described below.

The damage listed is the damage inflicted as a weapon. When laid upon a vampire as a cross, damage is as described above. The weapon can also be held out as a holy symbol to hold vampires at bay. The weaponizing of the holy symbol gives it more versatility in the hands of vampire slayers. While some may see this as inappropriate, these are desperate times and the cross makes effective weapons used against the undead and other demons.



Spring Blade Cross

Spring Blade Crosses look like any number of large (the size of a throwing axe) crosses and crucifixes. They may be plain and simple, or very ornate. Looking at one of these crosses you would never know it conceals one or more silver blades. With the press of a gemstone or concealed button, a small silver blade slides

out of one of the bars of the cross. Press the button again and the blade(s) goes back into the cross. Also known as Knife Cross and God’s Finger.

Spring Blade, Single Knife: One largish (6-10 inches/15-25 cm) blade slides out of the top or the bottom of the cross. Damage: 1D6 S.D.C. (2D6 to vampires). Cost: 1,200 credits for a silver-plated single blade cross. Quadruple price for a solid silver cross (weighs 10 pounds/4.5 kg). Cannot be thrown effectively.

Spring Blade, Triple Blades: A blade slides out of the top as well as the side bars of the cross “T.” Only the bottom of the cross has no blade. Damage: 2D4 S.D.C. (4D4 to vampires). Cost: 2,000 credits for a silver-plated, triple blade cross. Quadruple price for a solid silver Cross (weighs 12 pounds/5.4 kg). Add 700 credits if designed and balanced for throwing.



Cross Axe

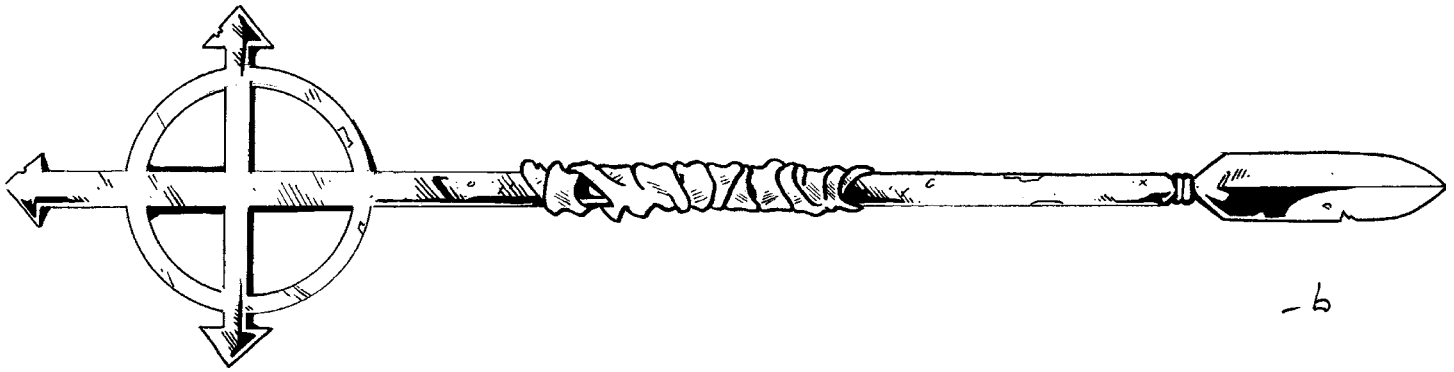
The Cross Axe, also known as God’s Wrath and the Axe Crucifix, is typically an ornate, silver or silver-plated cross with the “t” section of the cross (top and two sides; three axe blades total) formed into crescent-shaped axe blades. The weapon comes in a variety of sizes, from small (about the size of a hand axe) to medium and large (battle axe). The small version may also be balanced and designed for throwing as well as chopping attacks.

Cross Axe, Small: The size of a typical hand axe. Damage: 1D6 S.D.C. (2D4 to vampires). Cost: 1,500-2,000 credits for a silver-plated cross designed to double as an axe. Quadruple price for a solid silver Cross Axe (weighs 12 pounds/5.4 kg).

Cross Axe, Medium: Two to three times the size of a hand axe or tomahawk. Damage: 3D4 S.D.C. (4D6 to vampires). Cost: 4,500 credits for a silver-plated cross that is also an axe. Quadruple price for a solid silver Cross Axe (weighs 30 pounds/13.5 kg).

Cross Axe, Large: The size of a battle axe. Damage: 2D8 S.D.C. (4D6 to vampires). Cost: 9,000 credits for a silver-plated cross that is also a heavy war axe. Not available in solid silver (weighs 8-10 pounds/3.6 to 4.5 kg).

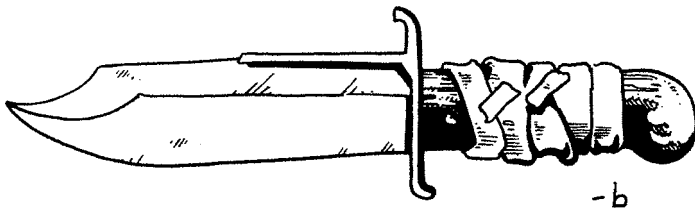
Throwing Cross Axe, Small: Damage: 1D6 S.D.C. (2D6 to vampires). Cost: 3,500 credits for a silver-plated cross designed to double as a throwing weapon (100 foot/30.5 m range). Quadruple price for a solid silver Throwing Cross Axe (weighs 12 pounds/5.4 kg, reduce range by half). **Note:** +75,000 credits if a TW version that returns after it is thrown (requires 15 P.P.E. or 24 I.S.P. to activate that feature for two melee rounds); rare.



Cross Staff

The Cross Staff, also known as the Silver Spear or Circle Cross Rod, comes in a few different shapes and varieties, but all have the same basic features: A large, bladed or spiked cross, often with a circle for additional strength for cutting and chopping capabilities, mounted on a wooden shaft. The bottom of the wood shaft may be blunt or end in a single, spear-like silver blade so it may do blade damage to vampires at both ends (the wood end can also be used on vampires but only does 1D6 damage). Though called a staff, it is used more like a pole arm to chop, stab and impale when not held upright to hold vampires at bay. In fact, the heavy cross top section of the weapon is a bit top-heavy and it does not fly far or accurately when thrown (60 feet/18.3 m).

Damage: 3D6 S.D.C. (6D6 to vampires). **Cost:** 10,000 credits for a silver-plated cross that is also a heavy war axe. Not available in solid silver (weighs 8-10 pounds/3.6 to 4.5 kg).



Silver-Plated Blade Weapons

Silver-plated weapons deal twice their normal damage when used against a vampire. The statistics for some common bladed weapons are listed below, with their damage against vampires in parentheses.

Note: Unlike when using other melee weapons, P.S. damage bonuses DO NOT apply to using wooden or silver weapons against vampires. The damage inflicted is as listed, regardless of P.S. or other damage bonuses. Similarly, Supernatural P.S. punch damage is NOT added to damage inflicted by *handheld* weapons against vampires.

Axe: Small Hand Axe or a Butcher's Knife: **Damage:** 1D4 S.D.C. (2D4 to vampires). **Cost:** 50 credits x20 for silver-plating.

Battle Axe, Fireman's Axe or Any Large Axe: **Damage:** 2D6 S.D.C. (4D6 to vampires). **Cost:** 500 credits x10 for silver-plating.

Knife, Small or Shank: Includes pocket knives, throwing spikes, and other blades that can fit in the pocket and are easy to conceal. **Damage:** 1D4 S.D.C. (2D4 to vampires). **Cost:** 40 credits x10 for silver-plating.

Knife/Dagger: **Damage:** 1D6 S.D.C. (2D6 to vampires). **Cost:** 100 credits x10 for silver-plating.

Knife, Bowie (Large, Special): **Damage:** 1D8+2 S.D.C. (2D8+4 to vampires). **Cost:** 300 credits x10 for silver-plating.

Knuckle Weapons: Silver-plated brass knuckles or silver-plated spikes on leather strapped to knuckles or top of the hand (backhand strikes). May include bionic spikes and Dog Boy spiked armor. **Damage:** 1D6 S.D.C. (2D6 to vampires). **Cost:** 150 credits x10 for silver-plating.

Machete: A large, flat blade equal to a short sword, used as a cutting tool to cut through sugar cane and vegetation. **Damage:** 2D4 S.D.C. (4D4 to vampires). **Cost:** 100 credits x20 for silver-plating.

Scythe: A large, curved blade equal to a very large sword, mounted on a long wooden handle; a two-handed weapon. It is a farm tool for cutting hay, sugar cane, tall grass and weeds. **Damage:** 4D4 S.D.C. (5D6 to vampires). **Cost:** 200 credits x30 for silver-plating.

Sickle: A crescent moon or "C" shaped blade with a short, wooden handle; a one-handed weapon. It is a farm tool for cutting hay, sugar cane, tall grass and weeds. **Damage:** 1D6 S.D.C. (2D6 to vampires). **Cost:** 60 credits x30 for silver-plating.

Silver Stake: Wood is so inexpensive and common, it is the iconic weapon used to stake a vampire through the heart. However, a stake made of silver or coated in silver plunged into a vampire's heart has the same effect as a wooden stake and puts the vampire into the infamous coma state. Remove the silver spike and the vampire returns to undead life. **Cost:** 5 credits x100 for silver-plating, x5,000 credits for a solid silver stake. This compared to 2-5 credits for a wooden stake.

Sword, Short: The Wakizashi and cutlass fall in this category, so do bayonets that can attach to rifles. 2D4 S.D.C. (4D4 to vampires). **Cost:** 350 credits x10 for silver-plating. **Note:** Silver-plated bayonets are becoming increasingly popular among Wilderness Scouts, Vampire Hunters, Bandits and anyone who spends time in the Mexican wilderness.

Sword, Large: Cavalry sword, broadsword, bastard sword, Katana and other large swords fall into this category: **Damage:** 2D4+2 S.D.C. (4D4+4 to vampires). **Cost:** 600 credits x10 for silver-plating.

Sword, Very large: Claymore and Flamberge fall into this category: **Damage:** 2D6+2 S.D.C. (4D6+4 to vampires). **Cost:** 800-1,000 credits for a quality sword, x10 for silver-plating.

Throwing Axe and Tomahawks: **Damage:** 1D6 S.D.C. (2D6 to vampires). **Throwing Range:** 100 feet (30.5 m). **Cost:** 200 credits x10 for silver-plating.

Throwing Blades, Small (Exotic): This includes shurikens, Shaken, and Chakram, all of which are small throwing stars or rings. This style of weapon is rare in North America, except among *some* Vampire Hunters. **Damage:** 1D4 S.D.C. (2D4 to

vampires). Throwing Range: 100 feet (30.5 m). Cost: 30 credits each x10 for silver-plating.

Throwing Iron and Hurlbats (Exotic): A heavy metal weapon reminiscent of a sickle except much heavier, which has 2-4 blades sticking out in different directions. This style of weapon is rare in North America except among *some* Vampire Hunters. The weapons are made and offered for sale at Fort Reid. Damage: 2D6 S.D.C. (4D6 to vampires). Throwing Range: 200 feet (61 m). Cost: 400 credits x10 for silver-plating.

Tiger Claws (Exotic): This weapon originates from India. Think handle with a knife-like blade on one end and four sharp, curved blades that fit between the fingers like claws. In some cases, there are only the claws that fit between the fingers. All blades are used primarily for slashing/clawing attacks. This style of weapon is rare in North America, except among *some* Vampire Hunters. Damage: 2D4 S.D.C. (4D4 to vampires). Cost: 500 credits x10 for silver-plating.

Silver Pikes, Spears & Polearms

An early tactic discovered during the initial rebellion against the vampires was to use phalanxes of pikes and wooden spears to hold them off. Wooden pikes and spears are inexpensive and easy to produce even for peasant armies with limited resources. Furthermore, the tips of the weapons could be left as wood carved to a point and be almost as effective against unarmored vampires as a weapon with a silver-plated blade. Any vampire that tries to break through the forest of sharpened poles of wood is likely to end up impaled, as long as the phalanx maintains a dense formation. Of course, the use of full S.D.C. body armor limits the effectiveness of these weapons and they are rendered useless if the vampires wear full environmental, Mega-Damage body armor. However, most vampires seem to find full body armor undesirable or demeaning to have to rely upon it, so vampires seldom wear more than partial armor, protecting the chest and heart, but leaving the head and limbs vulnerable to attack. **Note**: Partial M.D.C. body armor has an A.R. (Armor Rating) of 15, meaning an attacker must roll a 16 or higher to find an opening in the armor and hit the vampire's body to do damage. An estimated 50% of Secondary Vampires wear partial M.D.C. armor, especially when they know they are going into combat. Only 15% are willing to wear full M.D.C. environmental armor. Among Wild Vampires, 20% wear partial armor, none wear full armor; heck, most barely wear any clothing.

Javelin: A long, simple shaft with a slender metal tip. As a throwing weapon it must be well-balanced. Typical length is six feet (1.8 m). Damage: 1D6 S.D.C. (2D6 to vampires). Range: 300 feet (91.5 m). Cost: 200-300 credits x10 for a silvered tip six inches (15 cm) long (must have good balance for throwing; it can't just be a sharp stick).

Pike: This is a pole arm with a long, narrow blade. The typical pike is 8-10 feet (2.4 to 3 m) long. Damage: 2D6+3 S.D.C. (4D6+6 to vampires). Cost: 550 credits x10 for silver-plating.

Pole Arm: Most pole arms have a large blade or even axe and blade head made of metal mounted on a heavy shaft. A typical pole arm is 7-8 feet (2.1 to 2.4 m) long. Damage: 3D6+2 S.D.C. (1D4x10 to vampires). Cost: 800-1,000 credits x10 for silver-plating.

Silver Holy Symbol Weapons: See Holy Symbols earlier in this section for a handful of gimmick weapons the utilize the

cross as part of their design, like the Spring-Blade Cross and Cross Axe.

Spear with Metal Blade: This is a wooden shaft with a metal spear head that can range in size from that of a small knife or large knife. A typical spear is 5-7 feet (1.5 to 2.1 m) long. Damage: 2D4 S.D.C. (4D4 to vampires). Range: 100 feet (30.5 m) when thrown; double without the benefit of any bonuses to strike (straight die roll). Cost: 300 credits x10 for silver-plating of the spear head.

Silver Body Armor

"Some people are under the misconception that vampires cannot touch or handle silver. It's not true. Vampires can handle silver no problem, just as you can touch and handle the steel blade of a knife. It's only when the metal is used as a weapon to hit, cut or stab that silver does damage whereas a blade made of steel has no effect on the monster.

"I have heard people talk about making silver body armor, with the misconception that it holds them at bay and/or hurts them to touch the armor. If this were true, the idea might make sense, because every time the vampire touched or struck the silver armor he'd take damage, but this is not the case. I'm sorry, but a vampire would peel you out of silver armor like an orange. On the other hand, hitting the monster with your silver-plated forearm or fist, that he would feel.

"There are so many different myths and superstitions about vampires, figuring out what works and what doesn't – what's myth and what's misconception – can be complex and confusing. I hope my thesis on the subject helps in this area."

– *From the writings of Doc Reid*

Silver is damaging and unappealing to vampires, so they dislike the mineral and tend to avoid any contact with it. However, a vampire can touch and move it without any ill effect.

Though there has been talk among some communities and manufacturers of making human-sized silver plate armor, it just doesn't work. Armor made entirely of real silver would weigh somewhere around 700 pounds (315 kg); chain mail 300+ pounds (135 kg). Plus silver is a softer, less durable S.D.C. metal, would cost a fortune (80,000 to 100,000 credits just for the silver) and would be a walking target for bandits. And that's just to begin with.

However, silver-coated Mega-Damage armor is a bit of a different story. The problem is, every Mega-Damage blast evaporates an area of S.D.C. silver three times the size of the impact beam. Explosions and fire damage are even more destructive, and even S.D.C. damage chips away at the silver coating. The silver cannot be given a protective coating or force field, because that would also protect the vampire from it. Using magic to make the silver indestructible or turn it into an M.D.C. material, as well as making it much lighter to wear, is being attempted by various Techno-Wizard workshops, but so far, without success.

Instead, some custom armorers and arms dealers have begun offering silver-plating and spikes on strategic locations on the body armor, particularly the hands, forearms, elbows, knees and shoulders. Retractable forearm blades, silver knuckle spikes, and other spikes and studs at these locations which can strike a vampire in close combat have proven useful.

Some have also started to offer a variety of silver-plated gauntlets. Often padded leather gloves that go halfway up the forearm with metal knuckle studs or knuckle spikes, plus some silver-plating or chain mail, or more studs and spikes on the sleeve of the glove that protects the wrist and goes partly up the arm.

Knuckle Gloves, as they are known, add extra damage from punches. Damage: Silver knuckle studs do an extra 1D4 S.D.C. to ordinary people, 2D4 damage to vampires. Silver spikes do an extra 1D6 S.D.C. to ordinary people, 2D6 damage to vampires.

Sword Gauntlets look more like a silver-plated gauntlet from a suit of armor with protection for the fingers and top of the hand, and plating up the sleeve of the glove. A silver blade can extend from and retract into a housing on the top or bottom section of the forearm section of the gauntlet. Damage: The silver blade does 1D6 S.D.C. damage to ordinary opponents, 2D6 damage to vampires, and can be used to parry other melee weapons. If the knuckles are plated, studded or spiked, they do the same damage as Knuckle Gloves, above.

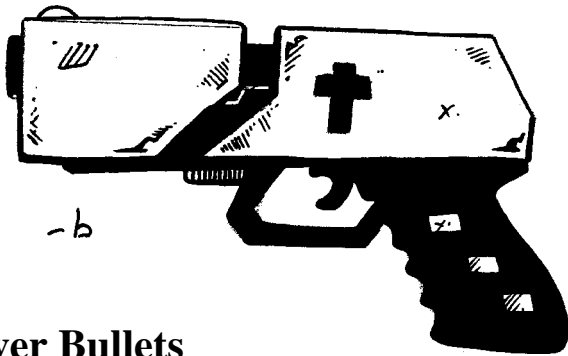
(Punch Damage Note: Like with any other silver or wooden weapon, punch damage and P.S. bonuses do not apply. Even a character or robot with silver knuckles or hands and Robot P.S., which would normally inflict Mega-Damage with a punch, would only do 2D4 or 2D6 Hit Points to a vampire. Silver claws, spikes or other weapons, on the other hand, would do their normal damage x2 if coated in silver, but again, without including any P.S. or other damage bonus. Only those with Supernatural P.S. would inflict their normal punch damage – which they would do regardless of any silver enhancements – plus the additional 2D4 or 2D6 Hit Points from the silver knuckles/studs.)

Strategic Silver Enhanced Body Armor: Conventional armor with silver studs or spikes costs 1,000-4,000 credits per each location – right hand, left hand, right forearm, left forearm, each shoulder, each knee. Price varies depending on the size and number of silver additions to the armor.

Silver shoulder pads and padded elbow protectors with a hard plate or plate and spike, or plate and small blade, cost 5,000-7,000 credits. They are good for elbow, shoulder and body block attacks. (2D4 damage to vampires for blunt attacks, 2D6 damage from studs, spikes or blades.)

Silver inlay and design work on armor is also increasingly popular in Mexico, though remember, vampires can touch silver without injury, so it is mostly for show.

All of these modifications can be made on any type of armor whether it is S.D.C., M.D.C., partial or full environmental armor.



Silver Bullets

Compared to modern lasers and rail guns, old S.D.C. weapons are cheap and easy to produce. Caches of pre-Rifts guns have been used as patterns for recreating firearms from Earth's past, and pistols, assault rifles, shotguns and machine-guns are all used

by Vampire Hunters across Mexico and the American Southwest. Regular ammunition is confined to training exercises and dealing with conventional bandits and mortal enemies. Among vampire slayers, silver bullets are more common than normal rounds.

Silver Bullets are so small that a silver-coated or silver tipped bullet only does *normal damage*. Furthermore, the tiny projectile travels at such a velocity that there is a 01-50% chance the bullet from a handgun goes right through the vampire and a 01-70% chance for rifle calibers. This is especially true of machine-gun and rail gun rounds, which are almost certain (01-99% chance) to punch right through a vampire. As a result, bullets only inflict their normal S.D.C. damage to vampires.

To shoot a vampire in the heart and have it lodge there like a stake, is a matter of pure luck. The silver bullet must pierce the heart and remain lodged inside the organ to incapacitate a vampire. If the bullet shoots into the heart and continues through and out of the body, which is likely, the pain is excruciating, but the vampire is not immobilized and recovers in seconds; loses initiative and two melee attacks, but is more angry than ever. Chance of a bullet lodging in the heart, even with an expert, Called Shot from a gunslinger is only 01-03%, with a small caliber weapon. Not possible with rifles or heavier weapons.

Note: A vampire can remove any foreign particles, such as silver bullets or shards of wood, from his body by turning into mist, as long as he has not been incapacitated. This does NOT include a stake in the heart, which places the vampire in an instant coma.

Below are the damage stats for some common firearms by caliber of the bullet, as well as their damage to vampires in parentheses. All damage listed below is the same whether the bullet is a solid silver slug or a silver-coated bullet.

Cost of Silver Bullets. A single *small caliber*, silver “coated” bullet costs 50 credits. *Medium caliber* silver-coated bullets cost 100 credits each. A *large caliber* round or *arrowhead* coated in silver is 200 credits. A silver-coated *rifle* or *machine-gun* round is 300 credits. A small caliber, solid silver bullet costs 1,000 credits. Fortunately, a silver-coated bullet is as effective as a solid slug.

Note: At *Ciudad Juarez*, *Colorado Baronies*, *El Paso*, and the *Pecos Empire*, all places that claim to be the enemy of vampires, the cost of silver bullets and silver-plated weapons is 30% less. Though the city-state of Juarez has its share of vampires, because it is allegedly “vampire free,” to maintain that illusion, the undead allow silver items to be sold. Still, the cost is high. The cost of silver weapons is half at *Fort Reid* and *Arzno*, but availability may be limited.

Handguns: Typical range for all handguns: 140 feet (42.7 m).

Payload for revolvers: 6 bullets.

Payload for semi-automatic pistols: 8, 12 or 15 shot ammo clips are available for most models.

Damage by Caliber of Bullet:

Light Pistols and Revolvers: Damage: 2D6 S.D.C. per single shot. Cost: Gun: 300-400 credits. Silver Bullets: 50 credits per round.

Medium Caliber Pistols and Revolvers: Damage: Revolver: 4D6 S.D.C. per single shot. Pistol: 3D6 per single shot, but a three round pistol burst does 6D6 S.D.C. Cost: Gun: 450-550 credits. Silver Bullets: 100 credits per round.

Large Caliber Pistols and Revolvers: Damage: Revolver: 5D6 S.D.C. per single shot. Pistol: 4D6 per single shot, but a three round pistol burst does 4D6 S.D.C. A six round submachine-gun

burst does 6D6 S.D.C. Cost: Gun: 500-600 credits. Silver Bullets: 200 credits per round.

Submachine-Guns: Fires pistol rounds. Submachine-guns are designed to fire bursts. The larger the burst, the less accuracy but the odds of hitting and doing damage are increased. Damage: A single shot is 3D6 damage. A controlled three round burst does 6D6+3 S.D.C. damage. A six round submachine-gun burst does 1D6x10+4 S.D.C. Range: 500 feet (152 m). Payload: 30 round banana clip or 90 round drum clip. Cost: Gun: 700-800 credits. Silver Bullets: 100 credits per round.

Shotguns: This is your standard, sawed-off or hunting shotgun. Damage: Silver pellet buckshot rounds do 3D6 S.D.C. (6D6 to vampires) to everything within a 10 foot (3 m) area. Solid slug, 4D6 S.D.C. per single round or 8D6 S.D.C. for a simultaneous double-barrel blast at the same target. Fires one blast at a time. Range: Sawed-Off: 60 feet (18.3 m); Hunting: 200 feet (61 m). Payload: 2-6 depending on the type of shotgun, loaded by hand; each shell loaded counts as one melee action/attack. Cost: Gun: 400-500 credits. Silver Bullets: 200 credits per buckshot round. 400 credits per silver-coated solid slug.

Police/Military Combat Shotguns: This weapon is rare on Rifts Earth, but is recently being offered by Bandito Arms for 3,000 credits plus ammo. Damage: Silver pellet buckshot round, 4D6 S.D.C. within a 10 foot (3 m) radius; solid round, 5D6 S.D.C. per single round. Single shot only. Range: 300 feet (91.5 m). Payload: 20 and 50 round drums for Combat Shotguns only. Cost: Gun: 1,500-2,000 credits; uncommon. Silver Bullets: 200 credits per buckshot round. 400 credits per silver-coated solid slug.

Bolt-Action Hunting and Sniper Rifles: Damage: 6D6 S.D.C. per single shot. Bolt-action and sniper rifles fire only one shot at a time. Range: 2,300 feet (701 m). Payload: 5 rounds loaded by hand or a 20 round box magazine; single shot only. Cost: Gun: 1,200-1,700 credits. Silver Bullets: 300 credits per round.

Assault Rifles: Combat rifles like the M-16 or AK-47 are designed to fire bursts. The larger the burst, the less accuracy but the odds of hitting and doing more damage are increased. Damage: A controlled three round burst does 1D6x10 S.D.C. A 6-8 round rifle burst does 3D6x10 S.D.C. Range: 1,300 feet (396 m). Payload: Standard clip is 20 rounds, 50 rounds for a long banana clip or drum. Cost: Gun: 1,500-2,000 credits. Silver Bullets: 300 credits per round.

Light Machine-Guns: This is a weapon that can be carried by one soldier, but needs to be braced on the ground, a heavy log, rock, hood of a vehicle, etc., to fire with any accuracy. Machine-guns are designed to fire bursts. The larger the burst, the less accuracy but the odds of hitting and doing more damage is increased. **Note:** Characters with the equivalent of a P.S. 22 or greater can fire a light machine-gun as a two-handed weapon. A character with a Robotic P.S. of 20 such as a Cyborg, or Supernatural P.S. of 15, can use a light machine-gun one-handed as if it were an assault rifle. Damage: 5D6 per single shot but can only fire in bursts. A short, 12 round burst does 1D6x10 S.D.C. damage. A long, 30 round burst does 2D6x10+10 S.D.C. Range: 3,000 feet (914 m). Called Shots are not possible with a machine-gun; burst fire only. Payload: Standard clip for ordinary humans carrying their load is 300 rounds, belt fed from a drum or backpack. Standard clip for a cyborg or super-strong being is 600, 900 or 1,200 round, belt fed from an ammo drum. Ammo for vehicle mounted or fortified position is usually 1,200 or 3,000 rounds. Cost: Gun: 8,000-12,000 credits. Silver Bullets: 300 credits per round.

Heavy Machine-Guns: This is a weapon that is usually mounted to a vehicle or fortified position on a strong tripod or weapon turret. It can be carried in pieces by a two- or three-man team, assembled within two melee rounds by a practiced team and must be braced on the ground, a heavy log, rock, hood of a vehicle, etc., to fire without knocking its fire-team down and spraying an area with rounds. Machine-guns are designed to fire bursts. The larger the burst, the less accuracy but the odds of hitting and doing more damage are increased. **Note:** Characters with the equivalent of a Robotic P.S. of 30 or higher, or a Supernatural P.S. of 20, can use a heavy machine-gun as a two-handed weapon. Those with a Robotic P.S. of 45 or greater, or Supernatural P.S. of 35 or greater, can use it one-handed as if it were an assault rifle. Damage: 7D6 per single round, but can only fire in bursts. A short, 10 round burst does 1D8x10 S.D.C. damage. A long, 30 round burst does 2D8x10+20 S.D.C. Range: 4,000 feet (1,219 m). Called Shots are not possible with a machine-gun; burst fire only. Payload: Standard clip for ordinary humans carrying their load is 300 rounds, belt fed from a drum or backpack. Standard clip for a cyborg or super-strong being is 600, 900 or 1,200 rounds, belt fed from an ammo drum. Ammo for vehicle mounted or fortified position is usually 1,200 or 3,000 rounds. Cost: Gun: 18,000-25,000 credits. Silver Bullets: 400 credits per round.

Anti-Vampire Rail Guns

Modified Rounds for Combating Vampires

Vampire rounds for rail guns were first designed and offered by Doc Reid. Most fire shards of wood with tiny bits of metal imbedded in the base of the wood projectiles. The blast of flechettes made of wood inflict reduced Mega-Damage because of the softer, less damaging, rounds being fired and do only 1D4 M.D. per burst of 30 rounds. However, against a vampire they inflict 3D6x10 Hit Point damage. Silver rounds can be used instead of wood, but the cost for silver rounds is prohibitively expensive, so wood is the norm. A rail gun burst can inflict such severe damage as to blow off a vampire's arm, leg or head. Half of the flechettes shoot right through the vampire's body. A Called Shot is not possible as rail guns fire bursts and control and targeting is imprecise.

Any rail gun can fire wood or silver anti-vampire rounds. No modification of the weapon itself is necessary. The change is made in the rounds fired. Thus, vampire rounds and conventional M.D. rounds can be quickly changed from one to the other.

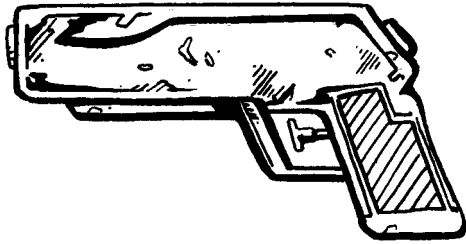
Range: 2,000 feet (610 m). The lighter and softer wood or silver reduces the firing range of the rail gun by half, typically 2,000 feet (610 m).

Mega-Damage of Anti-Vampire Rounds: Wood inflicts 1D4 M.D. or 3D6x10 Hit Points to vampires per 30 round burst. Silver rounds inflict 2D6 M.D. to ordinary targets and 3D6x10 Hit Points of damage to vampires per 30 round burst.

Payload: As per rail gun as usual.

Cost of Rail Gun: As usual.

Cost of Modified Rounds: Wood: 150 credits per 300 rounds. Silver: 27,000 credits for 90 rounds (three 30 round bursts); 90,000 credits per 300 silver-coated rounds (half this cost from some dealers).



Water Weapons

Plastic Water Pistol: Weight: 3 ounces (85 grams), plus 1.2 lbs (540 g) of water. S.D.C. of Water Weapon: 8. Range: 30 feet (9 m), Damage to Vampires: 2D6 Hit Points. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: 12 blasts. Cost: 10 credits.

Plastic Water Rifle: Greater range and payload. Weight: 1 pound (0.45 kg), plus 2 lbs (0.9 kg) of water. S.D.C. of Weapon: 15. Range: 50 feet (15 m). Damage to Vampires: 2D6 Hit Points. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: 20 blasts. Cost: 50 credits.

Plastic Water Pump-Style “Sawed-Off” Shotgun or Bazooka: Designed in the style of a short-barreled or “sawed-off” shotgun style. Weight: 1 pound (0.45 kg), plus 2 lbs (0.9 kg) of water. S.D.C. of Weapon: 20. Range: 50 feet (15 m). Damage to Vampires: 4D6 Hit Points from a bigger concentrated blast of more water. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: 10 blasts. Cost: 100 credits.

Metal or Ceramic Water Pistol: Greater durability and range. Weight: 1 pound (0.54 kg), plus 1.2 lbs (0.84 kg) for a standard load of water. Range: 100 feet (30 m). S.D.C.: 30. Damage to Vampires: 2D6 Hit Points. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: 12 blasts standard. 50 shot payload if weapon is attached to a water supply from a hip pack via a thin hose fed via a motorized pump. Cost: 150 credits; +60 credits for hip pack.

Metal or Ceramic “Short” Water Shotgun: Designed in the style of a short-barreled or “sawed-off,” pump-action shotgun. Weight: 3 lbs (1.35 kg), plus 2.4 lbs (1.08 kg) of water. S.D.C. of Weapon: 50. Range: 75 feet (22.9 m). Damage to Vampires: 4D6 Hit Points, fires a bigger concentrated blast of water. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: 12 blasts. Cost: 250 credits. Greater range.

Metal or Ceramic “Long” Water Shotgun: Designed in the style of a long-barreled, pump-action shotgun; greater range. Weight: 5 lbs (2.25 kg), plus 2.4 lbs (1.08 kg) of water. S.D.C. of Weapon: 50. Range: 100 feet (30.5 m). Damage to Vampires: 4D6 Hit Points. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: 12 blasts. Cost: 350 credits.

Metal or Ceramic Full-Size “Motorized” Water Rifle: Assault rifle design, motorized for rapid-fire and increased range. Weight: 6 lbs (2.7 kg), plus 3 lbs (1.35 kg) for a standard load of water. S.D.C. of Weapon: 50. Range: 150 feet (75.7 m). Damage to Vampires: 3D6 Hit Points per single shot, 6D6 per rapid fire triple blast. Rate of Fire: Each single shot or rapid-fire triple burst counts as one melee attack. Payload: 20 blasts standard. 90 shot payload if weapon is attached to a water supply from a hip pack via a thin hose fed via a motorized pump. Cost: 500 credits; +100 credits for hip pack. **Note:** The identical weapon made of Mega-Damage material (has 35 M.D.C.) is sometimes available for a cost of 5,000-7,000 credits.

Metal or Ceramic “Motorized” Water Rifle and Water Grenade Launcher: Assault rifle style with classic over and under pump action to launch grenade. Weight: 10 lbs (4.5 kg), metal or ceramic, plus 3 lbs (1.35 kg) for a standard load of water. S.D.C. of Weapon: 50. Range: Rifle is 150 feet (74.7 m), grenade launcher is 75 feet (22.9 m). Damage to Vampires: 3D6 Hit Points per single shot, 6D6 per rapid-fire triple water blast. The grenade is effectively a water balloon that erupts on impact, covering its target in water (approx. 8 ounces of water to a 3 foot/0.9 m area), inflicting 4D6 Hit Points damage. Rate of Fire: Each single shot or rapid-fire triple burst counts as one melee attack. Payload: 20 blasts standard for the rifle; 90 shot payload if the weapon is attached to a water supply from a hip pack fed container through a thin hose via a motorized pump. Launcher only has one grenade at a time and must be reloaded manually. Reload of water grenade counts as two melee attacks. Comes with 10 additional grenades and can be carried in a cloth carrying case with shoulder strap. Cost: 650 credits, plus 150 credits for the hip-pack (or backpack) water container and motorized pump feed. Additional grenades cost 15 credits per 10. **Note:** Not available in hand thrown grenades; see Water Balloons.

Additional Water Tanks: These are simple hip tanks or backpacks that can be connected to most water weapons to increase the number of shots. Half gallon (1.9 liters) hip-tank (4 lbs/1.8 kg) adds 40 shots to most pistols and rifles, 15 shots to heavy water weapons.

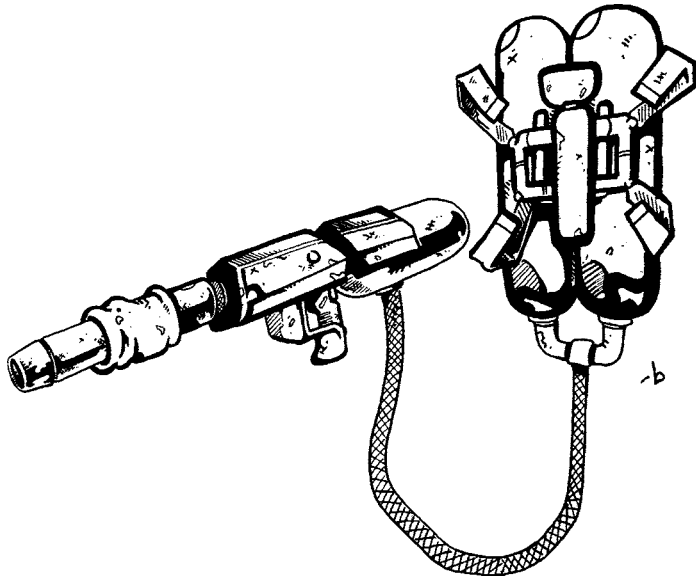
Gallon (3.8 liter) hip-tank (8.3 lbs/3.7 kg) adds 80 or 30 shots but the weight makes most people feel unbalanced and awkward (reduce Spd by 10% and -1 penalty on all combat maneuvers; not applicable to characters with a P.S. of 24 or greater). Anything more than a half gallon (1.9 liters) is best utilized as a backpack unit where the weight is more evenly distributed.

A five gallon (19 liter) backpack tank (41.5 lbs/18.7 kg) adds 400 or 150 shots to most handheld water weapons.

Cost is 10, 30, and 50 credits respectively, x100 credits for a tank that has 10 M.D.C. **Note:** Any Vampire Hunter or warrior with any common sense takes 1D4 rolls of extra hose. Hose cost is 30 credits for a 20 foot (6.1 m) roll of thin, and 75 credits for a 12 foot (3.6 m) roll of larger hose for the heavier weapons.

Water Balloons “Handmade”: An ordinary child’s balloon can become a lethal weapon to vampires when filled with water then thrown. However, water balloons are not balanced or aerodynamic and can only be thrown a short distance with any decent accuracy. Water balloons break very easily, sometimes in your hand. Carrying more than a half dozen, even in a container, at a Spd greater than 8 is likely to cause 1D4 to break in transit. Weight: 6 or 8 ounces (170-226 grams). S.D.C. of Balloon: Less than one point. Effective Throwing Range: 10 feet (3 m); any distance beyond 10 feet (3 m), the thrower is -6 to strike and maximum throwing range is 50 feet (15 m) regardless of the character’s P.S. Damage to Vampires: 4D6 Hit Points. Cost: 5 credits for a package of 100 balloons. **Note:** One or two water balloons can be attached to an arrow or crossbow bolt, but they reduce the range of the weapon by half, inflict a penalty of -6 to strike, and there is a 01-80% chance of the balloon(s) rupturing in mid-flight, dumping the water before it ever hits.

Portable Water Cannon: This weapon looks like a flame-thrower only it fires a high pressure stream of water. The gun is attached to a tank, or pair of tanks, via a hose that feeds the water to the gun. Weight: Gun is 11 lbs (5 kg), plus water tanks. S.D.C.



of Weapon: Gun: 50 S.D.C. Hose: 15 S.D.C. Water Tanks: 50 S.D.C. each. Range: 100 feet (30.5 m). Damage to Vampires: 5D6 Hit Points; fires a high pressure stream of water. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: One gallon tank (3.8 liters, 8.3 lbs/3.7 kg): 5 blasts. Five gallon tank (19 liters, 41.5 lbs/18.7 kg): 25 blasts. Ten gallon tank (38 liters, 83 lbs/37.3 kg): 50 blasts. **Note:** Only cyborgs, power armor and characters with great strength can carry more than one 10 gallon (38 liter) water tank. Cost: 1,200-1,500 credits.

Portable M.D.C. Water Cannon: This weapon is identical to the Portable Water Cannon described above, except it is made with M.D.C. materials. M.D.C. of Weapon: Gun: 35 M.D.C., Hose: 10 M.D.C., Water Tanks: 30 M.D.C. each. Cost: 7,000-9,000 credits.

Power Armor M.D.C. Water Cannon: This weapon resembles a heavy-duty flamethrower connected by hose to a pair of large water tanks. The tanks are suitable for most types of Combat Cyborgs and ground power armor without requiring modification of the armor. Strap the tanks on and you are ready to go. The water cannon fires high pressure streams of water. The gun is attached to the water tanks via an M.D.C. hose that feeds the water to the gun.

This item was actually designed by Northern Gun for *firefighters* (based on a pre-Rifts NEMA design) and intended to fire a chemical spray or foam that douses fire better than plain water. However, in the wilds of Mexico, the firefighting tool can be used to extinguish the undead with high-powered streams of water.

Weight: Gun is 15 lbs (6.75 kg), plus water tanks. M.D.C. of Weapon: Gun: 50 M.D.C. Hose: 15 M.D.C. Water Tanks: 50 M.D.C. each. Range: 300 feet (91.4 m). Damage to Vampires: 6D6 Hit Points; fires a high pressure stream of water. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: Two water tanks, one large fifty gallon tank (190 liters, 415 pounds/186.7 kg): 250 blasts, and a 25 gallon reserve tank (95 liters, 207.5 lbs/93.3 kg): 125 blasts. If desired, the smaller tank can contain actual fire retardant chemical or foam. Which tank is accessed for firing is changed with a voice command or press of a three digit code on the gun.

Note: Only *Combat Cyborgs* (with an encumbrance penalty of -2 attacks per melee round, speed reduced by 20% and -3 on all

combat bonuses), *power armor* (with an encumbrance penalty of -1 attack per melee, speed reduced by 10% and -2 on all combat bonuses) and characters with *Robotic P.S. greater than 35* or *Supernatural Strength of 20 or higher*, can carry these large tanks (with an encumbrance penalty of -1 attack per melee round, speed reduced by 5% and -1 on all combat bonuses). Penalties are not just due to the weight, but the *movement* of the water, forcing the user to constantly exert effort to maintain balance. For flying power armor to use this weapon, the flight unit/jet pack on the back must be removed, negating flight capabilities. Cost: 15,000-18,000 credits. First developed by Northern Gun. Also available from the Manistique Imperium.

Vehicle Mounted Water Cannon (S.D.C.): This is big, rail gun style water cannon with a fifty gallon drum of water (190 liters, 417 pounds/188 kg) that is mounted on a vehicle or robot, or a fixed location at a fortified position, guard tower, bunker or building. Typically mounted on a turret housing with 360 degree rotation and a 90 degree up and down arc of fire. Weight: Cannon 40 lbs (18 kg) metal and ceramic, 50 gallon drum (190 liters, 417 lbs/188 kg). Range: 400 feet (122 m), Damage to Vampires: 1D4x10 Hit Points; fires a high pressure stream of water. Rate of Fire: Single shot only. Each blast counts as one melee attack. Payload: One fifty gallon water tank (190 liters, 417 pounds/188 kg): 180 blasts of water. Depending on location and resources, the payload can be increased dramatically by connecting those on rooftops and fortified positions to above or underground water tanks and even water towers or a city's water supply. Or having several other 50 gallon (190 liter) drums of water available to switch out. Sewage water is fouled and fouled/polluted water does no damage to undead. Fort Reid has several water cannon mounted turrets along its protective walls. **Note:** Since the water cannon is mounted on a vehicle or fixed fortified position, it can be operated by anyone with a P.S. of 6 or higher. Cost: 20,000-25,000 credits for the same weapon made of M.D.C. materials.

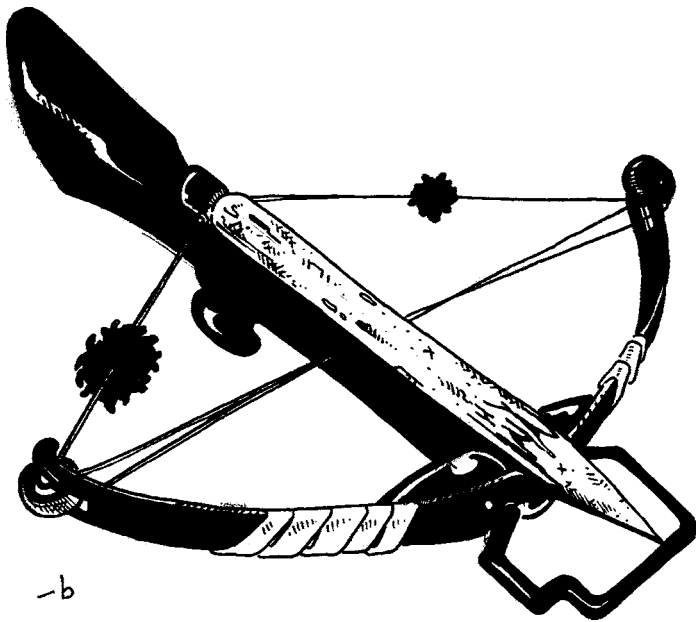
Northern Gun Firefighter Power Armor: See the *Rifts® Vampires Sourcebook* for complete stats of this and other special weapons.

Titan Fireman Robot: See the *Rifts® Vampires Sourcebook* for complete stats of this and other special weapons.

Weapons of Wood

Any sort of ordinary wooden weapon, from spears, javelins, arrows, crossbow bolts, shafts, sharpened wood knives and swords, to stakes, clubs and even chairs used as bludgeons will hurt vampires, inflicting damage direct to Hit Points. The wood weapon must be made entirely of wood. An arrow or spear with a flint or steel head bounces painlessly off the monster's hide. However, silver tipped weapons are as effective as wood. Weapons made of wood inflict double their normal damage against vampires (so do most silver weapons).

Note: Unlike when using other melee weapons, P.S. damage bonuses DO NOT apply to using wooden or silver weapons against vampires. The damage inflicted is as listed, regardless of P.S. or other damage bonuses. Similarly, Supernatural P.S. punch damage is NOT added to damage inflicted by *handheld* weapons against vampires.



Bows and Crossbows

Dominating ancient battlefields, bows and other projectile weapons were the long-range artillery of their day. The long bow can fire more than 600 feet (183 m) in the hands of a skilled user, and barrages of large numbers of arrows are so devastating, even to armored troops, that they brought about the end of the age of knighthood. Bow weapons are excellent against the undead. Even silver bullets do not have the same stopping power. Remember, an arrow or crossbow bolt to the heart stops a vampire in his tracks. The number in parentheses is the damage inflicted to vampires.

Short Bow or Light Modern Bow: 1D6 S.D.C. (2D6 to vampires). Range: 340 feet (104 m). Typical Cost: 200 credits. Arrows cost two credits each.

Long Bow or Modern Compound Bow: Damage: 2D6 S.D.C. (4D6 to vampires). Range: 640 feet (195 m). Typical Cost: 600 credits. Arrows cost four credits each.

Crossbow, Modern Light Damage: 2D4 S.D.C. (4D4 to vampires). Range: 340 feet (104 m). Typical Cost: 350 credits. Bolts cost two credits each.

Crossbow, Modern Heavy: Damage: 2D8 S.D.C. (4D8 to vampires). Range: 750 feet (228.6 m). Typical Cost: 800 credits. Bolts cost four credits each.

Crossbow Pistol: Damage: 1D6 S.D.C. (2D6 to vampires). Range: 150 feet (46 m). Typical Cost: 150 credits. Bolts cost two credits each.

Crossbow, Traditional Wood: Damage: 1D8 S.D.C. (2D8 to vampires). Range: 500 feet (152 m). Typical Cost: 700 credits. Bolts cost three credits each.

Heavy Mounted Ballista: Think giant-sized crossbow that fires a spear-sized arrow, about 30% longer than a modern machine-gun or rail gun. It is mounted on a vehicle much like a machine-gun on the back of a jeep or truck, or on a tripod and operated by a three man team (one to carry extra bolts) or for use at a base camp or fortified position. Damage: 5D6 S.D.C. (1D6x10 to vampires). Range: 1,200 feet (366 m). Rate of Fire: One shot at a time. Payload: One, plus a dozen or two mounted in a rack on the side and or back of the weapon. Typically has a 180 degree turning radius and 45 degree up and down arc of fire.

Takes two melee attacks/actions to reload. Typical Cost: 2,000 credits, uncommon, usually has to be custom-made. Spear-sized arrows cost 100 credits each.

Wood Blade Weapons

Most blade weapons, like swords and axes, cannot be made of wood. Wood is much too soft, light and less durable than metal. Nor can wood be made into as sharp a blade as metal, and it does not hold a sharp edge. Since swords and blades of all kind need to be thin and sharp, a wooden sword is broken easily and quickly, probably with the first or second strike of the blade, especially against hardened S.D.C. steel, let alone a Mega-Damage material. And wood is vulnerable to fire, water, rot and insects. Small weapons of wood, like a small shank or knife, can be made into a blade weapon, but are weak, and the blade chips and dulls with every use.

Wood needs to be thick and heavy to work as a weapon. Which is why clubs, spears, stakes, staves and other blunt weapons make satisfactory weapons and even they are used to stab and impale, not cut, like a knife. Furthermore, even heavy wood weapons can be chopped in half in one or two strikes by an S.D.C. metal weapon, and snapped like a twig by an opponent with Robotic or Supernatural P.S. **Note:** Typical S.D.C. of a wooden weapon is: Small: 5 S.D.C. Medium: 15 S.D.C. Large: 30 M.D.C.

As always, wood weapons inflict double their normal S.D.C. damage to the undead.

Battle Axe or Any Type of Axe: Not feasible; see War Club under Wood Blunt Weapons.

Bowie Knife: Not feasible as a wood weapon.

Knife, Small or Shank: 1D4 S.D.C. (2D4 to vampires). Cost: 20 credits.

Knife/Dagger: 1D4 S.D.C. (2D4 to vampires). Cost: 50 credits.

Short Sword, Machete, Wakizashi: Not feasible; see Walking Stick or War Club under Wood Blunt Weapons.

Sword, Large: Broadsword, Bastard Sword and other Large Swords: Not feasible; see Staff under Wood Blunt Weapons.

Wooden Stake: For stabbing and impaling only, 1D6 S.D.C. Cost: 3-10 credits per stake. Cost varies with availability of wood, market demand and the seller.

Ironwood Weapons

There is a spell known as Ironwood that can transform wood into an M.D.C. material. This would allow a wooden weapon to function in a similar way as a metal blade. However, there are a number of problems with this.

1. The transformation into an M.D.C. material changes the property of the wood. Though it still looks, weighs and feels the same as wood, it is not wood. It is *Ironwood*, something different. Furthermore, the weapon is not “enchanted” – it is not magical in any way – it is transformed by magic into something else.

2. The wood weapon still does damage to vampires, but *NOT* the double damage usually inflicted by wood.

3. Wooden blade weapons such as an axe, sword or pole arm are virtually nonexistent as there is little use for them. This requires a hero to have one custom made. To be a weapon, this can't be a crude, cheap design, it has to have good balance, a

sharp, blade-like edge (very difficult), and probably uses many pieces of wood cut, formed and fitted together, before being polished and varnished. It's a work of art that takes days, maybe weeks, and costs at least 700-1,500 credits to make.

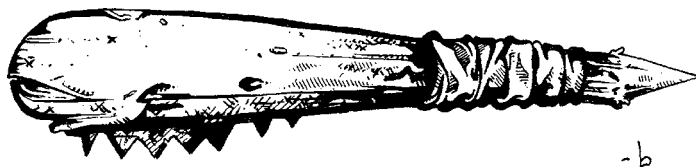
4. Less damage. Any of the weapons described under *silver-plated weapons* can be made as an Ironwood weapon, but damage is the first S.D.C. number, **not** the damage to vampires.

Furthermore, maximum damage from a "wooden" weapon, even an Ironwood weapon, is **2D6 S.D.C.** (2D6 Hit Point damage to vampires); +2 to damage in the case of the very largest and deadliest. So if a silver plated, metal blade weapon does 3D6 S.D.C. damage, the Ironwood equivalent weapon does *2D6 S.D.C.* damage to ordinary people and vampires alike. If the metal weapon does 4D6 to 5D6 S.D.C., the Ironwood equivalent does *2D6+2 S.D.C.* damage to ordinary people and vampires alike.

5. M.D.C. of the Ironwood Weapon: Small: 15 M.D.C. Medium: 30 M.D.C. Large: 60 M.D.C. Ironwood Weapons can parry M.D.C. weapons but are susceptible to M.D. attacks specifically directed at them (Called Shot to strike the weapon with the intent of damaging it, -3 penalty to strike a moving target), and Mega-Damage fire does damage to the Ironwood blade.

6. Cost of the magical transformation is 15,000-40,000 credits. That's if the individual can find a mage who, a) knows this 12th level spell, which aren't many, and b) is willing to cast the spell for any price.

7. On the bright side, an Ironwood blade weapon, spear or stake *can* be used as a stake to impale the demon's heart and shut him down.



Wood Blunt Weapons

Blunt weapons are generally one or two pieces of wood with a thick handle for pummeling an opponent with little fear of breaking. As always, weapons made of ordinary wood (not Ironwood) inflict *double damage* to vampires as indicated in the parentheses. The other great thing about using *wooden weapons* to fight vampires is that they are inexpensive compared to silver-plated and most other weapons.

Axe Handle or Shovel Handle (Wood): Damage: 2D4 S.D.C. (4D4 to vampires). Cost: 30-50 credits.

Boomerang or Throwing Stick (Wood): Damage: 2D4 S.D.C. (4D4 to vampires). Throwing Range: 100 feet (30.5 m). Cost: 200 credits each.

Bow: The bow part of a bow and arrow can be used to hit an opponent; best when unstrung. Damage: 1D6 S.D.C. (2D6 to vampires). Cost: As per cost of the weapon (see bows and arrows, previously described); typically 200-600 credits.

Cane or Walking Stick (Wood): Damage: 1D6 S.D.C. (2D6 to vampires). Cost: Simple: 50-100. Fancy: 200-400 credits.

Nunchaku (Wood): Damage: 2D4 S.D.C. (4D4 to vampires). Cost: 60-100 credits.

Mace, Cudgel or War Club (Wood): Damage: 2D6 S.D.C. (4D6 to vampires). Cost: 300-500 credits.

Staff, Short (Wood): Damage: 2D4 S.D.C. (4D4 to vampires). Cost: 100-200 credits.

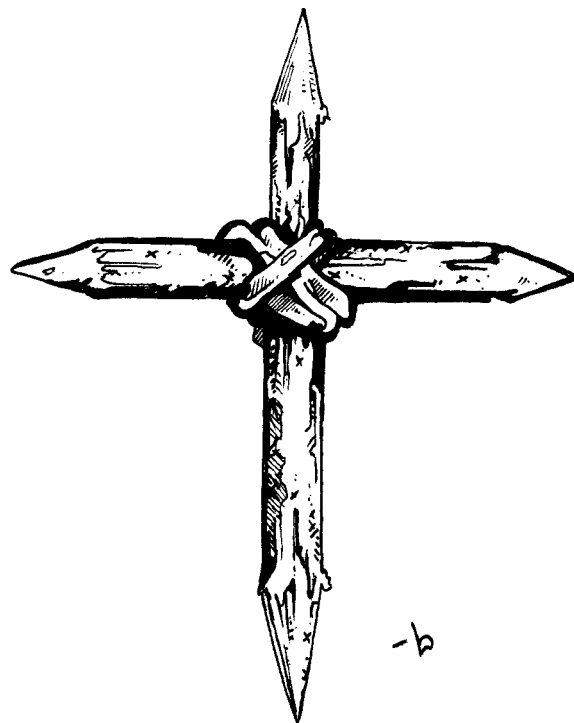
Staff, Long/Bo Staff (Wood): Damage: 2D6 S.D.C. (4D6 to vampires). Cost: 300-500 credits.

Stake(Wood): Typically a 12-24 inch (0.3 to 0.6 m) length of wood 1-4 inches (2.5 to 10 cm) in diameter, sharpened at one end. Damage: 1D6 S.D.C. (2D6 to vampires, and if impaled through the heart the vampire is placed in a coma-like state). Cost: 2-5 credits per stake. This is also something the individual might be able to cut and whittle himself.

Tonku (Wood): Damage: 2D4 S.D.C. (4D4 to vampires). Cost: 100-150 credits.

Wooden Stake: See Stake (Wood), above.

Note: Although weapons made of wood can be useful in combating the undead, the vampires must still be destroyed in the time-honored fashion of being staked and beheaded and burnt to ash, or exposed to sunlight and turned to ash, or submerged in water and melted into slime, to be permanently destroyed.



Vampire Hunters

Theoretically, any O.C.C. from peasant farmer or Rogue Scholar to Gunslinger or Juicer can kill vampires. All they have to do is learn enough about vampires and get the right equipment to do the job.

Sort of.

These individuals are more like the *amateur vampire killer* or *assistant* or *sidekick* to true Vampire Hunters. Knowing that wood and sunlight can kill a vampire, and even having the guts to face one down does not make you a Vampire Hunter. In fact, the graveyards of Mexico are filled with people who thought they

were Vampire Hunters, just because they knew a thing or two about the undead and went to take one down.

Just as being deputized to join a posse to track down a desperado doesn't make you Sheriff, tracking down and staking or killing a vampire does not make you a Vampire Hunter. It makes you someone who has killed a vampire, but it does not make you a professional at the job.



Vampire Hunter O.C.C.

By Matthew Clements and Kevin Siembieda

Vampire Hunters know the true facts about vampire powers and weaknesses from the many myths and legends. They know which weapons work best in a given situation, and they know vampire strategies and tactics, as well as the best counter-strategies for fighting them. More important, Vampire Hunters dedicate their lives to understanding their quarry. They know

everything there is to know about the enemy. They understand what vampires want and how they think. They know where to find them, how to identify them, how best to approach one, how to get into their heads and under their skin, how to lure them into the open, how to get them mad and make them careless, and when and where to expect a vampire attack. This all goes beyond the parameters of Lore: Vampires and includes practical experience.

Most important, Vampire Hunters develop a sort of gut instinct about vampires and a hardness about the execution of the job. Killing vampires takes skill, practice and a certain level of

nerve. Hunting vampires requires a special sort of calm pragmatism nerve combined with thinking fast on ones' feet and not hesitating for even a second to pull the trigger. It demands a resolve and courageous spirit that are hard to come by anywhere. However, a growing number of such heroes are appearing across Mexico. Many of them taught or inspired by Reid's Rangers.

With the expansion and maturation of the Vampire Kingdoms, more and more individuals feel the need to become soldiers in an undeclared war to save the people of Mexico. That war is against the living dead – *vampires*. The elite, front-line soldiers in that war are the *Vampire Hunters*. Doc Reid and his Rangers were the first to rise up and take a stand, but since then thousands have flocked to Reid's Rangers over the years, and many hundreds more have chosen their own path to the career of **Vampire Hunter**.

Like gunfighters of the Old and New West, some simply feel the call to duty. To stand up and fight for those who need their help. To save lives and free the innocent from a fate worse than death. Others have seen the carnage vampires can cause, and having seen it, feel compelled to put a stop to it. Still others have been "slaves" or "cattle" waiting for slaughter themselves, but managed to escape or were rescued by Vampire Hunters. Now, the slave or human livestock is eager to turn the tables on his or her former masters, and make them pay. Others have lost loved ones to the undead and now desire to rescue others from the clutches of vampires and the horror of living under their rule. And some . . . some, like gunslingers, seek fame and glory. Regardless of the individual's motivation, *Vampire Hunters* have become a movement that is sweeping across Mexico and the American Southwest and the bane of the Vampire Kingdoms. A growing army of slayers hunting the night's most dangerous predators.

One becomes a Vampire Hunter by either being accepted into a vampire fighting force, like Reid's Rangers and other Vampire Hunter groups, or becoming an apprentice/assistant to a Vampire Hunter who mentors the individual and teaches him the trade. Whatever their motivation and wherever they get their training, Vampire Hunters are experts in vampires and their extermination. They are knowledgeable in the ways to stop them and slay them, and practiced in the method of hunting and permanently destroying the undead. They are knowledgeable of the vampire's elemental nature and vulnerabilities to running water, sunlight and garlic. They know how to determine if someone is a vampire by using mirrors and thermal optics, and can identify their slaves and servants. They also possess practiced familiarity and skill with wooden and silver weapons, silver bullets, the bow and arrow, crossbow, and water weapons, among others.

Vampire Hunters come in all shapes and sizes. They are part soldier, part gunslinger, and part pit bull. While the rest of civilization has no clue about how bad things are in Mexico, those who live there or along the border know the horror all too well. The Vampire Hunters of the Mexico and the New West intend to even the odds and exterminate every last vampire, one by one.

Vampire Hunter O.C.C. Abilities:

1. Lore: Vampires. The comprehensive study of Undead Vampires, specifically, and other types of undead, in general. The focus on Undead Vampires includes separating truth from fantasy, their true powers, abilities, strengths, weaknesses, ways to destroy them, proper disposal of vampire bodies, and their use of henchmen and servants. It also includes methods and strategies

for fighting and slaying vampires as well as stories about their origins, the Vampire Kingdoms, vampire society, their behavior, hideouts and lairs. **Base Skill:** 20%+5% per level of experience for people NOT trained as Vampire Hunters. **Base Skill for the Vampire Hunters O.C.C.:** 60% +3% per level of experience.

2. Vampire Combat: Knows all the vampire's weaknesses and vulnerabilities, common tactics, methods of attacks, defenses against such attacks and tactics, training in the types of weapons and materials that can damage and slay vampires, and so on.

3. Resistance Against Vampire Seduction: +1 to save vs Vampire pheromone-based trance at levels 1, 3, 5, 9 and 12.

4. Resistance Against Vampire Mind Control: +1 to save vs Mind Control and +2 to save vs Hypnotic Suggestion.

5. O.C.C. Bonuses Applicable Only when Fighting Vampires: +3 on Perception Rolls involving all aspects of the undead, +2 on initiative, +2 to strike, parry and dodge, +3 to strike when going to impale/stake the heart, +2 to save vs insanity, +3 to save vs the Horror Factor of Vampires, their protectors and summoned animals.

6. Gut Feelings, Hunches and Realizations Involving Vampires: By third level, the Vampire Hunter develops a sort of sixth sense about vampires and the dangers they represent. These "feelings" only apply to vampires and their minions.

- Bad feeling that something is not right. The Vampire Hunter gets a bad feeling when he's walking into a vampire's trap. It helps him to recognize a potential ambush site up ahead, decide to take a different route back to camp, and similar. Success Ratio: 30% +5% per level of experience; +1 to Perception Rolls and initiative when the hero has a "bad feeling."
- Feeling that vampires are around or exerting control and influence over a community even though he is told otherwise. "I don't care what the Sheriff said. There are vampires here. I can feel them." Success Ratio: 40% +5% per level of experience.
- Finding and recognizing evidence of the undead's presence or involvement, attacks on people, location of a bite from which blood was drawn, evidence of the Slow Kill bite, and/or of vampire influence and visitations. Success Ratio: 35% +5% per level of experience.
- Hunch that someone is a vampire servant, henchman or assassin. Success Ratio: 35% +5% per level of experience.
- Recognizing a Vampire Mind Slave when he sees one: 52% +4% per level of experience.
- Recognizing a Wild Vampire when he sees one: 80% +3% per level of experience.
- Recognizing a Secondary Vampire when he sees one: 60% +3% per level of experience.
- Recognizing a Master Vampire when he sees one: 50% +3% per level of experience.
- Guess where the vampire's lair is located based on his knowledge of the undead and reports of the vampire's activities and other evidence and survey of the area. Success Ratio: 13% +3% per level of experience; +20% when he's at the actual suspected location. "Nope, this isn't it. Wait. What about over there? Yeah, this is more like it."

Vampire Hunter O.C.C.

Race: Any, but 60% are human.

Alignment: Any, but most Vampire Hunters are good, driven by their hatred of evil and sense of justice. Principled (25%),

Scrupulous (35%), Unprincipled (10%), Anarchist (10%), and other (20%).

Attribute Requirements: I.Q. 9, M.E. 12 or higher, and the courage and drive to become a Vampire Hunter. Good physical condition and a high P.S. and P.E. are helpful and recommended.

Horror Factor to Vampires and Their Underlings: 9 at level one +1 at levels 4, 8, and 12.

O.C.C. Skills:

Barter (+10%)

Camouflage or First Aid (+10%)

Detect Ambush (+10%)

Firefighting (+10%)

Intelligence (+15%)

Interrogation (+10%)

Land Navigation (+10%)

Language: Native Tongue American or Spanish.

Language, Other: Spanish or American (+20%)

Literacy: Native Language

Lore: D-Bees (+15%)

Lore: Demons & Monsters (+15%)

Lore: Vampires (see Special O.C.C. abilities above).

Optic Systems (+10%)

Prowl (+5%)

Pilot: Automobile, Motorcycle, Hovercraft or Hovercycle (+10%). May substitute Piloting skill with Horsemanship:

General or Horsemanship: Exotic Animals (+10%).

Radio: Basic (+5%)

Running or Climbing (+10%)

Swimming (+10%)

Tracking (people; +10%) or Streetwise (+15%).

W.P. Handguns or W.P. Submachine-Gun.

W.P. Rifles or W.P. Shotgun.

W.P. Archery & Targeting or W.P. Crossbow.

W.P. Two of choice (any, Ancient or Modern).

Hand to Hand: Expert, but can be increased to Martial Arts at the cost of two "O.C.C. Related Skill," or Assassin if an Anarchist or evil alignment for the cost of two "O.C.C. Related Skills."

O.C.C. Related Skills: Select seven O.C.C. Related skills at level one, +1 additional skill at levels 3, 5, 7, 10 and 13. All new skills start at level one proficiency.

Communications: Any (+5%).

Cowboy: Any.

Domestic: Any.

Electrical: Any.

Espionage: Any.

Horsemanship: Any (+10%).

Mechanical: Any.

Medical: Animal Husbandry, Paramedic and Holistic Medicine only (+10%).

Military: Any (+5%).

Physical: Any.

Pilot: Any (+10%).

Pilot Related: Any (+5%).

Rogue: Any (+5%).

Science: Math only (+10%).

Technical: Any.

W.P.: Any.

Wilderness: Any (+5%).

Secondary Skills: Select four skills from the Secondary Skills List on page 300 of **Rifts® Ultimate Edition**, and one additional Secondary Skills at levels 5, 9, and 13. These are additional areas of knowledge that do not get any bonuses other than a possible bonus for having a high I.Q.. All Secondary Skills start at the base skill level.

Standard Equipment: Mega-Damage body armor of choice, 3D4x10 conventional rounds of ammunition for each W.P. weapon plus the same amount of silver bullets for each weapon, four E-Clips for each energy weapon, bow or crossbow with 30 silver-tipped bolts or arrows, silver knife, Vibro-Knife, one silver-plated or wood weapon for each Ancient W.P., 2D4+2 wooden stakes and a mallet, 1D6 cloves of garlic, six inch (15 cm) wooden cross, a small silver cross (may be worn around the neck on a chain), two canteens, food rations for two weeks, two sets of clothing, a cowboy hat or sombrero, a cloak or poncho, 12 feet (3.6 m) of rope, and one vehicle or riding animal to match Piloting or Horsemanship skill.

Animal Companion: If he has the appropriate skill(s), he has a horse or exotic riding animal, probably a Nodosaurus.

Money: Starts with 2D6x1,000 credits.

Cybernetics: May have up to 1D4 cybernetic implants of player's choice and one bionic limb or implant.

Reid's Rangers

Vampire Hunter O.C.C.

The most famous Vampire Hunters on Rifts Earth are Reid's Rangers. They have been the inspiration for almost all Vampire Hunters throughout Mexico and the New West, which also makes them Enemy Number One of the Vampire Kingdoms. There is, arguably, no greater heroic figure riding the plains of Mexico and Southwestern America than Reid's Rangers, with the possible exception of Cyber-Knights and Glitter Boys. Since Doc Reid founded his Rangers, thousands have been trained in the craft of hunting and slaying vampires. At any given moment there are 1D4x100 Rangers in training and one thousand Rangers in the field. Support staff and an entire town are located at Fort Reid – the Rangers' legendary base of operation.

Reid's Rangers are led by the larger than life figure of Doc Reid. Young recruits and wannabe heroes revere the man as a god and hang on his every word. While this super-charges the morale of Vampire Hunters in training, it often gives them an overinflated sense of their own abilities. When their training is done, the Doctor encourages the inexperienced Vampire Hunters to be bold and go forth to slay the undead and rescue the innocent. Sadly, 20% do not survive their first mission, and half will die within the first year. A detail that doesn't seem to bother the obsessive and megalomaniacal Doc Reid. He is fond of saying, "War is hell. Sacrifice and loss are to be expected. It is a sad reality that the fields of Mexico are watered with the blood of heroes and the innocent. What is the alternative? Surrender? Never. We fight. We bleed. We die, so that others may live free of vampire rule. I will never stop until the vampire pestilence is wiped out." It must be a sentiment shared by many, because the slain Reid's Rangers become martyrs who attract ever greater numbers of new recruits eager to join Doc Reid's crusade.



Doc Reid and his original partners have perfected a very specific training routine and skill set that they insist is ideal for hunting and exterminating the undead. It includes Breeding Dogs and keeping at least one canine as a companion, as they are sensitive to the approach of the undead. Training as one of Reid's Rangers also includes learning to be a "team player" and operate as a member of teams ranging in size from small squads to a full company. This encourages individual Reid's Rangers to join forces with other adventurers and heroes, or to form their own team to lead against the vampire scourge. In short, a Ranger is a versatile military man able to function as a lone operative, in small groups and large scale military operations against vampires.

As heroes of Mexico, Reid's Rangers attract other heroes such as Cyber-Knights, Lyn-Srial, Dog Boys, Atlantean Undead Slay-

ers, Lemurians, Gunfighters, Gunslingers, Native Americans and a host of other crusaders, heroes and warriors who happily fight at their side and follow their instruction when it comes to fighting the undead and navigating the badlands of Mexico.

Reid's Ranger Vampire Hunter O.C.C. Abilities:

1. Lore: Vampires. Same as the Vampire Hunter O.C.C., except the Base Skill for a Reid's Ranger is: 70% +3% per level of experience.

2. Vampire Combat: Same as the Vampire Hunter O.C.C.

3. Resistance Against Vampire Seduction: Same as the Vampire Hunter O.C.C.

4. Resistance Against Vampire Mind Control: Same as the Vampire Hunter O.C.C.

5. O.C.C. Bonuses Applicable Only when Fighting Vampires: Same as the Vampire Hunter O.C.C., plus +1 to save vs possession (any).

6. Gut Feelings, Hunches and Realizations Involving Vampires: Same as the Vampire Hunter O.C.C.

7. Command Trust and Leadership (special): Reid's Rangers are trained to be team players and work with others, be they fellow warriors or civilians. As a result, most Rangers carry themselves with such an air of confidence and certainty that people are quick to trust and follow them. The reputation of the Rangers is so powerful that just announcing you are a *Reid's Ranger* captures people's attention. Training and that fabled commanding confidence enables a single Reid's Ranger to calm down, quiet and lead or direct large groups of civilians (50 people per level of experience). He can also settle the nerves of small squad fighting forces (1D6+10 per level of experience), and keep them calm, working as a team, and focused on the objective at hand; 50% chance +2% per level of experience they will follow his lead or accept him as their field leader in a crisis situation against vampires. If there is a squad of Reid's Rangers, the team works together toward common goals and is likely to lead and direct others as a coordinated group.

Reid's Ranger Vampire Hunter O.C.C.

Race: Any, but 55% are human.

Alignment: Any, but most Reid's Ranger Vampire Hunters are good, driven by their hatred of evil and sense of justice. Principled (20%), Scrupulous (30%), Unprincipled (10%), Anarchist (20%), and other (20%).

Attribute Requirements: I.Q. 9, M.E. 12 or higher, and the courage and drive to become a Vampire Hunter. Good physical condition and a high M.E., P.S. and P.E. are helpful and recommended.

Horror Factor to Vampires and Their Underlings: 10 at level one +1 at levels 3, 6, 9 and 12.

O.C.C. Skills for Reid's Rangers: Doc Reid's training is very specific and standardized.

Breed Dogs (+10%)

Computer Operation (+15%)

Dowsing (+20%)

Fasting (+12%)

Detect Ambush (+10%)

Horsemanship: Cowboy or Motorcycle or Hovercycle (+10%).

Horsemanship: Exotic Animals (+20%; Nodosaurus are common).

Identify Plants and Fruits (+10%)
 I.D. Undercover Agent (or Vampire; +12%).
 Intelligence (+15%)
 Land Navigation (+15%)
 Language: Native Tongue American or Spanish.
 Language: Other Spanish or American (+20%)
 Literacy: Native Language (+5%)
 Lore: Demons & Monsters (+20%)
 Lore: Native Americans (15%)
 Lore: Vampires (see Special O.C.C. abilities above).
 Lore: One of choice (+15%).
 Optic Systems (+10%)
 Prowl (+10%) or W.P. Quick Draw.
 Radio: Basic (+10%)
 Running or Climbing (+10%)
 Swimming (+20%)
 Surveillance (+15%)
 Tracking (people; +10%)
 Undercover Ops (+20%)
 Whittling (+15%)
 Wilderness Survival (+15%)
 W.P. Handguns or W.P. Submachine-gun.
 W.P. Rifles or W.P. Shotgun.
 W.P. Archery & Targeting or W.P. Crossbow.
 W.P. One of choice (any, Ancient or Modern).
 Hand to Hand: Expert, but can be increased to Martial Arts at the cost of one "O.C.C. Related Skill," or Assassin if an Anarchist or evil alignment for the cost of two "O.C.C. Related Skills."

O.C.C. Related Skills: Select four other skills at level one, +1 additional skill at levels 2, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Any (+10%).
 Cowboy: Any (+5%).
 Domestic: Any.
 Electrical: None.
 Espionage: Any (+5%).
 Horsemanship: Any (+10%).
 Mechanical: Basic Mechanics and Automotive Mechanics only.
 Medical: Any First Aid and Paramedic only (+5%).
 Military: Any (+5%).
 Physical: Any.
 Pilot: Any (+5%).
 Pilot Related: Any (+5%).
 Rogue: Any.
 Science: Any.
 Technical: Any (+5%).
 W.P.: Any.
 Wilderness: Any (+5%).

Secondary Skills: Select two skills from the Secondary Skills List on page 300 of *Rifts® Ultimate Edition*, and one additional Secondary Skills at levels 3, 7, 10, and 13. These are additional areas of knowledge that do not get any bonuses other than a possible bonus for having a high I.Q.. All Secondary Skills start at the base skill level.

Standard Equipment: Mega-Damage body armor of choice, 3D4x10 conventional rounds of ammunition for each W.P. weapon plus the same amount of silver bullets for each weapon, four E-Clips for each energy weapon, bow or crossbow

with 30 silver-tipped bolts or arrows, silver knife, Vibro-Knife, one silver-plated or wood weapon for each Ancient W.P., 2D4+2 wooden stakes and a mallet, 1D6 cloves of garlic, a six inch (15 cm) wooden cross, a small silver cross (may be worn around the neck on a chain), two canteens, food rations for two weeks, two sets of clothing, a cowboy hat or sombrero, a cloak or poncho, 12 feet (3.6 m) of rope, and one vehicle or riding animal to match Piloting or Horsemanship skill.

Animal Companion: One or two dogs. Reid's Rangers are big fans of canine companions. Or a Feral Dog Boy companion. Yes, a first level Dog Boy sidekick is an option *if* the G.M. allows it, and the player wants one. Plus, his horse or exotic riding animal, probably a Nodosaurus.

Money: Starts with 2D4x1,000 credits.

Cybernetics: First level characters probably start out with 1D4+1 cybernetic implants or one bionic limb with weapon. One third of Reid's Rangers have replaced 25% to 40% of their bodies with bionic and cybernetics, in large part because those whose bodies are one quarter bionic cannot be turned into vampires. You meet a Vampire Hunter who is a quarter or third bionic, and odds are he's one of Reid's Rangers.



Reid's Rangers

Famous Vampire Hunters of Mexico

From Wichita Falls, all along the Rio Grande, and throughout Mexico, the name of *Doc Reid* and the exploits of *Reid's Rangers* are the stuff of legend. Every peasant throughout the country can tell a dozen stories about the famous Vampire Hunters. Erin Tarn once wrote:

“The peasant can tell an array of tall tales about the great *Doctor Kenneth Reid* and his fearless vampire hunters [Reid’s Rangers]. Many of the stories sound like fantastic fairy tales with, perhaps, only some nuance of truth at their roots. The stories have been so embellished that it is impossible to tell what is true and what is fantasy. Even those who insist that they have personally witnessed the good doctor or one of his Vampire Hunters in action, spin tales too fantastic to be believed.”

Doc Reid and his Rangers have become folk heroes beloved and trusted by the people of Mexico. The reason for the saint-like status is simple: When no one else cared about people suffering at the hands of the undead, Doc Reid was there. He and the embattled group of heroes drew a line in the sand and said, “no more.” Doc Reid built a fort, he and his followers began killing vampires, defending villagers and offering the innocent and persecuted people of Mexico a precious commodity – *hope*. He and his Rangers fight for all people, human and D-Bee, and ask for support in their efforts to rid the land of vampires. Over time, the stories of Reid’s Rangers’ heroics have spread. As they spread, Fort Reid became the symbol for resistance and people came to Doc Reid not just for protection, but to join Reid’s Rangers and be taught the arts of vampire hunting. Eighteen years later, Doc Reid is a legend. Reid’s Rangers are more famous and sainted than Cyber-Knights and Glitter Boys – at least in Mexico – and young men and women flock to Fort Reid to join the fight. Fort Reid is on the verge of becoming a viable city-state with a population of thousands, and the handful of Rangers he started with, has blossomed and grown.

“God bless Doc Reid,” and “Reid’s Rangers are the saviors of the land,” are common refrains repeated a hundred times a day throughout Mexico and communities along both sides of the Rio Grande. To hear people talk, Reid’s Rangers can do no wrong. Villages and communities welcome them like triumphant heroes, and offer them small gifts of food, alcohol, tobacco and discounts (20-30%) on supplies and most goods and services. Towns that suspect they have a small vampire problem rush to enlist their help, or hurry to tell them about incidents and rumors about Wild Vampires in the area so that the Rangers can route them.

Considering Doc Reid is himself a “bubble of the plum” (a euphemism for *crazy*), as well as a zealot and a megalomaniac, his Reid’s Rangers have turned into a powerful force for good. Though Reid’s Rangers have their fair share of dark alignments, cutthroats and wild men, even the worst of the worst are truly dedicated to hunting and destroying vampires. This singular mission and fanatical focus to wipe out vampires and return Mexico to mortal people are the driving force behind Reid’s Rangers. It makes the Rangers instant heroes and champions of the people which strengthens their connection to the common man. Unity, loyalty and purpose within the Rangers are reinforced by the sheer life and death nature of their chosen vocation. Every encounter with a vampire is a battle to the death with a malevolent demon who would like nothing more than to slay the heroes. Having to face death on a regular basis cements bonds of camaraderie among the Rangers themselves (they are truly a ‘band of brothers’) and make them resolute in their mission to kill vampires and protect the innocent. Outnumbered, overpowered and locked in a guerilla war without any end in sight, the Rangers discard petty grievances or desires, and stay focused on the job at hand. In short, they have no time for serious vice, grabs for power, bids for wealth or position, they are too busy fighting vampires and saving lives.

The high mortality rate of Reid’s Rangers – half of all new recruits die in their first year – works to a similar end. It keeps the warriors highly motivated, stokes emotions for revenge and justice, keeps surviving Rangers on the straight and narrow, keeps them focused on their mission, and separates the weak from the strong. Seasoned Reid’s Rangers are among the best Vampire Hunters and capable fighters in North America.

When an individual has finished his training as a Reid’s Ranger, he has graduated not just to the ranks of Vampire Hunters, but has the right to call himself one of Reid’s Rangers. The Rangers do not function as a standing army, so freshly minted Reid’s Ranger Vampire Hunters are expected to leave the fort and to work as a slayer of vampires. These green Reid’s Rangers may go off into the wilderness with fellow graduates as their own group, or in pairs, or as individuals. Most young Rangers, however, join other bands of heroes or try to start their own team of Vampire Hunters. This might be a temporary union or alliance of forces, or it could become permanent.

Player characters traveling throughout Mexico, New Mexico, Arizona and Texas, especially along the Rio Grande, are likely to encounter Reid’s Rangers on a regular basis. They may even have one or more want to join their group, or receive an invitation to join the Ranger’s group, or find opportunities to pool their resources and work together from time to time. Reid’s Rangers, be they a group, pair or individual, are active in all kinds of operations involving hunting and slaying vampires, and protecting the innocent from the undead. They often need help or can point player characters to other locations where innocent people could help the heroes and slayers. Reid’s Rangers are usually happy to share information about vampire activity so that adventurers can avoid trouble or go and kick some vampire teeth in. However, as affable and charismatic and most Reid’s Rangers are, do not expect charity from them. Some Rangers of Principled and Scrupulous alignment might be willing to share their food, water, supplies, silver bullets, weapons and resources, but most will not. These are rough and tumble hombres who only stick their heads out so far for others. Hardened and ruthless vampire fighters, they watch out for themselves and only have so much time and patience for inexperienced, self-styled Vampire Hunters (i.e., not one of Reid’s Rangers or other Vampire Hunter of renown), well-intentioned adventurers and those not willing to follow them. If you can keep up with a Reid’s Ranger, you are welcomed. If you cannot, then get lost; don’t be dragging him/them down, or putting them in danger.

Though most Rangers are happy to help others and team up with capable warriors and heroes, they tend to be elitist snobs. This is a negative aspect of their training, orientation and the fame that come with being one of Reid’s Rangers. They think they are the best of the best and tend to be arrogant, cocky, self-righteous and overzealous when it comes to fighting vampires. (To use the vernacular of our modern day, they see themselves as “Rock Stars.”) This means the Rangers will want to take charge of missions against the undead, and when they are not allowed to do so, have a bad habit of going off on their own, taking dangerous risks, and being hot shots – all things that could jeopardize a mission, endanger those fighting at their side, or the civilians they are trying to rescue/help. Many behave as if they are a law unto themselves. Not all Reid’s Rangers are like this, but many are, especially those of selfish and evil alignments.

Other notable Vampire Hunters

Also, see *Natural Enemies of Vampires* in the **Combat Notes** section of this book.

Anti-Monster of South America. See **Rifts® World Book Six: South America**. Also, see *Natural Enemies of Vampires* in the **Combat Notes** section of this for details from Doc Reid.

Archie Three. Archie Three and Hagan became aware of the vampire threat about 15 years ago when they sent androids looking for old NEMA military bases and secret weapon depots. Vampires are monsters that sent chills through Hagan Lonovich, the insane Robot Intelligence's human partner and best friend. Hagan has convinced Archie they need to do something to fight the vampires. Ever hesitant to take decisive and flamboyant action, Archie has used his human front company, Titan Industries, to manufacture and sell water weapons and firefighting equipment that include heavy water weapons which can be used to fight fires and undead alike. Meanwhile, Archie is using his Shemarrian Warrior Women (androids) as scouts and hunters, and to leave small caches of weapons and supplies for travelers and Vampire Hunters to find in the wilderness.

Supply caches: A typical supply cache includes military style K-rations, dehydrated food, 2D4 gallons of water in one gallon plastic containers and/or a 50 gallon drum of purified drinking water, blankets, a bag of 1D4x10 wooden stakes, 1D4+1 wooden crosses, 2D6 heavy crossbows and 1D4x100 wooden crossbow bolts, a pair of walkie-talkies, 1D4 flashlights, a first aid kit, tool kit, shovel, one Vibro-Knife, and 2D6 standard E-Clips. Sometimes, 1D4 Shemarrian rail guns or other M.D. weapons are also part of the cache. This is why visitors to Northern Mexico will, from time to time, see humans and D-Bees wielding Shemarrian weapons. Supply caches and supply drops found in ruins and towns across Northern Mexico.

Spy Bots. Archie has also dispatched a flock of robot hawks and a few dozen robot Mexican Wolves into the depths of the Vampire Kingdoms. The result is Archie Three and Hagan know more about the size, layout, key locations, military capabilities, social structure, and practices of the Vampire Kingdoms than anyone on the planet. While Doc Reid is the expert on the vampire organism, Archie and Hagan are experts on the Kingdoms themselves. Of course, the data is all kept secret and Archie isn't sure what he should do next. **Note:** See *Shemarrians*, below, for more information on the specific activities of the warrior women.

Atlantean Undead Slayer and Other True Atlanteans. Vampire infestations on Earth are nothing new. Long before recorded history prior to the Coming of the Rifts, True Atlanteans and Lemurians had their share of conflicts with vampires and supernatural evil. So prevalent were these dangers that True Atlanteans created a sect of elite warriors known as *Undead Slayers*. Like knights errant, they travel from dimension to dimension, world to world, protecting the innocent from supernatural monsters and freeing those enslaved by vampires and their ilk. So it is no surprise that Atlantean Undead Slayers have gathered in Mexico to oppose their arch-enemy, *vampires*. Undead Slayers can be encountered as members of Vampire Hunter groups and other heroes who fight the undead as well as small bands composed entirely of Undead Slayers and other Tattooed Men.

The greatest efforts of the Undead Slayers have been to make surgical strikes against the Vampire Intelligences within the

Vampire Kingdoms. One effort, only two years ago, almost succeeded in destroying the Intelligence at *Milta*. Tragically, the heroes were swarmed and slaughtered by the vampire hordes before they could deliver the killing blow. Of the powerful 30 man assault team included two dragons, only one dragon and six of the Atlanteans managed to escape via teleportation magic. However, this and other attacks on Masters and key vampires within the Vampire Kingdoms have kept the undead on edge.

The effort of Undead Slayers and True Atlanteans that has saved the most mortal lives in the Vampire Kingdoms has been the establishment of underground railroads to rescue and smuggle mortals from slavery and the cattle pens. Atlanteans have established, manage and lead two-thirds of all such operations in Mexico. Atlanteans tend to gather bands of heroes for surgical military strikes and daring assaults on the Vampire Kingdoms, be it an attack on a Vampire Intelligence, a Master Vampire, rescuing captured Vampire Hunters or freeing a few hundred slaves or humanoid cattle. **Note:** Undead Slayers have the same Vampire Hunter O.C.C. Special Skills as Reid's Rangers with an additional +5% on all gut feelings and hunches, the ability to calm and lead. Lemurians are old friends and allies with whom True Atlanteans enjoy working. See **Rifts® World Book 2: Atlantis** for more information about True Atlanteans, Undead Slayers, the Minions of Splugorth and more.

Coalition States: Operation Nightowl. The Coalition's 'official' position on the vampires of Mexico is that the problem is exaggerated and there is no clear and present danger. Case closed. However, there are some with enough clout to keep a modest covert operation ongoing in the wilds of Mexico. It is known as *Operation Nightowl*. The men, women and Dog Boys assigned to the operation know the basics of Vampire Hunting and Lore: Vampires (+15%), and are equipped with weapons suitable for combating vampires. Five percent of the operatives are undercover in Juarez, 30% pose as vampire fighting adventurers and mercenaries out in the field, with the intention of becoming a member of Vampire Hunters so they may learn more about the undead, combat techniques to use against them, and the people who fight them. Ultimately, they want to get firsthand intelligence on the Vampire Kingdoms.

The rest investigate reports of vampire activity, travel the wilderness of Northern Mexico, and visit towns all in an effort to gather data about the undead, their protectors and servants, and influence over people. Two of the Coalition Army's greatest concerns are the vampires' powers of Metamorphosis and Mind Control. Although the soldiers participating in Operation Nightowl are not supposed to reveal their presence as CS soldiers nor make contact with 'locals,' they often come to the aid of Vampire Hunters and innocent people. When this happens, they ask the grateful people not to mention they were rescued by CS soldiers and do not make mention of such intervention in their Incident Reports. Operation Nightowl is currently based out of El Paso, with a secret base camp and supply drop site 60 miles (96 km) outside of town.

Coalition and Feral Dog Boys. Dog Boys in the Coalition Army, hearing about or sensing the danger represented by the Vampire Kingdoms, have gone AWOL from Lone Star, the war front at Tolkeen, and other CS military operations west of the Mississippi River.

Feral Dog Boys are mutant canines that were *born* of two parents outside the influence of the Coalition, rather than created in

a CS genetic's laboratory and raised to be CS Soldiers. Yet they too, as if drawn by a siren's song only the canines can hear, are flocking to Mexico.

Dog Boys of both ilks are *Vampire Hunters* by nature. A Dog Boy's natural senses enable them to sense supernatural evil. Instinct makes them hate the supernatural and compels them to hunt and destroy supernatural evil. The presence of thousands of vampires in Mexico, and perhaps, the unique dangers they represent to humans (and D-Bees) are attracting Dog Boys in droves. They come to Mexico with two simple goals: saving people from vampires and destroying the monsters. Thus, Dog Boys are natural born vampire slayers eager to join forces with heroes and Vampire Hunters. Also, see *Natural Enemies of Vampires* in the **Combat Notes** section for Doc Reid's observations about Dog Boys.

Coalition Rogue Soldiers. Though they have not left the Coalition Army in droves like Dog Boys, a small percentage of Coalition Soldiers assigned to Lone Star, El Dorado and operations in and around the old Mexican/American border have gone AWOL to join the battle against the undead. After having fought vampires and seeing what they can do, or after hearing stories from refugees from the Vampire Kingdoms, some soldiers break rank to fight the undead in the south. They have to go AWOL if they feel strongly about fighting the undead, because the CS is seldom willing to send troops that deep into hostile, unexplored wildlands. The New West and beyond are considered hostile wilderness inhabited by dangerous savages and outcasts.

Hero Vampires are undead who reject their evil nature to become Vampire Hunters. Who better to fight vampires than someone who is one? Hero Vampires also have the advantage of being able to enter vampire territory. See their complete description in the section of this book describing the different types of *Undead Vampires*.

Lemurians. After decades of hanging back in the shadows and beneath the waves, Lemurians have started to explore and make contact with the rest of the world. Like their old Atlantean allies, Lemurian civilization has had its conflicts with vampires in Earth's past. They hate them and are appalled that the undead have established kingdoms on Rifts Earth. Though the Lemurians as a nation have not made any decisions about action against the Vampire Kingdoms, lone adventurers, pairs and small groups of Lemurians have begun to make a mark as heroes and Vampire Hunters. Their aquatic nature, water magicks and Biomancy make them well equipped to fight the undead. See **Rifts® World Book 32: Lemuria** for details about these people, their magic and civilization.

Necromancers can be friends or foes of the undead, Shifters too. Some hate them with a passion and seek to destroy vampires. Others try to control and command them for their own evil purpose, while still others are willing to serve the undead in positions of elite henchmen and slayers of Vampire Hunters.

Shemarrians. "I share the following observations with you in the spirit of cooperation, and hope they don't sound like paranoid delusion.

"There is something afoot in Mexico which I have yet to figure out, but it bears mentioning in this report. What I'm about to relate may sound good at first, but it may be that we are trading one global danger for another. There seems to be a new player in the war against the undead. I have seen evidence of this for the last decade, but it has only been in the last four or five years that

this mysterious player has begun to make serious moves against the vampires.

"At first I thought it might be the mythical Republicans, and I'm not completely sure it is not. However, I think now that it is the enigmatic Shemarrians. Yes, I know the Shemarrians claim part of the Atlantic seaboard and are not known to exist in the west, yet here they are in ever growing numbers. The warrior women have begun to appear in force and at strange intervals, but I cannot hazard a guess as to why they might take an interest in people and events so far from their home range. I can only imagine the Shemarrians have a history with vampires and hate them so that they are coming southwest to fight them.

"As a rule, I'd welcome any fighting force to join our battle against the undead, but Shemarrians are themselves something of mystery, and I hate mysteries. Since they operate closer to your neck of the woods, perhaps you can shed some light on them for me. Try as I might, I have been unable to secure a living or dead specimen to study. Considering they may be a valuable ally against a common enemy, I have no desire to create an incident by trying to kidnap one. We need all the help we can get down here. However, something doesn't seem right about them. To compound the mystery, I have had a few vampires under interrogation claim Shemarrians are cyborgs. I find such claims curious, as I have not heard such them.

"The Shemarrians here use their traditional range of weapons, but have also adapted to using weapons made of wood and silver. I have neither seen nor heard of Shemarrians using magic weapons, and it is my understanding that they have an aversion to magic. Shemarrian warriors often appear without warning, in the middle of nowhere, to battle vampires or to hold them at bay long enough for D-Bees and humans to make an escape, or last until sunrise. The women then vanish as unexpectedly as they appear, sometimes without saying a word. I see patterns that suggest a coordinated effort by the Shemarrian to hunt down and destroy vampires. I doubt there are more than one thousand present in Mexico, but I have a hunch that number may grow dramatically over the next few years. What troubles me, is that Shemarrians keep to themselves, do not work with others, and seem to be waging their own war on the undead on their own terms. But to what end? Are the Shemarrians angels or demons? Are the Shemarrians planning to conquer all of Mexico? Are we next?"

– From the writings of Doc Reid

Unknown to the world at large, Shemarrians are actually advanced robots disguised to look like flesh and blood, Amazonian, alien women. Shemarrians are the brainchildren of Hagan Lonnovich and the creation of the mad Artificial Intelligence Archie Three, who survived the Great Cataclysm. As noted earlier, Hagan and Archie worry about the vampire threat in Mexico. At the urging of Hagan, Archie has sent a thousand Shemarrians to find and destroy vampires. However, the robot women lack gut instinct or social skills, so they are having trouble finding and destroying Secondary Vampires. As a result, they have turned their attention to battling Wild Vampires, tailing true Vampire Hunters, and riding in like the cavalry to rescue them when the battle starts to turn in the vampires' favor, or to help destroy vampires after someone else has lured them out into the open. **Note:** See the **Shemarrian Nation Sourcebook** for more info on Shemarrians, and **Rifts® Sourcebook One** for information about Archie Three.



The Yucatan Peninsula co-exists in another dimension and is not visible nor accessible from the air.

Central America is no longer connected to South America.
To South America ➤

Traveling Beyond the Threshold of Humankind

One must realize that beyond the tentative borders of the Coalition States and the Midwestern strip of human civilization, the what remains of the Old American and Canadian Empires is *wilderness*. Within that wilderness are thousands of tiny villages and towns, and the occasional city and kingdom. Each has its own ruler, laws, and prejudices. The laws of the land are the laws enforced by the land holders. The laws may be fair and just, or cruel and inhuman, or virtually nonexistent.

As one travels farther away from the borders of human jurisdiction, the tolerance for, and presence of, non-humans/D-Bees, a non-Coalition outlook toward life, and the proliferation of magic increases. Between one town and another there are often hundreds of miles of hostile wilderness. “Civilization” may be little more than a public well, a dirt road, a church and a dozen farm families. The typical village ranges from two to one hundred families, a town from 50 to 500 families, and a “city” may have a population of 5,000 to 50,000. However, west of the Mississippi River the size of the rural communities is typically half, and their numbers are few and far between, except for clusters of communities at locations like El Paso and Ciudad Juarez.

In some of the wilderness communities, it is humans who are the monsters to be feared and loathed, especially in remote areas of the far west and Canadian north country. In others, humans and D-Bees live side by side as brothers (true decadence in the eyes of the Coalition States). Strangers are often viewed with suspicion and fear and given a wide berth. This is especially true south of the old American border where white people, humans, robots, cyborgs, and travelers of any kind are a rarity in the vampire and demon-ridden country. Or at least they were until a decade or two ago.

With the fall of the Magic Kingdom of Tolkeen and the Coalition’s push into the State of Lone Star (Texas) and El Dorado (Arkansas), more and more people are heading to the Pecos Empire (the majority of Texas which is not under CS control), the New West and even Mexico. Everyone knows the old Mexican Empire is the domain of vampires, monsters and all manner of supernatural evil. Humans and D-Bees alike are said to be slaves, playthings, or food for these monsters. Yet there are also tales of heroes and land to be explored, tamed and farmed. So it is, that refugees from Tolkeen and other places looking to escape the widening grip of the Coalition States are going west, southwest and even to Mexico to build new lives. Arzno, the Pecos Empire, El Paso and Juarez are four popular destinations for people who don’t realize what they are getting themselves into.

El Paso

Stats – Circa 109 P.A.

Estimated Population: 41,400

Racial Breakdown:

50% Humans (7% psionic, 12% augmented, 15% magic)

37% D-Bees

12% Mutant Animals

1% Other (Brodakil, dragons, etc.)

Average Transient Population: 8,000 additional people.

Tech Level: High/Modern and Magic.

Surrounding Communities (100 mile/160 km radius): 8,000 (50% human, mostly farmers or sheep and cattle herders, low tech level).

Except for the robot horses, hovercycles, giant robots and large population of D-Bees, El Paso could be mistaken for the city of Tombstone from the Old West. You almost expect to see Wyatt Earp and his brothers walk around the corner. Cowboys, gunslingers, Native Americans and all manner of rough and tumble characters who cut the figure of the New West can be seen ambling down the bustling streets.

El Paso is generally considered the last vestige of civilization in the *American Southwest*. North of El Paso are the badlands of New Mexico and Colorado, followed by the Rocky Mountains and a forest wilderness that starts in Colorado, stretches into Wyoming and Montana, and extends deep into Canada. This is hostile territory with few people of any kind. Calgary and Alberta are said to thrive with monsters, demons and insane wizards. Persistent rumors claim there is some sort of *Kingdom of Monsters* being built in the ruins of Calgary. West of El Paso are the prairies and deserts of Arizona, Utah, Nevada and the enigmatic wastelands and wilderness of California and the Pacific West Coast. South of the Rio Grande technology has been lost. The old Mexican Empire is reduced to wide open steppes populated by tiny communities of peasant farmers, sheep herders, dinosaur ranchers, vampires and supernatural terrors. The new Juarez City is about 70 miles (112 km) directly south of El Paso, across the Rio Grande. It is easily twice the size of El Paso, but is not considered a place for “civilized” people.

El Paso is a fairly large city-state, especially compared to what is found around it. Other than Ciudad Juarez and Coalition outposts reporting to Lone Star, there are no cities for 500 miles (800 km) around, and only a handful of small villages and the occasional one-horse town. Visitors from the Coalition megalopolises of the east may find El Paso to be comparatively tiny, primitive and dirty, similar to some of the better ‘Burbs, but compared to Ciudad Juarez and most other wilderness communities, it is a sparkling paradise.

The streets are wide to accommodate giant robots, trucks and all terrain vehicles. Half of the streets are paved, a quarter are covered with gravel and only the smallest or newest streets are still dirt roads. The city is alive with travelers arriving and depart-

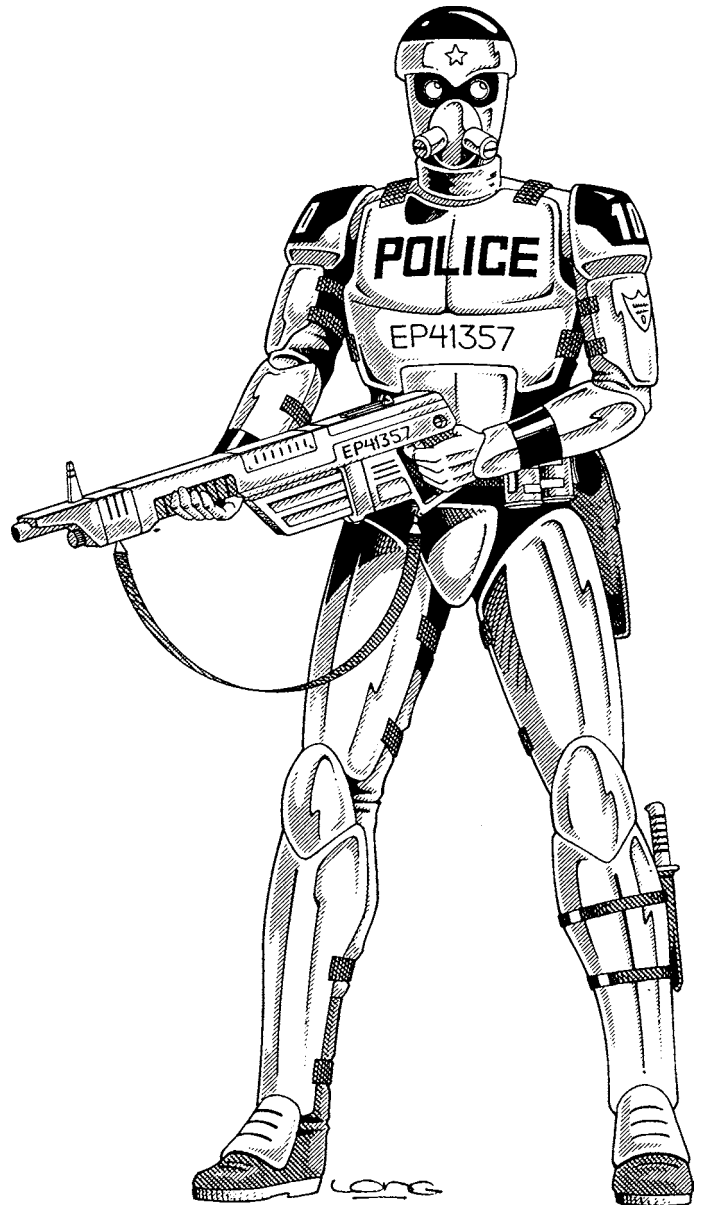
ing daily and there is something going on around the clock. **Merchant Avenue** is the commercial center of town and full of stores and shops. Both travelers and residents of El Paso line the streets to enjoy entertainment, dining, shopping, and frequent festivals and special city sponsored events.

As the last great trade center in the West, El Paso is on the list of places to go for most travelers in the New West territories. It is a place to replenish supplies, buy new clothes, repair robots and vehicles, sell artifacts, furs and other goods, get medical attention, catch up on the latest rumors and news, and just plain relax. El Paso is surprisingly well policed, and is truly free of vampires – well, 95% of the time. With so many people coming and going, from time to time, a few vampires manage to slip into town. However, as soon as word of their presence reaches the authorities, the undead are hunted down and exterminated or driven way. Over-all, El Paso is a safe haven for humans and D-Bees alike. And while the Coalition States has a tiny diplomatic embassy on the outskirts of the city, the Coalition has no direct influence over the people of El Paso. However, it does mean visitors can see the occasional squad of CS soldiers on the streets or a few out for a night on the town to relax (and maybe doing a little spying). CS troops and diplomatic ambassadors do not enjoy special treatment of any kind, and are often the butt of practical jokes, name calling and cheerful ridicule.

With the prolonged siege and recent fall of Tolkeen, refugees have been fleeing the Coalition all across North America. The city-state of El Paso has become a destination for those who want to start a new life far from the Coalition States. The same is true for the Colorado Baronies, Ciudad Juarez and, to a lesser degree, Arzno and the Pecos Empire. The influx of more than ten thousand refugees over the last three years has made El Paso a boomtown, increasing its population by one third. However, so many people flooding to the city has made it a bit more wild and lawless. It has also put a strain on local resources. Of course, with the refugees come *Coalition spies*. Some CS spies are tracking magic artifacts secreted away before the fall of Tolkeen. Others are on covert search and destroy missions to capture or terminate Tolkeen fugitives and war criminals. However, most CS spies are just following the stream of refugees to see where they go, whether they seek retribution against the CS, and whether their new communities represent a threat to CS national security. For many Coalition soldiers, a visit to El Paso or Juarez is their first introduction to stories about vampires and, perhaps, actual encounters with the undead.

The El Paso Police

The El Paso police are an efficient, well trained, and a mostly honest group of peacekeepers, half of whom are composed of equal parts ex-Headhunters, ex-Coalition Soldiers, Wilderness Scouts, and Combat Cyborgs. The mix of humans to D-Bees is about 60/40, all of whom generally get along well. The average cop is the equivalent of a 1D6+1 level Sheriff, Gunfighter, Mercenary Soldier, or Headhunter, but all are wise to the ways of the streets (special bonus of +15% to Streetwise skill in and around El Paso; all have Streetwise). The elite squads include professional Vampire Hunters, Military Specialists and Dog Boys, not to mention a few psychics and mages. El Paso police exhibit tolerance for roughhousing by coarse cowboys, mercs, wilderness folk, and non-human visitors. Most of the police work to break



up and stop a brawl or rowdiness without drawing blood or imprisoning the offenders. They understand the trials of wilderness life and the need to let off a little steam, so they are often willing to cut even the noisiest and most belligerent drunk a bit of slack. However, only the foolish take this kindness as an indication that the El Paso police are weak-kneed sissies. The cops are tough as nails, canny, alert and experienced in many types of combat. Furthermore, while they are willing to dismiss disorderly conduct, drunkenness and roughnecks, they are diligent in crushing crime and vampirism. They show no sympathy to thieves, con-artists, molesters, bullies or murderers, and are twice as tough if the victims of these criminals are city residents or the residents of some of the surrounding villages. **Note:** The police force also serve as the militia/defenders of the city.

Police Statistical Data

Average Level of Experience: Fourth.

Standard Body Armor: Street Patrols are equipped with bright white Bushman body armor (60 M.D.C.), while perimeter patrols wear tan Bushman armor. Both have the word “Police” and an I.D. number emblazoned on their armor and uniforms; short-

range radios are built into personal armor and hover patrol cars. Undercover police may wear street clothes and disguises.

Standard Weapons: All police are issued a Neural Mace, Vibro-Knife, 9 mm automatic pistol (13 shot clip, 2D6 S.D.C. damage, clips of normal bullets and silver bullets are provided), a silver cross, pocket mirror, Wilk's 320 laser pistol, and a TX-30 Triax ion pulse rifle. A dozen wooden stakes, mallet, extra ammo-clips of silver bullets, water pistols and water cannon are also standard issue, but usually kept in the trunk of their hover car.

Unit Breakdown:

1. 800 police patrol the city streets on foot and in squad cars; hover patrol cars and land rovers.

2. 200 hovercycle & motorcycle police. Fast moving one-man units, often operate in pairs. The motorcycles and hovercycles are armed with a forward laser and four mini-missile launchers.

3. 50 Sky Jockies. "Sky Jockies" are police officers who patrol and monitor the city from the air in *Flying Titan* and Bandito Arms's *Wild Weasel SAMAS* power armor suits, with a dozen *Sky King* hovercraft.

4. 60 Desert Dogs. 35 Dog Boys, 10 Psi-Stalkers, 5 Crazies and 10 Combat Cyborgs, dispatched in pairs, patrol the villages and the 100 miles (160 km) of farms, ranches, and open land around El Paso.

5. Mechanized Division (100 plus 49 Labor Bots). 20 Full Conversion 'Borgs, 30 Partial Reconstruction 'Borgs (use jet packs or police hovercycles), 10 Flying Titans, 8 NG Samsons, 4 Triax X-10 Predator power armor, 2 Triax X-1000 Ulti-Max power armor, 4 Glitter Boys, 2 Titan Reconnaissance robots, 4 TR-001 Titan Combat robots, 6 TR-002 light combat robots, 6 NG-7 Hunter Mobile Gun robots, and 4 NG-M56 Multi-Bots. The city also has at its disposal 20 NG-W9 Light Labor robots, 20 NG-W10 Heavy Labor robots and 9 NG-V10 Robot Labor Vehicles (see **Rifts® Sourcebook One** or **Rifts® Game Master Guide** for descriptions of most of these robots).

6. Psi-Division. All are 4th level unless otherwise noted. 20 detectives who are City Rats with Major Psionics, 12 Dog Boys (half are 7th level), four Psi-Stalkers, two Psi-Ghosts, two Psi-Druids, two Psi-Techs (all 6th level), three Bursters, two Mystics (both 5th level), two Psi-Nullifiers, three Mind Melters (6th level), one Cyber-Knight (Sir Henry Curry, Psi-Division's second in command, 8th level), and Ramoan Portillo, a 9th level Mind Melter, is the head of the division; he often works undercover.

7. Magic Squad (16). An elite squad of police who investigate and protect against supernatural and magic-based dangers. Luis Santiago, an 11th level Ley Line Walker, heads the squad. Other members include second-in-command Anton Gruber, a 7th level Shifter, a pair of 8th level Mystics, a pair of 5th level Techno-Wizards and a pair of 5th level Ley Line Walkers, along with eight 6th level police officers who are Vampire Hunters (half have Minor Psionics) versed in magic lore and experienced in handling vampires and other supernatural menaces. Half the squad are D-Bees and they all work undercover on a frequent basis.

El Paso Gang Problems

El Paso does have one perennial problem that the police and city administrators have not been able to solve: street gangs. There are four major gangs operating in El Paso: the K-9s, the Wild Cats, the Trogs, and the Hammer. With the exception of the

militant, human supremacists that compose the Hammer, the majority of the gangs consist of uneducated and unskilled D-Bees, mutant animals and Vagabonds. El Paso's close proximity to the Coalition State of Lone Star and openness to all life forms means the city finds itself the home of run-away Dog Boys, Monkey Boys, Battle Cats, Psi-X Aliens, and other mutant animal refugees fleeing the Coalition's Lone Star Complex and experiments in Texas. Not only do intelligent mutant dogs find their way to the city, but felines, and other, apparently experimental, mutant animals including bears, felines, horses, apes, and rodents. Fortunately, the CS creation of mutant animals is much less prodigious than its robots.



The K-9s

The K-9 gang, as one might expect from the name, are renegade Dog Boys that have fled the Coalition Army or escaped the laboratories at Lone Star as well as and feral mutant dogs (mutant canines "born," not cloned and grown in a lab). The gang is predominately mutant dogs, but any mutant animal or D-Bee that has canine or other animal features is permitted to join the gang. The only exceptions are *felines* and *birds*. However, non-canines can never attain the highest positions within the gang. Of all the gangs, the K-9s are the least dangerous. They participate in boisterous games and pranks at the expense of others, brawl, vandalize, tag walls (write and draw graffiti everywhere) and run wild through the streets. For "real fun" the K-9s hunt and destroy vampires, demons and other supernatural menaces.

The K-9s

Breakdown: 390 total members: 60% dog, 20% rodent, 10% apes, 10% other (including five bears, four badgers, and a pronghorn antelope).

Common Gang Member Alignments: Unprincipled (20%), Anarchist (40%), Aberrant (20%), Miscreant (10%) and other (10%).

Colors: Dark blue leather jackets, clothing and armor decorated with leather straps and metal studs. The gang insignia is a howling wolf's head. It is usually worn as a large patch on the back of jackets and armor and as a small patch worn on the front of T-shirts and jackets over the left breast or on the shoulder.

Standard Vampire Weapons: These items vary widely among the members of the K-9s gang ranging from a handful of wooden stakes and silver crosses, to crossbows, water weapons and silver bullets (revolvers and automatic weapons are common).

Mega-Damage Weapons: Can be anything, but the K-9s favor Vibro-Blades, Vibro-Claws, energy pistols and pulse rifles.

Body Armor: The Gladiator, Crusader, Juicer and Coalition Dog Boy armors are most common with the K-9s, but they accessorize with leather straps and metal studs.

Bionics and Cybernetics: Only 10% of the K-9s have 1D6 cybernetic implants.

The Gang Leaders: The leader of the K-9s is a mean, old German Shepherd and CS veteran (10th level Dog Boy) by the name of *Zeus*. A long battle-scar is etched deep across one side of his face and over a blind eye. Zeus hates the CS for treating Dog Soldiers like worthless cannon fodder, feelings that caused him to desert 14 years ago. He is more bitter, cranky, intolerant and tough as than ever. He sees himself as a father figure to other mutants, especially canines, and tries to help the misguided and homeless by giving them a place in his gang. Unfortunately, Zeus does not live by any law other than his own (he is Aberrant alignment and has his own code of ethics, and is bitter and spiteful). Body armor is a suit of heavy CS Dead Boy armor with a customized helmet. Zeus' favorite weapons are the C-18 laser pistol, C-14 Fire Breather rifle, a C-27 heavy plasma rifle, Vibro-Claws, a submachine-gun with silver bullets, a water pistol, wooden cross, wooden takes and a magical Thunder Hammer that does 4D6 M.D. blunt damage and can fire an electric arc (3D6 M.D., 1,200 feet/366 m) twice per melee round. Zeus is illiterate, but an excellent warrior, strategist and leader.

Second in command is a strong, mutant wolf named Eric, Aberrant alignment. He is an 8th level Dog Boy who went AWOL from Fort El Dorado. Zeus and he are like father and son.

Sigmund is an Unprincipled, mutant Lakeland terrier and a gang member of high standing and close to the two leaders. His old master, a CS scientist, educated him in ways deemed inappropriate by the Coalition. His master was killed resisting arrest for treason because he educated a dog in human knowledge, but Sigmund escaped. He is not a fighter, but more of a Rogue Scientist (7th level). Skills include: Basic Mechanics 75%, Biology 70%, Brewing 75%, Brewing: Medicinal 75%/80%, Cook 90%, Dance 80%, Literacy in American 80%, speaks American 98%, Techno-can, Spanish and Gobbely all at 80%, Photography 80%, Pilot: Hovercraft 90%, Play the Piano 75%, Pick Locks 80%, Pick Pockets 70%, Prowl 65%, Streetwise 68%, Surveillance

70% and Veterinary Science 86%. NO combat training; three attacks per melee.

There are also dozens of leaders of smaller bands and segments of the K-9s that are all sorts of breeds, from foxes and coyotes to terriers, retrievers and bulldogs.

Gang & Criminal Activity: Spend most of their time hanging out and bullying mutant felines, birds, supernatural creatures and rival gang members. Known for drunkenness, brawls, and petty crimes like vandalism, theft, breaking and entry, and assault. They sometimes sell their services as mercenaries, scouts and thugs for merchants, travelers and fellow criminals. Seldom molest humans due to instincts and inbred camaraderie with humans. The bloodiest confrontations are with mutant cats, alien looking D-Bees, Coalition soldiers, vampires, demons and monsters. One of the K-9s' favorite pastimes is to hunt down "vamps" and "decap 'em." Their next favorite source of action is rumbles with the Wild Cats and gangs from Ciudad Juarez.

Note: Unless you are a feline, the K-9s will always protect humans and D-Bees from the Coalition, vampires and supernatural evil. For this reason they are the least pestered by the police, and some residents consider them to be misguided heroes.

The Wild Cats

The Wild Cats gang is another group of mutant animals that popped up roughly a decade ago from the labs at Lone Star. Coalition scientists at the Lone Star Complex have been trying to develop new breed of mutant soldiers. To this end, a variety of mutant felines have been created, including Battle Cats, Kill Cats and a number of experimental felines. So far the feline's predator instinct to be a solitary hunter has produced solitary hunters who do not function well within a large group, run off on their own and dislike Dog Boys. This has made felines unpredictable and dangerous.

A large number of mutant felines have made their home in El Paso, where they have created the Wild Cats gang. Unlike the K-9s, whose members are predominately canine, the Wild Cats accept humans and D-Bees as well as felines of all kinds.

The Wild Cats Gang

Breakdown: 326 total members: 15% Battle Cats, 8% Kill Cats, 5% other types of felines, 30% human, 35% D-Bees and 7% others.

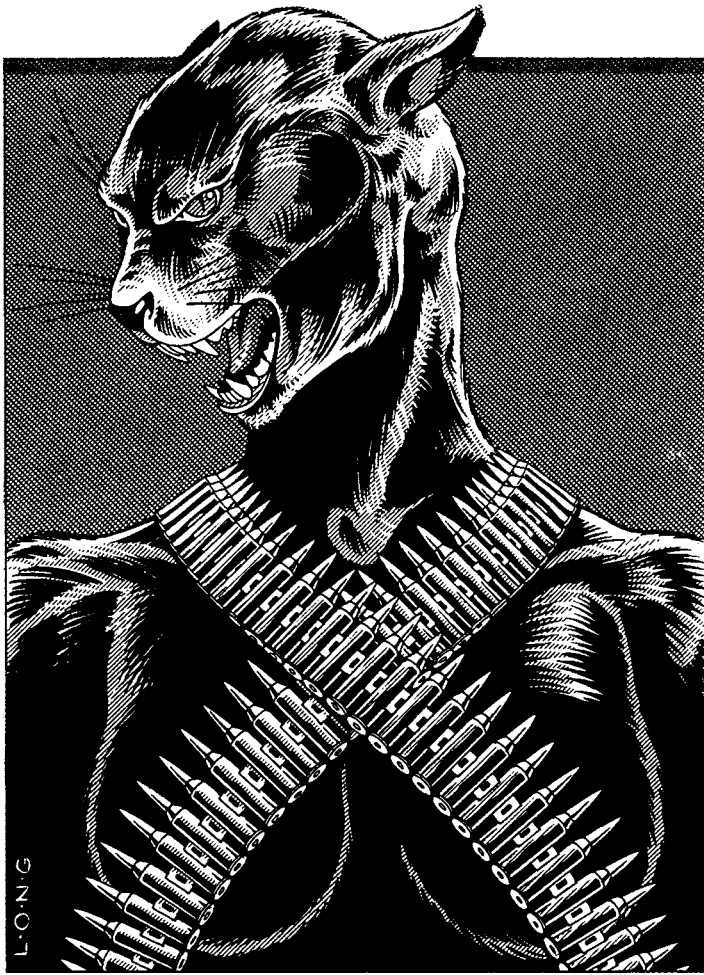
Common Gang Member Alignments: Anarchist (50%), Aberrant (10%), Miscreant (20%), and other (20%).

Colors: Tan leather jackets, jumpsuits, clothing, and armor. The gang insignia is a snarling cougar's head worn as a large patch on the back of jackets and armor or as a small patch worn on the shoulder.

Standard Vampire Weapons: Wooden stakes and mallet, wooden spear or staff, silver crosses, crossbows, water weapons and silver bullets (revolvers and automatic weapons are common).

Mega-Damage Weapons: Any, but the Wild Cats' favorites are Vibro-Claws and Vibro-swords, crossbows, spears, and precision laser pistols and rifles.

Body Armor: The Urban Warrior, Explorer, and Huntsman armor are the most common among the Wild Cats.



Bionics and Cybernetics: 20% of the Wild Cats have 1D6 cybernetic implants or 1D4+1 bionic implants, weapons or limbs.

The Gang Leaders: The ultimate leader of the Wild Cats is *Donna the Dark Kitten* (a sort of pun name that has stuck with her), a mutant black panther. She is very intelligent (I.Q. 22), beautiful (P.B. 23), savage and ruthless; Miscreant alignment. She is a successful crime lord who runs a well organized criminal organization with strong connections to the Black Market and several smuggling rings. Most of her lieutenants are fellow mutant felines and include a female lynx, four cougars/mountain lions (both females), three tigers (one female), three African Lions, and 12 domestic cats (five are female). One D-Bee and two humans have risen to the rank of lieutenant and are considered to be quite fortunate. **Note:** All of the Dark Kitten's chief henchmen are clever and capable trained in military combat, espionage, or crime.

Gang & Criminal Activity: The Wild Cats are more organized and involved in serious criminal activity than any of the other gangs. They are known for violent brawls, gang wars, robbery, theft, breaking and entry, extortion, assault, assassination and murder. They are very territorial (especially the mutant cats) and dominate one specific section of town which they consider Wild Cat territory. Of course, they conduct their criminal activity throughout the city, but that one portion is considered their home/sanctum/lair. The Wild Cats have no loyalty to anyone except to their gang, and have sold their services to the Coalition, the Black Market, unsavory merchants and criminals. The bloodiest confrontations are with the K-9s, the Hammer and gangs from Ciudad Juarez.

Note: No one is safe from the Wild Cats. They are aggressive, arrogant and cruel. The police suspect the gang is responsible for many crimes but have insufficient evidence to prove it. Even when a perpetrator is known to be a member of the Wild Cats, it is virtually impossible to find him if he is given protection in Wild Cat controlled turf. The citizens of El Paso dislike and fear this gang.

Mutant Cats

See **Rifts® World Book 13: Lone Star** for a wide range of Coalition Mutants including felines, monkeys and rodents. For a runaway genetic *experiment*, roll as follows. Chance for psionics is the same as humans.

Attributes for Domestic Cats, Ocelot, Lynx & Bobcat: I.Q. 3D6, M.E. 2D6+4, M.A. 2D6+4, P.S. 4D6, P.P. 3D6+4, P.E. 2D6+5, P.B. 3D6+4, Spd 4D6+4. Special R.C.C. Bonuses: +2 on Perception Rolls, +1 on initiative, +1 to parry, dodge and disarm, +3 to pull punch and roll with impact. R.C.C. Skill Bonuses: +10% to Climb, +5% to Swim, +10% to Land Navigation, +10% to Prowl and +12% to Roadwise.

Attributes for Domestic Cougar, Jaguar, Puma/Mountain Lion: I.Q. 3D6+1, M.E. 2D6+5, M.A. 2D6+5, P.S. 4D6+5, P.P. 3D6+5, P.E. 2D6+7, P.B. 3D6+6, Spd 4D6+8. Special R.C.C. Bonuses: +3 on Perception Rolls, +2 on initiative, +2 to strike, parry, dodge and disarm, +5 to pull punch and roll with impact. R.C.C. Skill Bonuses: +20% to Climb, +10% to Swim, +10% to Land Navigation, +10% to Prowl, and +10% to all track skills.

Attributes for African Lion, Leopard and Tigers: I.Q. 3D6+1, M.E. 2D6+5, M.A. 2D6+8, P.S. 4D6+10, P.P. 3D6+6, P.E. 2D6+10, P.B. 3D6+6, Spd 4D6+18. Special R.C.C. Bonuses: +1 attack per melee round, +3 on Perception Rolls, +2 on initiative, +2 to strike, parry, dodge and disarm, +5 to pull punch and roll with impact. R.C.C. Skill Bonuses: +20% to Climb, +10% to Swim, +10% to Land Navigation, +10% to Prowl, and +10% to all track skills.

O.C.C.: May select any City Rat, criminal, warrior wilderness O.C.C., but reduce the number of O.C.C. Related and Secondary Skills by half. Those with Coalition military training can have the CS Solider or Military Specialist O.C.C.

R.C.C. Equivalent Skills: Swim 50% +3% per level of experience and Climbing 78% +2% per level of experience.

Natural Abilities: Keen hearing, good sense of smell, sharp vision, and nightvision (120 feet/36.5 m), can leap 20 feet (6.1 m) across and 30 feet (9.1 m) high.

The Trogs

The Trog gang recruits non-humans, mostly poor and uneducated D-Bees and mutants, but also has a small number of human members. The humans are completely normal, but are often big, muscular, not too bright and uneducated. The rest of the gang consists of the deformed, scarred, psychic and alien in appearance or ability (may have one or two super powers a la *Heroes Unlimited™* or *Heroes of the Megaverse®*). The Trog gang is the oldest in the city but the mortality rate is high from frequent gang wars and the fact that some of the other gangs have more enticing recruitment and smarter members. This is really a gang of bruisers for macho punks looking to prove how tough they are with their fists and a gun or special powers. Its members are mostly



thugs, bullies, petty crooks and the downtrodden. Most are bitter and resentful of those who are handsome, popular, smarter and/or wealthier than they, and it is these people who are the targets of the Trog aggression and crimes.

The Trog Gang

Breakdown: 292 total members: 55% D-Bees, 15% mutants, 10% psychics, 20% humans (often deformed or strange); 90% are uneducated and illiterate.

Common Gang Member Alignments: Anarchist (50%), Aberrant (10%) Miscreant (30%), and Diabolic (10%).

Colors: Black leather jackets, clothing and armor decorated with chains and large metal spikes. The gang insignia is a spiked ball and chain. It is usually worn as a large patch on the back of jackets and armor. The majority of the gang members also have the insignia tattooed on their biceps and many wear a ball and chain attached to their belt or shoulder, with the spiked ball dangling down. It is also a favored S.D.C. weapon carried by 85% of the Trogs.

Standard Vampire Weapons: These items vary among the members of the Trog gang but typically include a giant silver or wood-spiked club or silver-plated ball and chain, silver-plated throwing spikes (1D4 normal S.D.C. damage, 2D4 to vampires), large wooden club with silver-plated spikes/nails (2D6 S.D.C., 4D6 to vampires), wooden stakes, wood crucifix, spears and crossbow (the Trogs prefer hand to hand combat). **Note:** All members of the Trog must learn W.P. Chain, W.P. Blunt, and

W.P. Targeting (for throwing spikes, throwing knives, spears and crossbows).

Mega-Damage Weapons: Can be anything, but the Trogs' favorites are the Neural Mace, Vibro-Knife, grenade launchers, plasma and pulse rifles.

Body Armor: The Gladiator, Coalition, Juicer body armor, and NG Buffalo Rider armor; all armor is usually customized with chains and metal spikes.

Bionics and Cybernetics: Only 15% of the Trogs have 1D6+1 cybernetic or bionic implants, weapons or limbs.

The Gang Leaders: *The Octopus* is the long standing leader of the Trogs. He is a four-armed giant from another world and stands 13 feet (3.9 m) tall, usually clad in Gladiator body armor (155 M.D., giant size). He is surprisingly intelligent (I.Q. 17) considering the rest of his gang, a phenomenal fighter (P.P. of 23, nine attacks per melee, Hand to Hand: Expert, and knows all ancient type W.P.s at 9th level proficiency) and is a Major Psionic (67 I.S.P., Mind Block, Object Read, Presence Sense, Resist Fatigue, Resist Hunger, Resist Thirst, Sense Magic, See Aura, and Sixth Sense).

The second in command is a human mutant known as *Mister Green* (8th level City Rat O.C.C., I.Q. 11, P.P. 20). He is a 6 foot, 9 inch (2 m) tall body builder and street boxer known for his muscle, green skin and unnatural super abilities. **Powers (modified from *Heroes Unlimited*TM):** 1. Bend light enables him to deflect/parry laser beams (same as normal parry), to see the infrared and ultraviolet spectrum of light (100 ft/30.5 range), and to fire a harmless beam of colored light (any color) 100 feet (30.5 m). 2. Energy expulsion (light): Fires a laser beam from his finger tips; 1D6x10 S.D.C. damage or 1D4 M.D. Can also radiate light like a human light bulb (equal to 300 watt bulb, will not harm vampires). 3. Impervious to fire and heat including magic fires. 4. Turn self invisible at will, unlimited duration, no limit to the number of times he can turn invisible. Can still be detected by heat and motion sensors. 5. He also has a natural M.D.C. of 9 (better than nothing).

There are dozens of secondary group leaders who are typically City Rats, Wilderness Scouts, Vagabonds or psychics. The typical gang member is usually a Vagabond or City Rat.

Gang & Criminal Activity: Spend most of their time hanging out and bullying handsome, wealthy people and rival gang members. They are known for rowdy drunkenness, violent brawls, vandalism, vehicle theft, mugging, kidnaping, assault, and murder. Occasionally, they sell their services as mercenaries, scouts and thugs to merchants, travelers and fellow criminals. The bloodiest confrontations are with the Hammer gang, Coalition soldiers and vampires (they see fighting vampires as macho). More than anything, Trogs like to fight.

The Hammer

The Hammer is a gang of fascist human supremacists and a constant source of turmoil in the city. They continually wage attacks against the other gangs, assault and plunder non-human citizens and are involved in a variety of criminal pursuits.

Rumors suggest that the Hammer is secretly supported by the Coalition States (Chi-Town). The gang is unusually well equipped and seems to have vast resources even though they are not as self-sufficient as their gang rivals. It is unlikely that their

meager forays in crime could support them, as the members of the Hammer expend most of their energy harassing and terrorizing (and when they can get away with it, killing) non-humans. But there is no direct proof that they are supported by the Coalition States.



The Hammer

Breakdown: Humans only. 183 total members: 80% humans, 10% human psychics, 10% with bionic augmentation (Partial and Full Cyborgs).

Common Gang Member Alignments: Anarchist (50%), Miscreant (30%), and Diabolic (20%).

Colors: Khaki/tan color leather jackets, clothing and armor. Many wear buckskin style, soft leather outfits. The gang insignia is a hammer. It is usually worn as a patch on the back of jackets and armor and/or on the shoulder of jackets and clothing.

Standard Vampire Weapons: These items vary among the members of the gang, but typically include 9 mm submachine-guns with silver bullets, water cannons and pistols, wooden stakes, wood crucifixes and crossbows. Note: All members of the Hammer learn W.P. Submachine-gun and Energy Rifle.

Mega-Damage Weapons: Can be anything, but the Hammer's favorites are the ion pistol, particle and pulse rifles. 10% (the elite squad) own and operate power armor, including six SAMAS units, and they are well equipped with energy weapons (50% of which are CS) and ammunition.

Body Armor: Coalition models, Bushman and Explorer armor.

Bionics and Cybernetics: Only 30% of the Hammer have 1D4+2 cybernetic implants or 1D4+1 bionic implants, weapons or limbs.

The Gang Leaders: The leader, Captain Mark Riddley, is a mercenary who served eight years in the CS armed forces as a Military Specialist (8th level). He allegedly quit the army to

become a mercenary and finally settled down in El Paso. The captain and his elite squad often disappear, presumably on secret missions or mercenary work. Many believe he and his closest men are Coalition spies.

The 20 elite members of the Hammer include 10 ex-Coalition soldiers, all of whom once served under Riddley: four Full Conversion 'Borgs, two Psi-Stalkers, three SAMAS pilots and a Burster; all are 6th level.

There are also dozens of secondary group leaders. All are typically City Rats, Wilderness Scouts, Vagabonds or psychics. The typical gang member is usually a Vagabond or City Rat.

Gang & Criminal Activity: The members of the Hammer gang bully, harass, beat up, molest, torture and vandalize D-Bees and mutants. They are known for violent brawls and anti-D-Bee demonstrations, destructive vandalism, robbery, muggings, kidnapping, assault, terrorism, assassination and murder, *all* directed at D-Bees, mutants and humans who are "D-Bee lovers." The Hammer frequently sell their services as mercenaries, scouts, spies and thugs to merchants, travelers, the Coalition, and criminals. The bloodiest confrontations are with D-Bees, the Trog gang and the Juarez gangs known as the Subs and Psykes.

King Wyatt Halloway

King Halloway is an adventurous cattleman who struck it rich in El Paso. He owns over a million acres of land and two silver mines. His ranch-estate is located about 80 miles (128 km) northwest of El Paso. Wyatt Halloway is the founder, and some would say owner of El Paso. El Paso is built on his land, constructed with his money, and the big arena and most of the saloons, gambling halls, larger merchant establishments and hotels are owned by him (55% of the city is King Halloway's).

Wyatt Halloway is a shallow, insensitive person who thinks only of accumulating more wealth and power. The motivation for everything he does is the attainment of one or the other. Before moving to the New West to strike it rich, Halloway was little more than an ordinary two-bit punk, but out in the wild west he has become a king. He is infamous for doing everything in a big way, with a lot of pomp and fanfare. He is celebrated for bringing civilization to the wilderness and renown for his generosity (when he decides to be generous). King Halloway is also infamous for his mean temper, spiteful and cruel nature and terrible acts of revenge. The saying in El Paso among the King's rivals and enemies is, "You're better off taking your chances with the vampires than with King Wyatt Halloway," and many have done just that. One becomes an enemy of King Wyatt Halloway by humiliating him privately or publicly, accusing him of wrongdoing, insulting him or attacking him in any way – criticizing one of his businesses, his reputation, stealing or damaging his property, etc.).

King Halloway has surrounded himself with rough and tumble mercenaries, Headhunters, and low life scum as employees on his ranch and as his unofficial "enforcers." They serve as ranch hands, cowboys, wranglers and members of Halloway's private army. They are all loyal and subservient to their boss because they are paid big money, enjoy their work, and see Halloway as a growing power in the west. It is these scoundrels who are sent out to exact revenge on those who have offended King Halloway. They rustle cattle, destroy property, beat, murder or do anything

else King Halloway asks of them. Halloway's troops consist of approximately 500 Mercenaries soldiers, 200 Headhunters, 220 Robot Pilots in Triax X-10 Predator and other power armor (all 1D6 level), 300 Wilderness Scouts (1D6+1 levels), 150 mutant canines (1D6 level), 120 Combat Cyborgs (1D4+2 level), 120 Juicers (1D4 level), 65 Crazies (1D4 level), and a dozen practitioners of magic (he doesn't trust psychics). In addition to the armored division which consists of 16 Glitter Boys, 20 Titan TR-001, 15 Titan TR-002, 12 TR-003, 12 TR-004, 20 NG-V7 Hunter Mobile Guns, and 10 X-500 Forager Battlebots, he has two dozen Triax Dyna-Bots also patrol his estate.

Halloway, who used to revel in his independence and status as a veritable warlord, has been slowly losing ground to the Coalition and corporate interests. Where he used to swindle the CS with inflated prices on raw materials, now the officials at Lone Star have learned to pursue aggressive negotiations and have turned to other suppliers in the past in order to coerce King Halloway into accepting their terms. His silver mines in particular have made him incredibly rich, but bits and pieces of El Paso continue to slip through his fingers. This process is maddening for Halloway, who plots and schemes constantly to find a way to keep the gangs, the corporations and the Coalition at bay. El Paso is simply too active and rowdy for one man to effectively control, even with the private army that Halloway commands.

King Wyatt Halloway

Alignment: Miscreant.

Attributes: I.Q. 12, M.A. 11, M.E. 25, P.S. 17, P.P. 14, P.E. 15, P.B. 12, Spd 11.

Hit Points: 39, **S.D.C.:** 30.

M.D.C.: Via Body Armor.

Weight: 185 lbs (83.25 kg). **Height:** 5 feet, 11 inches (1.8 m). **Age:** 49.

P.P.E.: 9. **I.S.P.:** None.

Disposition: Supremely arrogant, condescending, callous, selfish, easily angered. He has great personal drive, almost an obsession to become rich and powerful. Yet he is insecure and sees even innocent remarks and incidents as inflammatory or deliberately demeaning. Those who embarrass him are "dealt with," themselves embarrassed, beaten, molested or hurt in some way. Halloway is extremely petty and vindictive and has become increasingly paranoid as his little empire begins to fray and unravel.

Experience Level: 9th level Vagabond who turned to business.

Skills of Note: Streetwise, Palming, Computer Operation, literate in American, speaks American and Spanish, Math: Basic, Horsemanship, Land Navigation, Hunting, Skin Animal Hides, Radio: Basic.

Combat Skills: Hand to Hand: Basic.

Attacks per Melee: Six.

Bonuses: +1 to strike, +2 to parry, +2 to dodge, +2 to roll with impact, +2 to pull punch, +5 to save vs psionics.

Weapon Proficiencies: W.P. Rifles, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Blunt.

Magic Knowledge: None.

Psionic Powers: None.

Weapons: Favorite weapons are the NG-P7 particle beam rifle, NG-Super pistol and a bolt-action rifle for hunting.

Body Armor: Bushman or Flying Titan power armor.

Bionics & Cybernetics: Gyro-Compass.

Money: Has over 300 million universal credits, liquid and at his disposal. The silver mines are estimated to be worth 250 million annually and the cattle are worth another 100 million annually. Non-liquid properties, business assets and holdings are estimated at close to a billion credits.

Note: Wyatt Halloway's family also live on the ranch. They include his two grown sons, one 21 year old daughter (wife was killed by vampires years ago), his worthless alcoholic brother Bryannt (7th level City Rat), Byrannt's equally worthless sons (four, all in their twenties, level 1D6 Cowboys and Gunslingers; all snotty, arrogant, miscreants), Uncle Willy (a sweet guy, 7th level Body Fixer), Aunt Ester (Willy's sweeter wife), and cousins Thelma and Candice (both are babes and smart too).

El Paso City Highlights

Note: El Paso has two prosperous silver mines and a huge cattle industry. Consequently the prices of beef, cattle, silver and silver products (jewelry, anti-vampire items, etc.) are about 40% less than the standard cost elsewhere.

The El Paso Magic Shop

The shop is large and filled with shelves of books, jars, vials and boxes. The aisles are wide and clean and smell of incense. Zalfeel, the owner, is a gnarled little D-Bee who stands 3 and a half feet (1 m) tall. He looks to be 80 years old but no one really knows. Zalfeel claims, with a wink and a nod, to be 20 (and has done so for as long as anyone can remember). He is disarmingly cheerful and pleasant, and extremely observant (in a Sherlock Holmes kind of way). He dresses like a cowboy and is in love with the pre-Rifts American Old West. In fact, he has over a hundred different pre-Rifts western novels and history books about the west for sale in his store (2,000 credits each). **Zalfeel:** An Alchemist (NPC) with magic skill equal to an 11th level Techno-Wizard. Anarchist alignment, 70 Hit Points, 20 S.D.C., I.Q. 22, M.A. 21, M.E. 15, P.P. 17, P.B. 8, all others average. Has a coyote as his Animal Familiar.

Zalfeel is assisted by two 6th level Techno-Wizards, a 5th level Ley Line Walker, three Floopers and 12 clerks, all of whom are literate in American and know Basic Math (taught by Zalfeel). All are polite and helpful. The Floopers are usually sent to deal with people who look to be more like curious travelers than paying customers.

The store sells a variety of items including pre-Rifts artifacts (soda cans, books, video discs, and nicknacks), some Indian artifacts (statues, arrowheads, pottery), fine condition and authentic Old West six shooters (as well as modern replicas), and new books including all of Erin Tarn's work. There are city maps of El Paso, Ciudad Juarez, and Lone Star City. Video and music discs, herbs, holistic medicinal herbs and poisons, silver bullets for most common weapon calibers, and silver plated knives, swords and arrowheads. Every Techno-Wizard (TW) type of vampire weapon is also available, along with TW converted weapons, TW Flaming Swords, TW Lightning Rods, TK-Flyers, etc.

Magic items include amulets of Protection Against the Supernatural, Protection Against Sickness, Protection Against Insanity, See the Invisible (costs 150,000 credits) and Turn the Undead (most cost around 60,000 credits each). Scrolls are usually lim-

ited to levels 1-3 at a cost of 1,000 credits per spell level and another 1,000 credits per level of strength. Typical Spell Strength and duration are equal to a fifth level wizard. Spells fourth level and higher cost two or three times more and many spells are not available (**Note:** Zalfeel's and/or the G.M.'s digression).

Magic services include the placement of Wards on an item (8,000 to 15,000 credits per Ward), casting immediate spells on a person or item such as Breathe Without Air, Float in Air, Fly, Fly as an Eagle, Heal Wounds, etc. (2,000 credits per level of the spell being cast, plus as much as 100% may be charged as a difficulty fee; not all spells are available; remember it is at 10th level strength if cast by Zalfeel), and the removal of curses (50,000 to 100,000 credits depending on the curse, no guarantee of success).

Information is also available, but nothing overtly dangerous, secret or valuable. The Floopers and sales clerks are full of miscellaneous information about El Paso, Juarez, the gangs, and rumors around town. There is no need to pay for the information; just ask and be friendly. Everybody is pretty outspoken about the Coalition (don't like 'em much) but are careful not to say too much, and nothing derogatory about Wyatt Halloway or his family.

The Traveler's Inn House

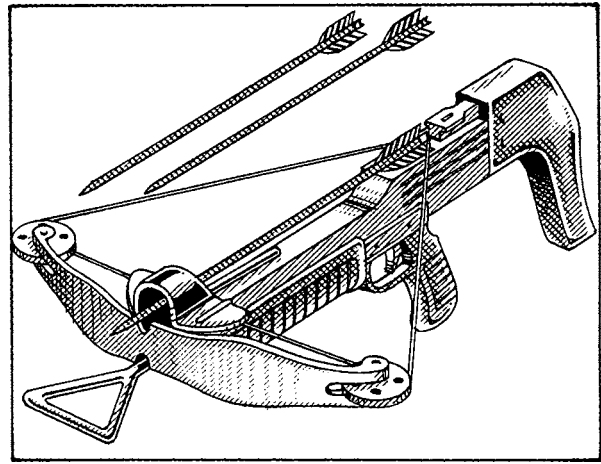
A large, popular hotel with 500 rooms. The rooms are austere but provide ample space, a closet, desk, comfortable bed, and a private bathroom. Average cost is 80 credits per night. Fancier rooms cost 160. Security is fair and the rooms are clean. The owners are a husband and wife and their large family of sisters, brothers, uncles and cousins run every aspect of the hotel. The first floor also offers a meeting lounge, saloon (seats about 60 patrons, 5 credits per drink), barber shop (15 credits for a hair cut, no fancy styles), tobacco shop and a small kitchen that can provide soups, sandwiches, salads, and breakfast at about 15 credits per meal.

Note: There are numerous other hotels, motels, boarding houses and flop houses in El Paso. The filthiest and cheapest cost 20 to 40 credits per night and are in gang territory or bad neighborhoods. The best cost 200 to 400 credits per night and are found in the nicest neighborhoods, usually those owned by the Halloway family.

The Open Market

A huge city square or fairground where over 200 merchants, farmers and vendors of all kinds come to sell their wares. Merchants include sellers of spices, herbs, tobacco, corn and vegetables, flour and grains, fruit, fresh meats, smoked and salted meats, jerked beef, poultry, fish, candy, flowers, hats, ponchos, baggy cotton shirts and pants, sandals, rope, sacks, wooden stakes, crossbows, bolts and arrows, and livestock including horses, mules, cows, pigs, sheep, goats, chickens, geese, ducks, and dogs. There are also a dozen different artisans, blacksmiths, carpenters, tailors, silversmiths, silver jewelry makers, men for hire (both laborers and mercenaries), pawn booths, fortune tellers and healers. Prices are generally average to 20% below standard market value, but quality varies dramatically from poor to excellent.

Note: Silver-coated bullets are readily available, usually for about 20% below market price.



The Halloway Armory & Outfitter

A gigantic, six story building that covers half a city block. It is an extremely well equipped store for all of one's adventuring needs. Services include weapon repair, E-Clip recharging, body armor restoration, power armor repairs, and general mechanics. Prices on everything are standard to 5% less.

Equipment: Tents, sleeping bags, backpacks, cloth and leather sacks of all sizes, saddle bags, riding tack, plastic, clay and glass jars and containers, canteens, wine skins, portable stoves, lanterns, flashlights, lighters, flares, cutlery, string, rope, wire, spikes, grappling hooks, insect repellent, pocket sewing kits, pocket tool kits, gasoline, kerosine, knee boots, leather and cloth gloves, hiking boots, fishing nets, fishing poles, fishing line and hooks, SCUBA gear, paddles, life preservers and similar outdoor items.

The weapon section includes Vibro-Knives and short swords, pocket knives, hunting/skinning knives, throwing knives, wood knives, swords, silver-plated weapons, crossbows and bolts, bow and arrows, spears, quarter staves, walking sticks, wooden stakes, mallets, wooden crosses, and a full selection of anti-vampire weapons including Techno-Wizard weapons and flares.

Guns include 9 mm pistols (normal and silver bullets), sub-machine-guns and rifles, the entire line of Northern Gun energy weapons and most of Wilk's laser products, along with rail guns. Silver bullets cost 10% under market price, all standard calibers are available; special orders are possible at double the cost plus a 200 credit setup fee.

Power Armor: NG Samson power armor and Titan power armor, and the occasional Triax Terrain Hopper.

Body Armor: Urban Warrior, Plastic Man, Bushman, Huntsman, Explorer, Juicer, Dog Pack and Crusader.

Vehicles are limited to Wastelander and Highway-Man motorcycles, hovercycles, Big Boss ATV, horse drawn wagons, canoes, sail boats, row boats, motorboats (seat 4), underwater sleds, sails for sail boats, and similar items. Will be glad to help find and select a suitable vehicle or horse for a 2% commission.

Robots: Usually has 1D4 robot vehicles from the Titan series, one EX-5 Behemoth Explorer is parked in the back lot, and is also likely to have a couple NG-V10 Super 'Bot-Vehicles (labor), and a NG-V7 Hunter Mobile Gun. The big item in robots is the basic 'Bot horse (Simple intelligence is all that is available, minimal I.Q., loyal, obedient, basic program: trained animal-like functions; 150 M.D.C., 5 year nuclear power source). **Costs:** Pony: 3 million credits, Medium Sized Horse: 4.3 million, Large Horse: 5

million. Extra Features: Additional 100 M.D.C. 100,000 credits, additional 200 M.D.C. one million credits. Speech and Skill Programs: Domestic 55,000 credits, Technical (speaks 5 languages, knows lore, and can operate a computer) 220,000 credits, Wilderness (select 5 appropriate Wilderness skills) 175,000 credits, Espionage (Intelligence, Detect Ambush) 95,000 credits, Espionage: Spy (Tracking, Escape, Photography, Pick Locks) 260,000 credits. Note: Programs same as found in **Rifts Sourcebook One**, prices 5% to 10% higher. Real Animal Appearance: Looks like a horse with fake fur, eyes, and other cosmetic features. **Note:** Weapons and other features as found in **Rifts Sourcebook One** are all available at a cost of about 10% more.

Official Wilk's Laser Store

Sells exclusively Wilk's laser products at 10% less than standard market prices. Also repairs lasers of all kinds and recharges E-Clips (Wilk's E-Clips are recharged at a 25% discount). In addition to weapons and tools, the store also sells a variety of other Wilk's products including cybernetic finger lasers (tools and weapons), telescopic, laser targeting, gun sights (3,000 credits; 2000 ft/609 m), pocket laser distancers (1,500 credits; 5,000 feet/1,524 m), infrared distancing binoculars (1,500 credits; 2 mile/3 km range), high powered laser flashlights (400 credits; 1,000 foot beam), laser spotlights (1,500 credits; 1,000 foot/305 m beam, illuminates an eight foot/2.4 m circular area; for mounting on vehicles), and conventional flashlights and lanterns.

River Side Taxi & Guide Service

The garage and dispatch station for the biggest taxi service in El Paso; a fleet of yellow hover-sedans and all terrain vehicles. Costs 1 credit per minute or two credits per mile (1.6 km), whichever is applicable. Also offers the services of wilderness guides (3rd or 4th level) to those adventuring in the area. Will travel up to 500 miles away (cash advance required), but will not cross the Rio Grande River. Costs a flat fee of 200 credits per day, vehicles and supplies not included (but can be arranged).

Daylight Ferry Service

Located on the banks of the Rio Grande is one of the only two legitimate ferry services for a hundred miles. The service has small ferry boats for passengers traveling on foot and by animal, and large barge types for transporting vehicles, robots, wagons, and shipping crates. The service opens at sunrise and stops an hour before sunset. It is **ILLEGAL** to travel the river at night, punishable by steep fines and the termination of the business, so there is absolutely no way the Daylight Ferry Service will transport anyone across the river at night (no matter how high the bribe). **Fees:** 10 credits per person and two suitcase-sized pieces of luggage. Additional luggage costs 10 credits per 100 lbs, unless it goes freight which costs a minimum of 250 credits per 500 pounds. Big shipments and livestock get a special rate of 500 credits per ton, but are low priority.

Speedway Boating

Located on the other end of town is a small ferry that transports only people at a cost of 8 credits per head. A bribe of 50 credits or more might allow a passenger to squeeze aboard up to 200 lbs of luggage. The Rivera family runs the business, and like the other ferry service, stops all service at night. However, Old

Man Rivera, a retired, 80 year old Wilderness Scout (8th level, Anarchist) and wino, has been known to sneak people across in his rickety old row boat (sits three plus Rivera) for 50 credits per person.

Old Man Rivera will also sell his services as a guide to the streets of Ciudad Juarez. The cost is a mere flagon of wine (about 5 credits) and 50 credits for six hours of his time, no limit to the number of travelers he's conducting the guided tour for (although he will strongly suggest that people keep him plied with wine or beer). One of the travelers must provide transportation or they walk the 70 miles to Juarez and at a cost of an extra 50 credits. Unfortunately, there is a 01-75% chance that before the end of the tour, Rivera will pass out drunk as a skunk and will remain unconscious for 2D4 hours. Furthermore, the old man disappears at the first sign of serious trouble, leaving travelers stranded in a dangerous city. There is no one to complain to about the old man because he doesn't actually work for or represent anybody (although he will imply that he works for Speedway Boating). The old man disappears for days, sometimes weeks, on his little excursions. Skilled in avoiding and warding off vampires.

The Mystic Travel Service

This is a small one story, wood frame building with ornate decorations and impeccable exterior and interior designs. The service is extremely limited, and costly, but takes less than a minute. An old Ley Line Walker (10th level) and his grandson (5th level Line Walker) will teleport as many as six individuals and up to two tons of luggage to a handful of designated areas for 25,000 credits, one way. Locations are limited to Ciudad Juarez (just out front of the Merchant Pony Express office), Amarillo, Wichita Falls, Lone Star City, or anywhere up and down or across the river up to 900 miles (1,440 km) away.

The Wild Bronco Arena

The Wild Bronco is "the" arena to see the best fights, races, and events (of course owned and operated by Halloway). It is as big as a football stadium for outdoor spectacles like horse racing, visiting circuses and carnivals, monster wrestling, major gladiatorial fights and other big events. As if this were not enough, inside the structure is an auditorium for theater and concerts, two dance halls, four taverns, snack bars, concession stands, and two indoor arenas for local fighting competitions, and cock, dog and other animal fights. All gambling is operated by the Halloway Management and security is handled by Halloway's mercenaries. The taverns offer strong booze at reasonable prices, two to five credits per drink.

El Paso Psychic Healer Society

Psychic healing is performed at reasonable fees. Psychic Diagnosis 70 credits, negate toxins (booze, drugs, poison) 200 credits (Psychic Purification), healing minor wounds, cuts and bruises from a barroom brawl costs 75 credits, stab wounds and/or blood loss 100 credits (Healing Touch), internal injuries or grievous wounds requiring several Healing Touches and Increased Healing 3D4x100 credits, depending on the severity of the wound. Curing of minor diseases costs 500 credits (Healing Touch and Increased Healing), Psychic Surgery (4,000 to 32,000 credits, depending on the severity, sometimes more), Exorcism 10,000 credits per entity. They will also heal pet and work animals for comparable fees.

The clinic is spacious and sparkling clean. It employs 12 sixth and 3 seventh level psychics with healing powers, three eighth level Mystics, a Simvan healing woman banished from her tribe (11th level), and 12 assistants. A ninth level Mind Melter runs the clinic. Halloway permits the clinic to exist on the condition that their fees are competitive or higher than the hospital's and that they pay him 10% of their profits.

The Halloway General Hospital

A 12 story hospital that covers a city block and is equipped with the best modern medical facilities money can buy. Its spacious emergency rooms and 24 hour clinics are typically visited by gang members, bar brawlers and roughneck adventurers and wilderness folk. Psychic healers are especially useful in the ER for quick stabilization of the most serious injuries. Suturing cuts, fixing bruises and bandaging wounds will cost 4D6x10 credits depending on the degree of difficulty and time, transfusions cost 150 credits per pint, setting broken bones costs 2D4x100, surgery and implants can cost 6,000 to 40,000 credits depending on the severity and complexity of the surgery, and a typical stay at the hospital costs approximately 350 credits per day. **Note:** Citizens of El Paso enjoy a 50% discount for all medical treatment and medicine, compliments of Wyatt Halloway.

Ciudad Juarez

Into the Mexican Frontier

Estimated Population Circa Summer, 109 P.A.: Approximately 96,300 residents.

Racial Breakdown:

42% Humans

37% D-Bees

13% Mutant Animals (65% are dogs)

4% Others (Creatures of magic like dragons and Psi-Goblins, and supernatural beings like Brodkil, Deevils and demons. Not to mention Shemarrians and Archie 'Bots, not that people realize they aren't flesh and blood.)

4% Vampires

Note: Does not include slaves or transient visitors, both of which are large numbers.

Transient Population: 16,000-20,000 additional people at any given time.

Slave Population: The slave population has grown in recent years and is estimated to be equal to 15% of the population; about 14,500.

Tech Level: Medium to high-tech; modern and magic.

Surrounding Communities (100 mile/160 km radius): 6,400 total. 50% human, 50% D-Bees, mostly farmers or sheep and cattle herders, very low-tech. This number does not include the estimated 400-600 Wild Vampires said to roam the wilderness within a 100 mile (160 km) radius of the city-state of Juarez. Wild Vampire prey mostly on adventurers, bandits, mercenaries and other visitors to the area as well as the homeless.

Seventy miles (112 km) south of El Paso, just beyond the Rio Grande River, is the city-state of Juarez (**Note:** "Ciudad" means

city). Built on the ruins of the pre-Rifts city of the same name, *Ciudad Juarez* is the largest known city or kingdom in the vampire ridden lands of the old Mexican Empire ruled by humans and D-Bees, *not* vampires. There are other small towns, villages, forts and even self-proclaimed cities or kingdoms of humanity free of vampires in Mexico, but no community anywhere nearly as large as Juarez.

It is said that Ciudad Juarez is the last true city south of the border until you reach the *Vampire Kingdoms*. The rest are trading posts, lawless towns and an array of tiny villages, farms and ranches that may or may not be secretly or openly controlled by vampires. Such communities of "unknown character" and allegiance dot the vast plains and southern rain forests of Mexico.

The city-state of Juarez looks like a cross between an old western movie and the cantina scene out of the pre-Rifts movie, *Star Wars*, only it looks that way almost everywhere in the city. Its streets are narrow, dusty, dark, overcrowded and alive with throngs of humans, mutants, D-Bees and shady-looking characters. Some are downright monsters, others half-man and half-machine. Juicers, Crazies, Headhunters, Combat Cyborgs, power armor-clad warriors, robot pilots, Cyber-Knights, Cowboys, Gunfighters, Native Americans, Psi-Stalkers, Simvan and even the Minions of Splugorth and the occasional Coalition soldier, demon or Deevil can be found at Juarez among the farmers and common people. It is said that all except vampires are welcome at Ciudad Juarez, and that a hundred different races stroll through the streets in full armor with Mega-Damage weapons strapped to their sides. Gunfights in the streets and brawls in the saloons are a daily occurrence. Music, laughter and gunfire can be heard echoing through the business and entertainment districts most of the night, and people try to ignore that a dozen people are reported missing every night and another half dozen are found dead every morning. **Note:** Most of those who go missing are outsiders. Most local outlaws and vampires are smart enough to pick on people who are not part of the community, which means there is seldom an investigation and the number of people who really go missing every night is probably much higher than reported. The police always promise to investigate and catch the villain responsible, but seldom need to follow through when second-rate criminals, bums and "tourists" are the victims. An estimated 89% of deaths and disappearances are never solved.

Refugees from the Siege on Tolkeen and continued development of the American Southwest have seen Ciudad Juarez grow approximately 20% over the last 10 years; much of it in the last five. It also remains a popular last stop destination for adventurers and Vampire Hunters heading deeper into Mexico as well as a hot spot for smugglers, bandits and others looking to sell stolen goods and booty acquired on both sides of the border. That makes Ciudad Juarez a favorite watering hole and trading post for the Pecos Empire and every adventurer, merc and bandit within a 1,500 mile (2,400 km) radius. A few years after the siege on Tolkeen in the North began, much more Coalition Army weapons and gear, as well as Techno-Wizard weapons, have made it to the city, along with deserters from the Coalition Army, runaway Dog Boys and a seemingly endless stream of displaced refugees.

Dog Boys and other CS mutants escaped from the *Lone Star Complex* or gone rogue from the *Coalition-Tolkeen War* seem to filter down to Arzno, El Paso and Ciudad Juarez as well as other communities along the Rio Grande. Doc Reid speculates their sensitivity to the supernatural draws them to locations like Juarez,



where their instincts tell them to hunt vampires and protect humanoids. The same is true of **Psi-Stalkers**. Despite this, the number of mutant animals in the city has declined, as the vampires engage in an ongoing campaign to destroy such beasts. Likewise, the Dog Boys' natural inclination to hunt vampires shortens their life span. Recent rumors suggest a number of Dog Boys and Psi-Stalkers have left Ciudad Juarez to join underground railroads in Mexico. These bands of heroes are dedicated to helping humans and D-Bees escape from the food pens and slavery in the Vampire Kingdoms and leave Mexico altogether. If true, this could also explain the decline in their numbers at Juarez.

Other than El Paso – often accused of being “sissified” because a man must check his weapons and armor at the city gates – Ciudad Juarez is the only place for hundreds of miles to purchase a wide range of supplies, get repairs for a vehicle, refuel, buy and sell goods and equipment, get medical treatment, secure bionic enhancement, acquire magic items, find a broad range of entertainment, relax and spend money.

As a pleasure destination specializing in the decadent and illegal, Ciudad Juarez has no peers, except, perhaps, Atlantis. Though its range of goods is much smaller than the Splynn Dimensional Market, it is said that everything is for sale and everyone has a price. The Black Market arms dealer known as **Bandito Arms** has a growing presence in town, and the *Black Market* has its fingers in many of the entertainment establishments and businesses. Gambling, drugs, booze, sex, slaves, murder, magic, the exotic and the forbidden are all commodities at Ciudad Juarez and most of it is run by the Black Market. Body-Chop-Shops (and Cyber-Snatchers) offer an array of mechanical augmentation at discount prices, and items that are banned at more civilized places are displayed in store windows and available from street vendors. A saloon, gambling hall and Body-Chop-Shop can be found on nearly every block in the entertainment/business districts. Techno-Wizard, other magic items and mystic services are also available, though most establishments that offer magic seem to have bad luck in the city and are plagued by robberies, vandalism, fire and other misfortune. (**Note:** Vampires are vulnerable to magic and do not want to see it have a strong presence in Ciudad Juarez, so they routinely victimize such establishments.)

In the end, Ciudad Juarez is a study in contrast. A place where the good, the bad and the very ugly coexist and clash at every turn. It is the watering hole and resupply point for every rogue, desperado, and vampire within a thousand miles, but it serves the same purpose for Vampire Hunters, Cyber-Knights and heroes of every stripe. Though it is a haven for scoundrels and desperados it is home to innocent families, and good, hard working people who live quiet, decent lives.

No Vampires in Ciudad Juarez?

The “official” position of the Ciudad Juarez city government is Juarez is an absolutely *vampire free community!* **The Bureau of Vampire Affairs** is resolute in their claims that the police and militia have destroyed all vampires and keep the city streets free of the undead. Billboards with slogans like “Say NO to vampires,” “Ciudad Juarez, death to the Undead,” “Vampire Free Juarez – the Haven of the Rio Grande,” and “Walk the streets knowing they are free of vampires,” are everywhere. The government controlled radio and TV stations chime in every few hours with public service commercials with the same slogans and mes-

sages about being a haven for humanity and vampire free. The message is so prevalent that most outsiders believe it to be true, which lures pioneers and refugees to the city on a regular basis. Of course, this is all hype and bull feathers. Residents know darn well that a few hundred vampires live in the city and prowl the streets and alleys at night. However, with a community as large as Ciudad Juarez, that's impressive. Too bad it's not true.

The government has never been able to eliminate vampires from its city. In fact, they don't even try. Only when a vampire makes a spectacle of itself and can no longer be ignored, do the police consider taking action against the fiend.

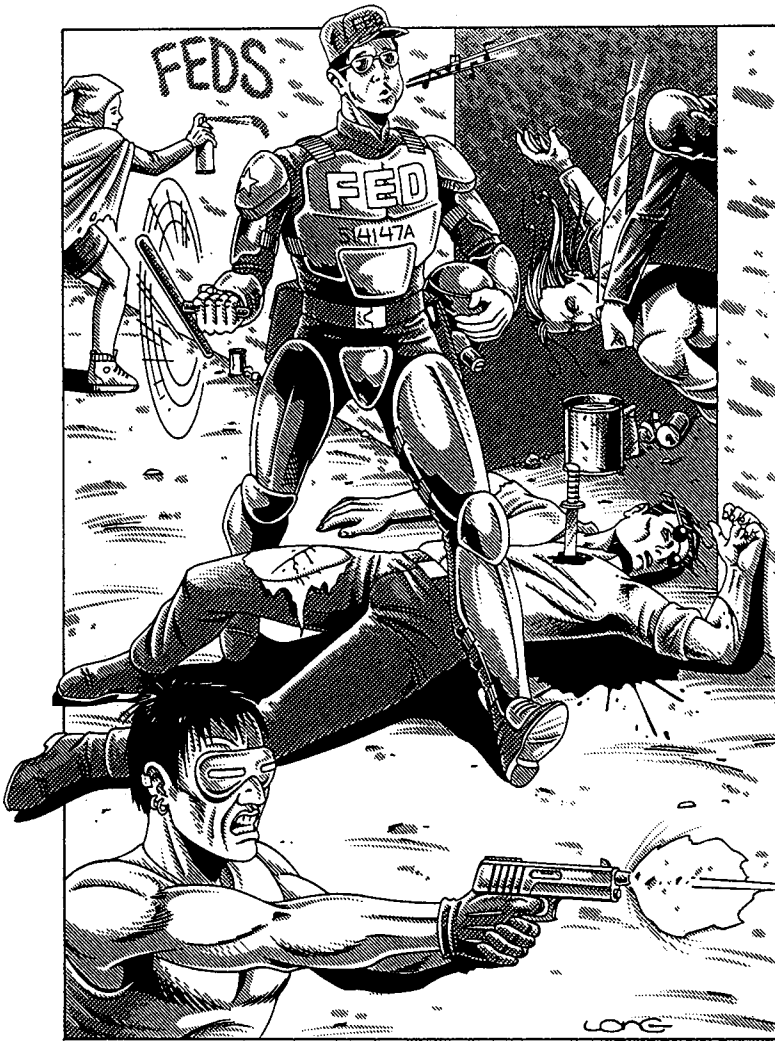
Government leaders claim Wild Vampires living in the Mexican wilderness are attracted to the city like sharks to blood, but the police are on the job and eliminate or chase them from the city as soon as one is reported. This too is a lie. The police put on a good performance to keep the people happy, but they seldom investigate allegations of crimes committed by vampires nor do they hunt them down, chase them out of town or exterminate them unless they have no other choice. The majority of vampire victims are beggars, street people and visitors, so the deaths of these nameless, faceless outsiders go mostly unreported, unnoticed and un-avenged. The undead learned long ago that keeping a low profile by feeding on the homeless, adventurers and non-residents offers the fewest serious repercussions.

The approach taken by corrupt Juarez officials and police works along the lines of: “What you don't know isn't a crime, isn't bad, and can't hurt you.” This *don't ask, don't tell and don't look into it* policy has worked very well, at least for the government officials and law enforcement.

The corrupt officials do not necessarily endorse or support vampires. It's more that they do not try to find out if their benefactor paying bribes or buying favors is an undead or the servant of one. In fact, officials and police go out of their way to put on blinders and not find out. Their logic is if they don't ask questions, don't investigate and don't know the truth, they've done nothing wrong. This madness is the “unofficial” policy of the corrupt Juarez government. If you don't actually know, or take the time to find out your “associate” is a vampire, or works for the vampires, then you are not actually colluding with vampires or hurting your citizens. You “accidentally” or “unwittingly” helped a vampire. Or a favorite excuse: Maybe they were mind controlled.

If people get hurt, it's a tragedy blamed on the undead. How could the police or government have known? The official was duped. He isn't a bad person working with vampires, he's an innocent pawn tricked or mind controlled by the forces of evil. At worst, he's just a lazy or incompetent bureaucrat, not a criminal, and certainly not a servant of vampires. These are the lies the bad cops and self-serving bureaucrats tell themselves to sleep at night. So even corrupt government officials honestly don't know how many vampires live in Ciudad Juarez, or who they might be. If pressed for an answer, most would guess a few dozen to a couple hundred, when the reality is many times more; close to 4,000.

The existence of the flamboyant vampire gang known as the **Night Masters** is an embarrassment to the ruling body. Half the time they pretend they don't exist, and the other half of the time they blame every crime committed by a vampire on them. See *Notable Juarez Gangs* in the pages that follow.



The Police

The Ciudad Juarez Police Force is a disorganized militia as corrupt and brutal as the criminals and gangs that operate in the city. Many are street punks and City Rats who grew up and joined the biggest and most powerful gang in the city, the **Juarez Police Force**. Joining the police gives one the legal right to bash heads, grab some glory, garner respect, and to make good money above and below the board. From a money point of view, the Juarez Police salary is good, but the real money lies in taking bribes, payoffs, extortion money, and the sale of information and favors.

The majority of police (70%) are corrupt, take bribes and may even work with or quietly help organized crime and vampires. Since there is no formal police training for Juarez Police officers, they bring with them whatever skills and sense of morality they have.

The following are the most common O.C.C.s with a badge in Juarez:

- 9% Criminal (any criminal O.C.C., bandits, etc.)
- 1% Bounty Hunter
- 31% City Rats (any type)
- 2% Combat Cyborg
- 6% Dog Boy
- 1% Crazy
- 1% Cyber-Snatcher
- 3% Gunfighter

- 1% Gunslinger
- 4% Headhunter/Partial Cyborg
- 1% Juicer
- 8% Mercenary Soldier (any type)
- 2% Practitioner of Magic (any)
- 3% Psi-Stalkers
- 3% Psychics (any, other than Psi-Stalkers)
- 2% Robot Pilot
- 4% Sheriff/Lawman
- 10% Vagabond/Saddle Tramp
- 5% Wilderness Scout
- 1% Wired Gunslinger
- 2% Other

Other Police Statistics:

Alignment Breakdown: 5% Principled, 15% Scrupulous, 10% Unprincipled, 30% Anarchist, 10% Aberrant, 20% Miscreant, and 10% Diabolic. While many are self-serving opportunists who take bribes to look the other way, or charge fees to actually do their job as police officers, they are not outright evil per se, but corrupt and selfish. For many in Juarez, corruption and payoffs are a way of life. Those who want to help people and try to do their job as honest law enforcers tend to be pragmatic about their job and stern. Many are tough, ruthless and even savage law enforcers who take no guff and any persistent attempt to bribe them is likely to result in a beating and threats of jail.

Average Level of Experience: 1D4+1 for the average police officer. 1D6+3 for those not of Anarchist or evil alignments and are dedicated lawmen of good alignment. 1D4+4 for City Rats, Dog Boys and officers of rank (Lieutenant, Captain and higher).

Education: 86% are illiterate; skills are as per O.C.C.

Racial Mix: The human to D-Bee mix on the force these days is about 50/50%; all get along fairly well. Dog Boys are generally counted among the D-Bees.

Standard Body Armor: Street patrols are in a brown *Bushman* body armor with 60 M.D.C., or tan *Vaqueros* body armor with green, red and white accents (90 M.D.C.; see **Rifts® World Book 14: New West** for details). Both have the word "Fed" and an I.D. number emblazoned on the armor as well as on their uniforms. Undercover police may wear street clothes, disguises, and any type of body armor, including M.D.C. long coats and dusters (28 M.D.C.). Short-range radios are built into the police armor and squad cars.

Standard Weapons: All police are issued an NG-57 heavy ion blaster, NG-L5 laser rifle, Wilk's laser wand (tool), 9 mm automatic pistol (15 shot clip, 4D6 S.D.C. damage, normal bullets and clips of silver bullets are provided), a six inch (15 cm) wooden crucifix, and wooden billy club (does 1D6 S.D.C. damage). However, any weapons of their own selection and purchase can also be used. Triax pump weapons and pulse rifles are popular additions, as are TW weapons. A dozen wooden stakes, mallet, extra clips of silver bullets, water pistol and water cannon are all standard issue kept in the trunk of the hover patrol car or dune buggy style squad car.

Breakdown of Police Units:

The number of police may sound rather large, but realize that they also serve as the militia that defends the city-state of Juarez from outside invaders, bandits, raiders and mercenary armies that may have their eye on the city. The police also have their hands full dealing with visiting adventurers, sorcerers, psychics,

cyborgs and a host of roughnecks who possess what are in effect super abilities.

1. 4,400 police patrol the city streets on foot in pairs and in squad cars, mostly in hover and land rovers. Though the police force has grown in size, it is still woefully inadequate for a city as rough and large as Juarez and with so many combat trained transients (16,000 to 20,000 mercs, adventurers and roughnecks).

2. 600 hover cycle & motorcycle police. Fast moving, one man units operating in pairs and four man squads. The motorcycles and hover cycles are armed with a forward laser and mini-missile launchers (4 missile payload); typically AT Speedster and Highway-Man motorcycles.

3. 500 Mounted Police. There is a new, mounted division with 500 police conducting patrols on horseback.

4. 300 “Sky Jockeys,” police that monitor the city from the air in NG-Samson power armor (140 suits) and Sky King hovercraft with full weapon systems (160 vehicles).

5. Mechanized Division: This division has been expanded to 144 Combat units that include, 48 Full Conversion Combat Cyborgs, 56 Headhunters (partial reconstruction ‘Borgs who use jet packs or police hover cycles), 16 Flying Titans, 32 NG Samson, 14 Triax X-10 Predator power armor, 6 Glitter Boys, 8 Titan Reconnaissance ‘Bots, 15 TR-001 Titan Combat robots, 15 TR-002 Titan Light Combat robots, 16 NG-7 Hunter Mobile Guns and 10 NG-M56 Multi-Bots. The city also has at its disposal 58 NG-W9 Light Labor ‘Bots, 24 NG-W10 Heavy Labor robots and 20 NG-V10 Robot Labor Vehicles (see **Rifts® Sourcebook One** or **Rifts® Game Master Guide** for these robots).

6. Psi-Division: 20 detectives with Major Psionics (level 1D6+2), 26 detectives who are City Rats (various) that have Minor Psionics (each is level 1D6+2), 64 Dog Boys (half are 8th level, the rest are level 1D6), 9 other mutants from Lone Star (each level 1D4), 18 Psi-Stalkers (half are level 1D4+6, the rest 1D6), 12 Operators (half are 9th level, the rest 1D4+2), 7 Bursters (level 1D4+3), two fifth level Nega-Psionics, 6 Mystics (one is 8th level, the others 1D4+2), and 10 Mind Melters (four are 7th level, two are 9th level, the rest are 1D4+1).

Carlos Sanchez, an Anarchist, 10th level Mind Bleeder (see **Rifts® World Book 12: Pyscape** for complete details on this psychic), is the head of the division. His abilities include: All R.C.C. abilities and all Mind Bleeder powers *except* Day Dream, Mind Trip and Neural Strike. Other psi-abilities include Bio-Regeneration (6), Hydrokinesis (varies), Impervious to Fire (4), Intuitive Combat (10), Mentally Possess Others (30), See Aura (6), Telepathy (4), and Telekinetic Punch (6); I.S.P. 67 (has 5 P.P.E.). Bonuses of Note: +4 on initiative, +4 to pull punch, +5 to save vs psionic attack (includes M.E. attribute bonus too, M.E. 21), +3 to save vs possession, +4 to save vs Horror Factor, +4 to save vs illusions and +7 to save vs mind control.

7. Magic Platoon (32): A group of special police that investigate and protect against supernatural and magic problems. **Lavana** heads the division. She is a female, 9th level Snow Lizard dragon, with an Anarchist alignment (it was Scrupulous 10 years ago when she first took the job). **Lavana’s Powers of Note:** Frost Breath (3D6 M.D., 100 foot/30.5 m range), Snowstorm Transformation, Metamorphosis, Teleport 40%, Bio-Regeneration 1D10 M.D.C. per melee round and has 400 M.D.C. Magic Knowledge: 116 P.P.E., knows all level one spells plus Banishment (65), Befuddle (6), Call Lightning (15), Carpet of Adhesion (10), Chameleon (6), Desiccate the Supernatural (50), Dispel Magic Barri-

ers (20), Escape (8), Exorcism (30), Extinguish Fire (4), Eyes of Thoth (8), Fire Bolt (7), Freeze Water (10), Frost Blade (15), Ice (15), Magic Net (7), Magic Pigeon (20), Negate Magic (30), Orb of Cold (6), Protection Circle: Simple (45), Repel Animals (7), Tongues (12), Turn Dead (6), Wave of Frost (6), Psionic Powers: Healing Touch (6), Increased Healing (10), Psychic Diagnosis (4), Mind Block (4), Object Read (6), Sense Magic (3), Total Recall (2), and Alter Aura (2). And the usual Snow Lizard abilities (see **Rifts® Ultimate Edition**, page 162, for complete stats).

Other members include second in command, Louis Antonio, an 8th level Ley Line Walker, a pair of 9th level Techno-Wizards, a 6th and 7th level Mystic, 3rd, 5th and 7th level Shifters, a 6th level Necromancer, six 5th level Psi-Stalkers, and 12 (level 1D6+1) Vampire Hunters, half of whom have Minor Psionics and all of whom are experienced in handling vampires and other supernatural menaces. Often work undercover; one third are D-Bees.

Note: The police force also serves as the militia/defenders of the city.

Good Cops ... Where?

Out of the entire police force, the honest police officer not on the receiving end of some sort of criminal alliance and bribery is the minority at 30%. These beleaguered champions of justice tend to get the lousiest assignments and are slow to get promotions, but are often among the most experienced and know a thing or two about hunting vampires. (Good Cop Bonus Skills: Lore: Vampires +30%, Streetwise +30%, Tailing +20%, Whittling +10% and W.P. Blunt with a focus on wooden weapons.) They know the modus operandi of the local gangs, smugglers, Black Market, corrupt police and vampires very well and how to work around them. They also know all the trouble areas, suspected vampire hangouts, and troublemakers of note.

Good lawmen are tolerant of vandalism, roughhousing, drunkenness and petty crimes, like stealing a car for a joy ride and petty theft committed by the youths of the slums, especially “basically good kids.” The good cops tend to be tough, no-nonsense hard cases who are likely to break up brawls and rowdy groups of adventurers with unnecessary force, but send the offenders home with a stern warning and a crack on the head or behind rather than jail time or a fine. Repeat offenders are forced to perform several hours of public service to the community. The good cops tend to save their strength and retribution for serious crimes like assault and battery, rape, kidnaping, extortion, murder and vampirism. They are intolerant of gangs except for the Guards (some police are even members of the vigilantes known as *the Guards*), drug dealers, Body-Chop-Shops, slavers, rapists, murderers, professional criminals, and vampires.

Though the “official position” of the Juarez government is there are no vampires in the city, everybody who lives in the city-state knows it is a lie. Good police officers quietly admit vampires exist in town and try to protect innocent people from them whenever they can. Good cops also offer discreet information and warnings about the undead to Vampire Hunters in the hopes they might do something about known or suspected vampire residents. When possible, good lawmen may help in the destruction of vampires as well as try to make sure Vampire Hunters are not the victims of retribution at the hands of the undead. The vampires of Ciudad Juarez often head criminal operations or mas-

querade as influential business owners, which means they have thugs, criminals, police and politicians on their payroll to take care of problems like Vampire Hunters and family members of victims seeking revenge upon the undead. Police with integrity try to fight these evil forces to the best of their ability, and can be relentless and merciless when it comes to vampires and their servants. The police know the streets and whose hands need to be greased (and how much) to make sure justice is served. Of course, in Ciudad Juarez, “justice,” even by the police, good and evil, is often “street justice” conducted in a dark alley or the edge of town where the police serve as lawman, judge, jury and executioner.

For the most part, the neighborhood people and members of the well-intended vigilante group known as *the Guard*, respect and admire the good cops who refuse to give in to corruption and pressure from evildoers on the force. They show their appreciation to these valiant men and women by giving the good police treats such as free food, coffee and other drinks, cakes, candy, pastries, handmade sweaters and hats, and other tokens of affection. Some of the local farmers and businesses also offer them 20-40% discounts on the goods and services they sell, and are quick to warn them of brewing trouble or threats against them. Good cops always have the ear (and heart) of the people, and are among the first to hear rumors. When these noble street soldiers are in trouble, the citizens and members of the Guard rush to their aid, which is probably why they are allowed to exist on the police force at all. Good police officers keep the people happy and make a good front for visiting heroes and adventurers, so they are tolerated with minimal retribution by other officers and government officials. Provided the good police do not humiliate or challenge them in public.

Government of Ciudad Juarez

The government calls itself a democratic republic and has a president, vice president, treasurer, secretary, police commissioner, fire chief, city council members, district representatives, and other city administrators. There are even public elections every eight years. However, the political machine is oriented to the perpetuation of bureaucracy, the division of the poor and the wealthy, and to maintain the current power structure. Most people in office have held their positions for 20-60 years.

It is a sad state of affairs, but the city government is more corrupt than the police. They share little interest in justice or the welfare of the people. They are ambitious men and women who seek only to line their pockets and attain power. For them, too much is never enough, and they are always on the lookout to acquire more wealth and power. Chaos reigns: City services are poor, police are overwhelmed, violence, crime and vice run rampant, the citizens struggle to make ends meet, the poverty rate is appalling and people suffer. Those who have tried to institute change through the political process either lose when they run against the established political machine, or suffer a calamity – such as scandal, blackmail, personal problems, an accident or an unexpected death in the family, if not their own – that takes them out of the political picture.

Despite the corruption, the crime and poor living conditions for many people, life in Ciudad Juarez is better than a lot of other places, especially in Mexico. People in Juarez have modern amenities, basic city services, access to modern and magical technol-

ogy, and, most important, are not under the thumb of the vampires. Citizens of Juarez live in a half-baked democracy, enjoy freedom of speech and expression, are (mostly) protected from vampires, bandits and other dangers out in the plains, there is free enterprise, and the lucky ones make a good living and can even start a business if they choose to do so. There are public and private schools, churches, a wide range of goods and services, medical clinics and a hospital, and Ciudad Juarez *is* a big city (by Rifts Earth standards) that feels alive and connected to the rest of the world.

Technology

Technology ranges from low-tech equipment and melee weapons to advanced technology, Techno-Wizardry and a smattering of Splugorth tech, Symbiotes and Bio-Wizardry. Since the war between Tolkeen and the *Coalition Army* started in Minnesota as well as an increased military presence in Lone Star (Texas) and the State of El Dorado (Arkansas), Coalition weapons, armor, vehicles and tech, as well as similar gear from *Bandito Arms* have also become more common in and around Ciudad Juarez, though their cost puts them out of the reach of most local people. Rural communities, farms and ranches outside the city also use a mix of low and high technology. Thus, you might have a basic farm that uses medieval methods and equipment, but has a hover truck and other bits of high-tech gear, along with Mega-Damage firearms and M.D.C. power armor for protection. Another might use 20th Century methods and equipment, or advanced hydroponics or magic.

Notable Juarez Gangs

Like El Paso, Juarez has its share of gangs and gang related problems, including rivalry and rumbles from visiting El Paso gang members. Twenty-five to thirty different gangs (mostly City Rat and Vagabond O.C.C.s) have claimed some parts of the city as their own. Many gangs are small (10-60 members), local to a particular street or neighborhood, and insignificant compared to the rest of the crime and vice in the city. Most gangs control only a small neighborhood of 4-10 blocks, and at least a quarter of them are, in effect, a neighborhood watch – citizens who have decided to patrol and protect their own streets from criminals, outsiders and vampires. On the other hand, the Black Market, for example, has many holdings in Ciudad Juarez and operates half the Body-Chop-Shops, gladiatorial arenas, and many of the taverns, drug dens, pawnshops, gambling houses and brothels. There are also guilds and political organizations that have a powerful influence on the city.

Of the gangs, there are seven “organizations” that need to be mentioned. *The Executive Circle*, *the Guard*, *Guild for the Gifted*, *the Night Masters*, *the Psykes*, *the Skivers*, and *the Subs*. These groups have a large membership and are the cause of frequent skirmishes, conflict and daily trouble or criminal activity.

The Executive Circle

This is not your typical “gang,” but its profound influence on life in Juarez and clashes with street gangs and heroes demands its inclusion.

As noted earlier, the official position of the police and the city government is that Ciudad Juarez is “vampire free!” Unfortunately, this is a flat out lie. Vampires can mix among the sea of adventurers, mercenaries and transients who come and go from the city every day. Moreover, there is a sizeable population of undead living within the city itself. The Guard and local Vampire Hunters estimate there to be at least 4,000 vampires leading a covert existence in Ciudad Juarez.

To help keep the vampire presence under the radar, the undead have formed an underground organization to communicate with each other and to establish rules of conduct, protocols for contact with mortals, and political and commercial policies involving vampire operations.

Many vampires living in Ciudad Juarez are rich and powerful, which gives them the money and influence to purchase the favor of officials in the Juarez government and police force. While many vampires operate as independent agents, clans and families, the **Executive Circle** functions as an elite cartel that lobbies and intercedes on behalf of a special interest group: *vampires*. This involves paying hush money to officials to look the other way, lose reports and evidence, and sometimes even lose bodies of the deceased. Officials also get paid *not* to investigate crimes involving vampires, reports of suspected vampire presence or activities, or threats from vampires. Payment is not necessary when it involves ignoring “ridiculous accusations” made against respected and powerful businesses groups and individuals being vampires or in the service of vampires. Of course, the corrupt official lets the respected individual know he did him this kind deed to garner the villain’s favor and continued patronage (read: bribes and payoffs).

The vampire inhabitants of Juarez appreciate the delicate political balance to keep Juarez citizenry, visitors and outsiders believing Ciudad Juarez is “vampire free.” They understand the necessity for the authorities to be able to deny the existence of the undead. As a result, the majority of vampire residents help the local government by seldom flaunting their presence or preying upon locals. Instead, the vampires hunt transients and the homeless. Many even wait to make their kills outside city limits where banditos, wolves, monsters or Wild Vampires can be blamed. These unofficial rules of conduct and practices are passed along and enforced by the Executive Circle.

The Executive Circle is composed of local vampires who have business interests in Juarez, or just like living here. Some have considerable power and influence, while others are individuals or small clans leading simple lives, but believe the guidelines and secrecy make sense (for now), and agree to follow them. Meanwhile, the organization works all angles to keep people in the dark about the true number of vampires living in Juarez.

While the Executive Circle operates in the highbrow society of politics and business, it has a few groups of troubleshooters who operate on the street level. These troubleshooters are known as the **Night Cleaners** – “action teams” who step in when serious trouble could implicate or cause trouble for important vampires or the entire vampire underground community in Juarez. If a mur-

der, the disappearance of a high-profile citizen, or other crime committed by a vampire attracts too much public attention, the Night Cleaners intervene. This might include cleaning up after vampires suspected of murder or mass slaughter, sexual misconduct, and other crimes and wrongdoing.

The Night Cleaners do whatever it takes to make the problem go away. Their initial approach is usually non-violent and involves paying off police to drop the investigation, discrediting the story or claimant, stealing evidence, planting false evidence, producing alibis for those who need them (this probably involves bribes, favors or threats), making threats and creating trails that lead to other (false) suspects, framing an innocent person for the crime, and so on. If that fails, Night Cleaners make the problem disappear in a more literal sense: the accuser or investigator disappears, has an accident or is even blatantly murdered (sometimes a message needs to be sent). The Night Cleaners also take care of vampires who become a problem. Such direct intervention against one’s own kind may involve leaking the “problem child’s” location to a Vampire Hunter or the Guard, or staking and putting the troublesome vampire where he won’t be found for a very long time. However, if necessary, the Night Cleaners will destroy a vampire that makes too much trouble. Of course, this must be handled delicately, as there are undead from virtually all the Vampire Kingdoms.

Rivalry among vampires. To most humans, all vampires are the same and belong to the same family fraternity. However, to vampires, each kingdom regards the others as rivals to their own world domination. Rivalry between the vampires of the rival kingdoms is hot and intense. Skirmishes between them are frequent, and like battles between rival street gangs, can sometimes escalate and spill onto the streets where innocent people get hurt. For the Executive Circle, keeping peace and cooperation between its own is trickier and more demanding than fooling they humanoids the live among.

On the street there are rumors about the Executive Circle and cautious whispers about the Night Cleaners, but the average person has never heard of either. Gangs like *the Guard* and *Night Masters*, on the other hand, have had run-ins with both more often than they’d like.

Breakdown of the Gang/Organization: Unknown, but estimated at 1,300 total, active members, but represents and serves as advocates of all vampires living in Ciudad Juarez. Its membership includes vampires from all the kingdoms of Mexico, including *Ixotz*, *Mexico Empire*, *Milta*, *Muluc*, and *Camazotz* (Chichen Itza). The latter two being the most uncooperative.

Common Gang Member Alignments: Anarchist (20%), Aberrant (30%), Miscreant (30%), and Diabolic (20%).

Typical Gang Member R.C.C.s: Secondary Vampires (97%) and Wild Vampires (3%).

Experience Level of the Typical Executive: 1D6+2 level; 1D6+6 for leaders.

Colors: None. Blend in with the mortal population. Most are believed to be well to do and influential.

Standard Weapons: Considering they’re well funded, that’s just about whatever they want. However, the average Executive tries to stay out of trouble and does not actively engage in street brawls, gang wars or thuggery. Only the organization’s enforcers, the *Night Cleaners*, actively engage in acts of violence and crime in the name of the group. They use a wide range of weapons and

gear, from guns and tech to magic, and hire mortal henchmen to do their dirty work and take the blame for any wrongdoing.

Mega-Damage Weapons: Same as above.

Body Armor: Same as above. Tend to rely on their supernatural abilities.

Bionics and Cybernetics: Not possible for vampires, though some henchmen and mortal thugs used by the Night Cleaners may have bionics as per their race and O.C.C.

Gang & Criminal Activity: Discreet intervention on behalf of vampires, described above, paying-off government officials, bribes, extortion, and deployment of the Night Cleaners capable of any crime or act of violence as above.

Gang Leaders: Unknown, but the names Thetas Cranston, Jesus Ramirez, Isabel Cabman, Roberto Garcia and Frank J seem to surface on a consistent basis.

The Guard

The Guard are not so much criminals as a militant vigilante group that presents itself as the “unofficial People’s Militia.” These are humans and D-Bees so fed up with crime and corruption that they’ve decided to take the law into their own hands. Guard members wander the streets in pairs and small teams of 5-10, protecting the citizens of Juarez from criminals, vampires, and evildoers. They may travel on foot (60%) or in vehicles. When they see a suspicious character hanging out where he has no business, they question and escort the person(s) out of the neighborhood. Resistance or a smart mouth is likely to result in a beating and more questions. Likewise, when someone under the protection of the Guard calls for help, the gang members come running. The main targets of the Guard’s wrath are vampires, supernatural monsters, and criminals (D-Bees and humans) who prey on innocent people, particularly the citizens of Juarez. Consequently, while the Guard might intervene in an obvious attack, rape, or theft of a traveler, they tend to steer clear of mercs and adventurers and the parts of town that cater to them. Instead, they focus on the neighborhoods where people live and make their homes. The Guard protect their neighbors and fellow citizens of Ciudad Juarez from lowlifes and crooks of every variety. Thieves, drug dealers, Cyber-Snatchers, rapists, murderers, roughnecks, other gangsters and vampires all know to stay out of neighborhoods protected by the Guard. An especially savage crime or one directed at children, women or priests can send the Guard on a vendetta of retribution that bathes the streets in blood. The Guard is famous for tracking down the perpetrator(s) and delivering their own brand of bloody street justice.

The justice of the Guard is swift and definitive. Rapists, molesters and murderers are beaten, killed and hung from a lamppost or tree for public viewing and as a warning to other blackguards. While many applaud such actions, the Guard’s brand of justice is often uneven and untempered. All too often the punishment does not fit the crime. A drunk adventurer who cause trouble, damages property or harasses or bullies a Juarez citizen doesn’t get a warning and a couple of slaps, or being forced to make restitution for damage, he too is often the victim of brutal violence, sometimes beaten within an inch of his life. Other times a disproportionate amount of credits or property will be “seized” by the Guard to cover damage or to make amends. Demeaning and insulting behavior and minor assault against a Juarez citizen, D-Bee or hu-



man, can garner the same response, even if the “citizen” started the trouble or hurt the outsiders first. The Guard all too often take the word of a local over that of an outsider, rather than seek

the truth in a dispute or conflict. They also enjoy giving visitors who think they are better than the people of Juarez a lesson in respect or humility. That lesson is almost always a vicious beating and lecture on respect toward others and a warning to get out of Juarez and/or to keep their noses clean while visiting “their” city. Thieves, con artists, and cheats receive a similar beating and all of the thieves’ valuables are taken; half is given to their victim(s), the other half taken as a “donation” to cover the cost of Guard operations. Vampires and supernatural monsters responsible for any crimes against a citizen are hunted down and killed without hesitation, assuming they can be found.

The Guard is the only gang that is allowed passage through other gangland territory, provided they do not interfere with gang business and let the gangs take care of their own. Most gang leaders respect or fear the Guard, do not challenge the Guard’s passage through their turf, and listen to anything a Guard leader has to say. Many gangs will even punish and kill one of their own gang members when the Guard can prove the accused is guilty of some atrocity beyond redemption. This gives the Guard a great deal of influence in the neighborhoods where people live. The Guard has not fought another gang in 19 years.

The Juarez government and their criminal benefactors have come to hate the Guard. They recognize the influence the gang has with the people, who see them as local heroes. This makes the government and crime lords very nervous. They fear the Guard is an inevitable political adversary that could one day threaten the status quo and overthrow the corrupt government currently in place. As a result, they order the police to harass, punish and persecute the Guard worse than any of the other gangs. Likewise, the police are ordered not to investigate or interfere with acts of retribution taken by criminal organizations that attack members of the Guard, not even drive-by shootings and open warfare in the street. Fools that they are, they don’t realize that this makes the Guard heroes and martyrs who are all the more respected and revered by the people, and other gangs.

Despite a decade long campaign against the Guard, their membership has grown to more than twice the size and are all the more resolute in making the neighborhoods of Juarez safe for families and free of tyranny, be it at the hands of men or monsters. The Guard respects all Vampire Hunters, Cyber-Knights, lawmen and heroes of renown. They have never encountered a CS Soldier, but tend to like what they’ve heard of the Coalition’s stance against monsters and magic.

The Guard

Breakdown of the Gang: 5,650 total members puts it on par with the “official” police force. 52% humans (10% of them are men of magic), 33% D-Bees, 6% mutant animals (mostly Dog Boys), and 9% others, including Psi-Stalkers, psychics, and others. Plus there are tens of thousands of families in the slums who support the Guard by offering members sanctuary and hiding places in their homes, medical assistance, food, report rumors and suspicious people and incidents, and act as spies and informers.

Common Gang Member Alignments: Scrupulous (30%), Unprincipled (30%), Anarchist (20%), Aberrant (5%) and others (15%).

Typical Gang Member O.C.C.: City Rat (30%), Bandit/Thug (5%; any Criminal O.C.C.), Headhunter (5%), Practitioner of Magic (10%), Professional Soldier (5%; any Men-at-Arms O.C.C.), Psychic (5%; any O.C.C.), Rogue Scholar (5%), Vaga-

bond (10%), Vampire Hunter (10%), Wilderness Scout (10%), and others (5%). 12% of the Guard is made up of *Dog Boys*, *Psi-Stalkers* and other *R.C.C.s*.

Experience Level of the Typical Guard Member: 1D4+2; 1D4+6 for leaders.

Colors: Dress entirely in black or black and dark grey clothes and body armor with brown or red boots and gloves. Most wear a dark hood, ski mask, or stocking to cover the face to conceal their identity from the authorities, rival gangs, the criminals they fight and vampires. A white or silver cross is evident as a patch on the shoulder, chest or back. Many members also have a silver cross lying across a wooden stake tattooed on their arm. All wear a silver cross around their neck, and most are equipped with basic vampire fighting gear.

Standard Vampire Weapons: Basic Gear (Minimum): Pocket mirror, silver cross, wooden or silver plated machete (1D6 normal S.D.C. damage, 2D6 to vampires), wood billy club (1D6 S.D.C. damage), one vial of holy water and six wooden stakes. Maximum Vampire Gear: Mirror, a wood or silver cross, 1D4 wooden knives or silver plated knives, crossbow or short bow and arrows (each silver tipped), water pistol or water cannon, and/or automatic pistols with silver bullets, and six wooden stakes and mallet. Vampire Hunters who are members of the Guard have their own range of equipment.

Mega-Damage Weapons: One Vibro-Knife or Vibro-Short Sword, one energy pistol with good to excellent stopping power (handguns of all kind because they are easy to conceal; long-range weapons large, obvious and clumsy in close-quarter city battles). Wilk’s, Northern Gun and Triax pistols are favorites, but any can be used.

Body Armor: Explorer, Urban Warrior, Bushman and Huntsman body armor are the most common among the Guard and are concealed under jackets, long coats, ponchos, robes or baggy clothing.

Bionics and Cybernetics: Cybernetic implants (a la City Rat O.C.C.) are far more common than bionics. 50% of all Guard members have 1D6+1 cybernetic implants, while 5% have that number of implants plus 1D4+2 bionic features (limb, weapons, etc.).

Gang & Criminal Activity: The Guard spend most of their time patrolling the streets as vigilantes protecting people from criminals and vampires. They question suspicious characters and detain, beat up and even kill criminals caught preying on the citizens of Juarez or innocent travelers. They are especially ruthless against Cyber-Snatchers and vampires, attacking without hesitation and with murderous intent. From the authorities point of view, the Guard are known vigilantes who don’t think anything of threatening, starting fights and brawling with roughnecks, bandits, and criminals, or chasing down and hurting or killing “suspected” criminals and criminals caught in the act of a crime, which often leads to gunplay, property damage, injuries, and public unrest. A number of the Guard are wanted for breaking and entry, assault, and murder (though usually against criminals and evil beings). Occasionally, the Guard join forces with other well meaning people (like player characters) to fight crime, destroy evil and bring justice. The bloodiest confrontations have been with the Skivers gang, vampires, bandits, outsiders looking for trouble, and monsters. The Guard are constantly on the lookout for the undead and eliminate them whenever possible. With the exception of the Skivers, the Guard

avoid trouble with the other gangs and are respected by most City Rats, other gangs, and the citizens of Juarez. Some of the honest policemen even secretly work with the Guard to help clean up the city. However, most of the Juarez police are corrupt and evil, thus they will kill (when there are no witnesses), frame or otherwise discredit members of the Guard whenever they can.

Note: The Guard's war on crime and vampires makes them a pain in the neck for Juarez government leaders and authorities. For one thing, their superior efforts at fighting crime and keeping the streets safe makes the corrupt officials look bad. It also brings heat on them from their criminal associates, angry about interference and losses caused by the Guard. However, due to the massive support of the people and the respect of other gangs, the corrupt police force can only do so much to the Guard without causing a riot. As a result, they engage in harassment, threats and unofficial retribution upon the gang, often by hiring mercenaries, bandits and adventurers to kill key Guard leaders or cause trouble for the gang. Of course, when these "unfortunate incidents" occur, the police are nowhere to be found. The lawmen let the conflict play out until it is over, then they sweep in to keep things under control and to "investigate" the matter.

The Guard are broken down into division groups and squads. The neighborhoods are first divided into regions, each region has a division and Division Leader, and each division is broken into several squads that take turns patrolling the streets and handling local crime and other issues. Each regional division is responsible for protecting and assisting the people of a specific neighborhood area, with the gang functioning as a civilian militia and vigilante police force. Each squad has 10 armed and trained members to patrol the streets they are assigned. A squad may be further divided into groups of two or four, but these smaller units still coordinate and work together as a squad in a small, specific area. The Guard's focus is the protection of the innocent, stopping crime, chasing away brigands and monsters, and dispensing justice upon those who threaten or hurt the people of "their" sprawling neighborhood first, the people of Juarez in general second, and outsiders last. The divisional leaders and the less violent or physically capable members of the Guard assist in community affairs, organize public services, home repair, garbage disposal, finding food, clothing and shelter for the poor, and so on.

Guard Gang Leaders: The leadership is divided between three individuals. All are concerned with the plight of the people, both D-Bee and humans, who live in poverty and who are the constant victims of crime, gangs, brigands, corruption and evil. Their credo is: If the police won't do anything for the people, then they will stand up for themselves – even if they have to take the law into their own hands. Although the Guard often function as police, judge, jury and executioner, and their idea of justice is swift and violent, they have made a huge difference in cleaning up and keeping the neighborhoods safe where the Guard have a presence.

Octavio Diaz is an aging 9th level Rogue Scholar (71 years old, Scrupulous). He is one of the original founders of the Guard and remains its spiritual heart and soul. Octavio remains very active in the organization, but is looking to take a step back and let younger people handle the day to day operations. Hernan Luis Calles or Lupe Estaves seem like the logical choices.

Sir Clive Winston is an Anarchist (was Unprincipled) 10th level Cyber-Knight and Director of Strategies and Tactics. He is 40 years old and rumored to have died once in the call of duty but was magically resurrected. He stayed in Ciudad Juarez, his adopted home, during the years of the Siege on Tolkeen when many Knights joined the battle there. He has had a few dealings with Reid's Rangers and has mixed feelings about them, and hates Sir Lazarious. Over the last 8-10 years, Sir Winston has become less tolerant of many people and situations.

Lupe Estaves, an 11th level City Rat and Division Leader, Unprincipled, age 35, has proven to be an intelligent (I.Q. 20), super-resourceful, and charismatic leader (M.A. 21) driven by deep conviction and compassion. He is so well regarded by the rest of the Guard and the people they protect, that he is considered to be the heir apparent to lead the gang.

Hernan Luis Calles is an 8th level Operator and Division Leader, age 31, Scrupulous alignment. His family has lived in Juarez for generations and owns a popular neighborhood garage, and his Uncle Miguel is the pastor of a local church and soup kitchen in one of the poorest areas of Guard turf. The garage only works on vehicles used by the Guard, and those belonging to neighborhood people. In both cases, customers are only charged for the cost of parts plus an additional 30% for labor.

Guild for the Gifted

The Guild for the Gifted, also known simply as "The Guild" and "The Gifted," is not a gang per se, but yet another influential organization of self-serving people who operate within Ciudad Juarez. The Guild is a combination trade union and exclusive club for powerful practitioners of magic and the occasional psychic and super-powered being – vampires excluded. The majority of the members are practitioners of magic (75%), nearly a quarter are Master Psychics (20%, with half being Mind Melters and others described in the pages of **Rifts® World Book 12: Psyscape™**), and the remainder (5%) are Rogue Scientists, Rogue Scholars and people who hold arcane knowledge, power, or artifacts that give them immense power, as well as a few alien beings, superhumans (i.e. humanoids with super abilities), dragons, and supernatural beings.

The Guild for the Gifted keeps a public low profile and tries to avoid police entanglements and trouble with other gangs. Of course, this does not mean that they are not involved in illegal activities, quite the contrary, it's just that they are very quiet and discreet about it. The Guild has its hands in everything it can, especially businesses involving magic and psionics. The goals of its members are the acquisition of wealth, power and revenge by means of magic, blood sacrifices and manipulation (which is where psionics comes in).

The Guild has a reputation for being mysterious, self-serving and dangerous, which gives them a bit of a bogeyman reputation. Thus, citizens of Ciudad Juarez tend to avoid all members of the Guild for the Gifted for fear of becoming victims of human sacrifice, an evil scheme, besieged by demons, plagued by bad luck, or becoming the target the Guild's many supernatural and mortal enemies. Locals insist the Gifted are a source of evil, and rumors of demon worship, dark magic, insanity and wickedness abound. Many are the tales of nightly magic rituals, blood sacrifices, visitations by demons and monsters, wizard

feuds and depravity. How much truth there may be behind these “rumors” is difficult to say, but there can be no doubt that the locals believe them all. Next to city government, the police, and the Black Market, the Guild for the Gifted is the most powerful force in Ciudad Juarez.

The Sanctum. A huge, five story mansion (with a basement and a secret sub-basement) is known as the Sanctum. It serves as the headquarters and home for about a third the members of the Guild for the Gifted. The rest own their own haciendas, estates and mansions or are off causing trouble in some other part of the world. The Sanctum is out-of-bounds to the public, and not even the police are allowed beyond the reception area and lounge (which is fine by them as most are terrified to go any farther). The place is protected by magic, wizard Familiars and supernatural servants. Every room is enchanted with the “Sanctum” spell. Magical symbols, wards, mystic alarms, and magic circles are everywhere as are murals, works of art and shelves and shelves of ancient and alien books. Thus, it is a true safe haven for its gifted members and those people the Guild chooses to protect from both man and the supernatural.

The Library of the Gifted. A famous collection of modern, pre-Rifts, ancient and otherworldly books and video disks about magic and the supernatural is kept at the Sanctum. The library includes books on history, lore, gods, demons, monsters, vampires, other dimensions, dimensional travel, and learning magic. Also included are books and scrolls with working magic circles, rituals, and magic spells. The members of the Gifted and special guests are allowed supervised access to the Library of the Gifted. The library and its contents are protected by magic and guardians, as well as the inhabitants of the Sanctum at the time. A quartet of Stone Golems, each 7 feet (2.1 m) tall, guard the entrance, with two outside the entrance door and two inside the library itself. A pair of zombies clad in Coalition Dead Boy armor, plus the pair of zombies that always accompany Fineous the Librarian, are among the more obvious safeguards.

The Circle of Stone is a place of summoning used by the Gifted just outside the city limits. It is a small ley line nexus point where three ley lines (each about 5 miles/8 km long) intersect. The location is denoted by a small, Stonehenge-like circle of 15 foot (4.6 m) stone pillars and archways. This is where the Guild for the Gifted performs many of their most important and powerful summonings, dimensional travel and the opening of Rifts. The place is shunned by the locals and authorities alike, and most wizards who are not Guild members honor the Guild by not using the place themselves.

Rumors abound. The Guild for the Gifted is a constant source of stories and wild-eyed speculation. Whenever sickness or strange things occur in Juarez, fingers point toward the Gifted as the source of the trouble. Thus it is difficult to say what rumors may be true and which are not.

Among the more recent crop of rumors: A number of artifacts and books from the Magic Kingdom of Tolkeen have found their way to the Sanctum. High-powered leaders of Tolkeen, including King Robert Creed, have taken refuge with the Guild for the Gifted and live within the walls of the Sanctum. Other rumors suggest it is not King Creed, but Warlord Corin Scard and Sal-kind the Metal Mage who have found sanctuary at the Guild, as well as others from the Circle of Twelve.

The Guild for the Gifted

Breakdown: 156 total members; very exclusive, very elite, very powerful. 50% humans, 30% D-Bees, 20% other (dragons, demons, Temporal Raiders, Godlings, aliens, monsters, etc.). Employ about 200 non-magic “associates,” including low level practitioners of magic (level 5 and lower), assassins, spies, informers, and mercenaries on a regular basis to handle the more mundane chores and dirty work. In addition, they have several corrupt city officials and police on their payroll.

Common Member Alignments: Anarchist (40%), Miscreant (30%), Diabolic (20%), and Aberrant (10%).

Average Level of the 156 Members: 11th level (roll 1D6+8).

Colors: None per se. Tend to dress in silk robes and the most expensive clothing, and be adorned in expensive gold and gem encrusted jewelry and magic amulets and talismans.

Standard Vampire Weapons: Pocket mirror, gold cross or magic amulet, and magic weapons.

Mega-Damage Weapons: Magic spells, scrolls, magic weapons, Vibro-Blades and handguns of all kinds, often including hard to find and expensive items such as Triax weapons and Techno-Wizard devices.

Body Armor: Typically worn only when a battle is anticipated, and then usually light or partial armor like Urban Explorer or Huntsman, or more likely, magic armor (Techno-Wizard, spell or other magic).

Bionics and Cybernetics: Cybernetics interferes with magic and spell casting so it is avoided. No augmentation for the sake of augmentation.

Gang & Criminal Activity: Robbery, assault, kidnaping, extortion, murder, assassination, and human sacrifice for the cause of mystic knowledge and personal gain. Most of the Gifted’s criminal and murderous ways are for the purpose of gathering more wealth, power, magic, and the extraction of revenge. The mages often sell their mystic services and favors to government officials, the police, wealthy merchants and any who can afford their price (often a debt that will see payment in the way of favors and information collected time and time again). The Guild for the Gifted is often called upon by the government and the police of Juarez to assist them in dealing with supernatural menaces and delicate matters such as assassination and clandestine operations.

Note: The power and reputation of the Gifted is such that the thousands of rogues and brigands who fill the streets will “give” (the more foolish will try to sell) information to win a guild member’s favor (and perhaps be able to get a discount on magic items, or receive aid or advice from the Guild member at a later time). Furthermore, the Guild owns (has paid off) several key people within the government and law enforcement, as well as hundreds of informers and musclemen within the police department who warn them of trouble, keep them apprised of developing situations, lose evidence that could hurt the Guild, give them illegal access to prisoners, and provide them access to police files. Cops on the take blatantly ignore reports of crimes committed by the Guild and may frame innocent people, especially outsiders or vampires, for the crime when a scapegoat is needed. Consequently, the members of the Guild for the Gifted seldom encounter problems with the police or the government.

Members of Note within the Guild for the Gifted:



Fineous Clydesworth

Guild Librarian

Also known as: The Librarian.

Alignment: Diabolic.

Attributes: I.Q. 24, M.A. 9, M.E. 14, P.S. 8, P.P. 11, P.E. 10, P.B. 8, Spd 9.

Race: Human.

Age: 86 and looks every bit his age. However, it is rumored he has been granted immortality.

Height: 5 feet, 7 inches (1.7 m). **Weight:** 134 lbs (60 kg).

Hit Points: 62. **S.D.C.:** 18.

M.D.C.: By magic or armor only.

P.P.E.: 12. **I.S.P.:** None, not psychic.

Level of Experience: 14th level Rogue Scientist.

Area of Expertise/Skills of Note: Archeology, Anthropology, Biology, Chemistry, Chemistry: Analytical, Chemistry: Pharmaceutical, Mathematics: Advanced and Basic, Computer Operation, Computer Programming, Literacy: Dragonese, American, Spanish, Techno-can, and Euro, also speaks those languages plus Japanese, Faerie Speak, and Gobblely, Lore: Demons & Monsters, Lore: Magic, Lore: Vampires, and Radio: Basic, all at 98%.

Special Abilities (tied to Lore and Literacy knowledge): Recognize and identify magic wards, circles, runes, and symbols at 80%. Identify magic enchantment and potions (82%) and magic items (75%). Can actually perform magic rituals if giv-

en explicit written instructions and can read/use magic scrolls, but needs to draw P.P.E. from a blood sacrifice, willing participants, or a ley line to use a scroll.

Magic and Weapons: NG-57 ion blaster and a Vibro-Dagger.

Wears an amulet of Turn the Undead and a magic charm (+1 to save vs magic & psionic attack). A large gold and diamond studded, Egyptian style necklace (worth over 250,000 credits as jewelry alone) is a magic talisman that contains the spell Teleport: Superior and can be activated twice per 24 hours.

Scrolls include: Two Armor of Ithan, two Banishment, three Befuddle, two Blind, four Call Lightning, two Chameleon, two Constrain Being, two Exorcism, six Eyes of Thoth, eight Heal Wounds, one Impenetrable Wall of Force, two Invisibility: Simple, four Globe of Daylight, four Magic Net, one Mystic Portal, four See the Invisible, one Re-Open Gateway, two Restoration, two Speed of the Snail, three Superhuman Speed and two Turn Dead. All scrolls are cast as if they were 8th level spells.

Note: Fineous is a malicious fellow with a wicked sense of humor and a cruel streak a mile wide. He takes great delight in misleading adventurers (especially those of good alignments) and getting them into trouble with other Guild members, the police, evil forces and the supernatural. He seldom leaves the Sanctum, but is often the host to visitors and oversees the library. Two zombies, clad in heavy Dead Boy body armor and armed with CS Vibro-Claws, C-18 laser pistols, and C-12 assault laser rifles, have been created to protect and assist the old man. They obey the librarian's every command. Fineous has several scary stories about the zombies and always makes a chuckling comment about the fate of those who dare to oppose the Gifted.

Devon Drilfraun

The Lord of the Sanctum

Also known as: Devon the Destroyer and Master of the Gifted.

Alignment: Diabolic.

Attributes: I.Q. 20, M.A. 14, M.E. 14, P.S. 17, P.P. 15, P.E. 15, P.B. 24, Spd 12.

Race: D-Bee (Elf).

Age: 156, looks 30.

Height: 6 feet, 7 inches (2 m). **Weight:** 194 lbs (87 kg). Tall and slender. **Hit Points:** 76. **S.D.C.:** 27.

M.D.C.: By magic or armor only.

P.P.E.: 197. **I.S.P.:** None, not psionic.

Disposition: Cool under the worst conditions; supremely confident. Condescending toward others, especially soldiers and physical occupations.

Level of Experience: 13th level Ley Line Walker.

Area of Expertise/Skills of Note: Magic, administration, analysis, strategy and tactics. All Ley Line Walker O.C.C. skills, Computer Operation, Horsemanship: Equestrian, Literacy: Dragonese, American, Spanish, also speaks those languages plus Faerie Speak, and Gobblely, Lore: Demons & Monsters, Lore: Faeries & Creatures of Magic, Radio: Basic, and Pilot Hovercraft, all at 98%, plus W.P. Energy Pistol and W.P. Energy Rifle.

Weapons: JA-9 Juicer variable laser rifle, TX-11 sniper rifle (3D6 M.D., 1600 foot range (488 m), 20 shot clip, +1 to strike, aimed or wild shots only), TX-16 pump rifle (4D6 M.D., 1600

foot/488 m range, 16 rounds), silver short sword, flaming sword (4D6 M.D.), Mantle of Invulnerability (3x daily, 10th level, lasts 10 melee rounds), Techno-Wizard Thief Gloves (look like metal gauntlets that have Concealment 6 P.P.E. and Escape 8 P.P.E. spells/abilities, 8th level), and an amulet of Turn the Undead. Also scrolls of Metamorphosis: Insect, Time Hole, and Memory Bank.

Spells of Note: All Ley Line Magic spells, all level 1-3 spell invocations, plus Calling (8), Call Lightning (15), Close Rift (200+), Create Zombie (250), Cure Minor Disorders (10), Desiccate the Supernatural (50), Dimensional Teleport (800), Dispel Magic Barrier (20), Fire Bolt (7), Life Drain (25), Locate (30), Negate Magic (20), Remove Curse (140), Repel Animals (7), Sanctum (390), Sickness (50), Speed of the Snail (50), Spoil (30), Stone to Flesh (30), Summon Storm (300), Tongues (12), Transferral (50), Wards (90), Water to Wine (40), and Words of Truth (15).

Note: Lord Drilfraun is the master of the Sanctum. It is his duty to oversee the management of the Guild House (also his home) and the day to day routine of the Guild functions and activities. He is generally regarded as second or third in command of the Guild.

Rasputin the Grey

Guild High Lord/Leader

Real Name: Rasputin Tanrovich.

Alignment: Miscreant.

Attributes: I.Q. 20, M.A. 24, M.E. 21, P.S. 17, P.P. 15, P.E. 18, P.B. 19, Spd 14.

Race: Human.

Age: 56

Height: 6 feet (1.8 m). **Weight:** 180 lbs (81 kg).

Hit Points: 59. **S.D.C.:** 30.

M.D.C.: By magic or armor only.

P.P.E.: 219, **I.S.P.:** 61, Minor Psionic.

Level of Experience: 14th level Shifter.

Area of Expertise: Magic, summoning, diplomacy, deceit and manipulation; suffers from delusions of grandeur.

Skills of Note: Computer Operation, Hand to Hand: Expert, Literacy: Dragonese, American, Euro (the Old Russian Empire is his native land), also speaks those languages plus Spanish and Gobblely, Lore: Demons & Monsters, Mathematics: Advanced and Basic, Radio: Basic, Pilot: Hovercraft, all at 98%, plus W.P. Energy Pistol and W.P. Energy Rifle.

Magic Spell Knowledge: All level 1-2 spell invocations, all protection and summoning spells (Summon Shadow Beast is one of his favorites), plus Animate/Control Dead (20), Anti-Magic Cloud (140), Banishment (65), Blind (6), Call Lightning (15), Circle of Flame (10), Close Rift (200+), Commune with Spirits (25), Create Magic Scroll (100), Dimensional Teleport, Dimensional Portal, Dispel Magic Barriers (20), Exorcism (30), Expel Demons (35), Eyes of Thoth (8), Eyes of the Wolf (25), Fire Ball (10), Forcebonds (25), Frost Blade (15), Fuel Flame (5), Globe of Silence (20), Id Barrier (600), Id Alter Ego (130), Invisibility: Superior (20), Lightblade (20), Mask of Deceit (15), Multiple Images (7), Mute (50), Negate Magic (30), Oracle (30), Repel Animals (7), Sanctum (390), Shadow Meld (10), Soul Twist (170), Tame the Beast (60), Teleport: Lesser (15), Teleport: Superior (600), Tongues (12), Trans-

feral (50), Turn Dead (6), Watchguard (10), Wind Rush (20), and Words of Truth (15).

Psionics: Minor Psionic, 61 I.S.P., Presence Sense (4) and Object Read (6).

Weapons: Triax TX-26 particle beam pistol, (5D6 M.D., 400 foot range/122 m, 15 shot FSE-Clip), TX-16 pump rifle (4D6 M.D., 1600 foot range/488 m, 16 rounds), wooden staff (2D4 S.D.C.), flaming sword (4D6 M.D.), Mantle of Invulnerability (3x daily, 10th level, lasts 10 melees or 2.5 minutes), Techno-Wizard Thief Gloves (look like metal gauntlets that have Concealment 6 P.P.E. and Escape 8 P.P.E. spells/abilities, 8th level), and an amulet of Turn the Undead. Also scrolls of Metamorphosis: Insect, Time Hole, and Memory Bank.

Note: High Lord Rasputin the Grey is linked to a supernatural intelligence known as the *Grey One*, *Lord of the Shadows*. The origin and powers of the Grey One are unknown to all but Rasputin. Nobody knows who or what the Grey One may be or what it wants, but Rasputin's link to the mysterious deity gave him the power to usurp leadership of the Guild for the Gifted. This happened 15 years ago when he murdered the original founder of the Guild. Rasputin is perceived as a capable and cunning leader. He has won the respect and fear of his fellow guildsmen and under his leadership, the Guild has prospered. With Rasputin's guile and ingenuity, the Guild has grown to be one of the important powers behind the scenes at Ciudad Juarez. Half of the Guild members are fiercely loyal to their leader, a third are complacent and the minority envious.

Rumors: Rasputin is reputed to associate with demons and creatures of darkness. One or two Shadow Beasts are always at his side to protect him. It is said the Grey One he serves has no love for vampires and has aspirations to enslave or destroy them. While this may sound promising, remember to beware the devil you don't know. Despite this rumor, Rasputin and the Guild have made no obvious moves to kill or undermine the undead in Ciudad Juarez or the Vampire Kingdoms. Another rumor believed to have been started by the priests of Camazotz is that the Grey One and Camazotz know each other. However, it is unclear whether the two are part of the same pantheon, friends, allies or enemies.

The Night Masters

More than two thirds of the vampires in Ciudad Juarez are not card-carrying members of the *Executive Circle*. Many, however, agree to follow the Circle's suggestions protocols for staying under the radar and sometimes turn to the Executive Circle when they find themselves in trouble. A large number of the vampires living in Ciudad Juarez are lone individuals or members of small clans and families with 3-12 members. In fact, Doc Reid estimates that one third to half the undead in the city are *independent vampires* with no allegiance or affiliation with any of the Vampire Kingdoms. As such, they have their own agendas and seek to fulfill their own aspirations. Such individualists are proud to be vampires and believe themselves superior to mortals, but they have separated themselves from the Kingdoms or plans for global domination. However, they appreciate the reason to be coy and not flaunt their presence or superiority to mortals, so they follow the protocols suggested by the Executive Circle and don't make waves.



However, not every undead feels this way. Some individuals and groups of vampires answer to no one and do as they please. These rogues kill residents of Juarez, challenge Vampire Hunters to battles in the streets, confront heroes, take down whoever gets in their way, and flaunt their existence as vampires. Individuals and small clans are bad enough, but there are several small gangs (1D6x10 vampire members, plus their servants and flunkies) who behave this way. The worst of the vampire gangs roaming the streets of Ciudad Juarez is the Night Masters.

The Night Masters gang is a virulent plague that over the last 16 years, people have tried to wipe out on many occasions. However, every time the gang leaders are slain and the gang disbanded, it resurfaces as vicious and nasty as before. All the original Night Masters gang leaders were destroyed more than a decade ago, yet when the gang reappears under new leadership, the new leaders take the names of the founders and keep the gang running until they too are slain. This has gone on, over and over again for more than a decade. Despite the almost obsessive efforts of *the Guard*, secret purges by the *Night Cleaners*, and the efforts of visiting heroes, the Night Masters keep resurfacing meaner than ever. The Executive Circle has recently decided that sending the *Night Cleaners* after the gang only makes them heroic rebels in the eyes of defiant, young vampires who join the ranks of the gang with each new incarnation. Thus, they've called off the *Night Cleaners* — for now.

The martyr aspect may be an accurate one, because with every new incarnation of the Night Masters gang, the new leaders take the names of the original gang's top leaders and all members see

themselves as rebellious heroes. The original founders, *Master Night*, *Night Mother*, *Dark Brother* and *Ray Flint*, are all revered as champions of vampire-kind and bold anarchists ready to take their place as demigods among mortals, not kowtow to them. This appeals to young vampires (levels 1-4) who revel in their vampiric powers and are anxious to rise to the top of the food chain and rule over inferior mortals.

The vampires of the Night Masters, from leaders to the lowliest member, behave like arrogant, elite beings who should be feared and worshiped by humans and D-Bees. They flaunt who and what they are, force mortals to bow down before them or suffer their wrath, and engage in blatant criminal acts, violence and murder. In short, they do as they please and defy any "mortal" to stop them. They enjoy attacking the police (who usually run for their lives), embarrassing adventurers, taking down fighters of all types, and killing *Cyber-Knights*, *Vampire Hunters* and the *Guard*. They also enjoy fights with other Juarez gangs to prove they are the most deadly and powerful. The current Night Masters gang are not nearly as well organized as many past incarnations, and lack good strategies and tactics from their leadership. The current gang leaders are in-your-face tough guys with arrogance to spare, but lack finesse and direction. What they lack in skill, purpose and leadership, however, they make up for with exceptional ruthlessness and sheer numbers. This current Night Masters gang has more gang members than any before them.

Breakdown of the Gang: Estimated at 300-350 total members; vampires only. They also have the sympathies of scores of other undead who may or may not help or support them in a crisis.

Common Gang Member Alignments: Anarchist (25%), Aberrant (5%), Miscreant (40%), and Diabolic (30%).

Typical Gang Member O.C.C.: Secondary Vampires (90%) and Wild Vampires (10%). Bands of 2D4+2 Night Masters can be encountered anywhere in Juarez. However, being young turks with something to prove, they are most likely to be found where the action is – nightclubs, gambling houses, illicit places of business, the bad parts of town and wherever human champions and adventurers can be found to fight with.

Experience Level of the Typical Night Master: 1D4 level; 1D6+1 for leaders.

Colors: Nothing official, but they tend to wear dark clothing, leather, spikes and chains, and fetish gear. The gang insignia is a broken femur bone, which they often leave at the scene of a crime or battle as their calling card. A handful (less than 10%) wear the insignia of the broken bone on their clothes, and 50% make no attempt to disguise their undead appearance, they look like demonic corpses.

Standard Vampire Weapons: Many of the undead do carry weapons capable of hurting and killing other vampires, most notably wooden stakes, cane swords with a silver blade, wood and silver weapons, crossbows, and guns loaded with silver bullets, mainly revolvers, pistols and submachine-guns.

Mega-Damage Weapons: Vampires are able to use a wide range of weapons and gear, from guns and tech to magic, but Night Masters are elitists and purists who rely heavily on their supernatural powers rather than the “toys of men.” When they do use weapons, they prefer melee weapons, blades, Vibro-Blades, Vibro-Claws and laser weapons, which have become tradition for this gang. The occasional magic item may also be used. Many also like riding fast vehicles such as hover cycles, rocket bikes, and motorcycles. **Note:** The Night Masters *never* hire mortal henchmen to do their dirty work. Humanoids are beneath them, and good only as slaves and as cattle to feed upon.

Body Armor: Night Masters prefer to rely on their supernatural abilities to prove their superiority over mortals and their feeble technology. Thus, as a general rule, no armor is worn, though some wear partial armor and Dog Boy or Juicer style armor (about 30 M.D.C.) that can be easily taken off and put on to allow for quick metamorphosis. Armor, stylish, black long coats and jackets may be decorated with bones and skulls of previous victims.

Bionics and Cybernetics: Not possible for vampires.

Gang & Criminal Activity: Murder and mayhem of every sort. Known for vandalism, arson, savage beatings and mugging, deadly brawls, theft, blackmail, terrorism, assault, torture, murder, mass murder, and public displays of vampirism. Night Masters look for trouble. They challenge and attack other gang members, the Juarez police, adventurers, warriors and heroes of all kinds. The bloodiest confrontations are with the Guard, the Executive Circle’s Night Cleaners, the Psykes, the Subs, the El Paso K-9s, Dog Boys in general, Vampire Hunters and Cyber-Knights, all of whom they loathe.

In short, Night Masters do as they please, take what they want, and beat or kill anyone who gets in their way. They often commit crimes, make threats and do things with the express purpose of provoking conflict, luring out heroes, and showing humans who is boss. These vampires love to humiliate, bully and hurt humanoids.

The Current Gang Leaders:

Master Night, the gang’s leader, is a 6th level Secondary Vampire whose real name is Pedro Hernandez, Miscreant alignment, age 25. I.Q. 21, M.E. 15, M.A. 18, P.S. 24 (Supernatural), P.P. 17, P.E. 15, P.B. 19, Spd 22. Pedro is a handsome and charming male with a passion for women and brutality. He runs the Night Masters like a band of self-indulgent punks flaunting their power and taking what they want. Some might argue this is a death wish, but there are some hints of cunning and organization. It’s just that Master Night and his gang are arrogant anarchists and behave very much as bullies and rebels without a cause.

Second in command, Ray Flint. The vampire who has taken the name of Ray Flint is *Paulo Delgado*, a Diabolic, 4th level Secondary Vampire, age 19. I.Q. 11, M.E. 9, M.A. 10, P.S. 30 (Supernatural), P.P. 26, P.E. 14, P.B. 14, Spd 24. Ray/Paulo is a bruiser and psychopath who used to run in a human gang before being Slow Killed by a vampire. Being a vampire is the best thing to ever happen to Paulo, whose vampire manifestation loves to hurt, terrorize, fight and kill.

Night Mother is Bethany Cruse, a Diabolic, 2nd level Secondary Vampire, age 31. I.Q. 12, M.E. 13, M.A. 11, P.S. 22 (Supernatural), P.P. 15, P.E. 12, P.B. 23, Spd 18. Night Mother has a taste for blood and torture. She loves to publicly humiliate humans and D-Bees, especially heroes and authority figures.

Dark Brother is Matthew Logan, Anarchist, 3rd level Secondary Vampire, age 20. I.Q. 13, M.E. 10, M.A. 12, P.S. 27 (Supernatural), P.P. 21, P.E. 14, P.B. 15, Spd 21. He is a wild man who is hyper, daring and crazy. He has a hair trigger temper, will consider most challenges, hates to back away from a fight and has a tendency to fly off on flights of fancy, rants and violence. He is a party animal always looking for a good time at other people’s expense.

The Old Cemetery. This the location was the lair of the original Night Masters gang and everybody knows about it. Yet, 30% of the gang members live in the natural labyrinth of caves and tunnels underneath the cemetery, as if daring Vampire Hunters to come for them. This, again, leads some observers to believe members of the gang have a death wish. Another 10% live scattered through the cemetery in buried coffins and the occasional mausoleum. The rest reside at secret locations scattered across the city.

The Psykes

A band of criminals who call themselves the Psykes (pronounced “sikes”) dominate the streets of the west side. They tend to be much more intelligent, organized and subversive than most gangs. The gang consists of a mixture of humans and D-Bees whose only requirement is to possess at least Minor Psionic powers. The greater one’s psionic abilities and cunning, the higher their position within the gang. Although all true members of the Psykes gang must have psionics, the gang also employs a network of non-psychic runners, spies, and snitches in its organization.

A nicer section of the west side is controlled by the Psykes. It is the only area of town that is truly vampire free. It is also free of the Black Market, as the Psykes own and operate all illegal businesses on their turf. The gang’s network of spies and lookouts (not to mention psychic premonitions) warn them of any Black Market or government sponsored intervention, or incursions by



vampires. They also deploy what they call "soldiers," usually Psi-Stalkers, Dog Boys, Bursters, Zappers and Psi-Slayers, to eliminate trouble before it happens. It is the soldiers who are the most obvious force on the streets, but it is the quieter, less obvious leaders and elite, Master Psychics who are the most feared, for they possess the deadliest psychic powers and are not noticed until they strike.

Meetings and pow-wows with members of the Guild for the Gifted and practitioners of magic often take place at what the Psykes call the "Free Zone." A neighborhood so named because it is free of magic due to the strategic placement of Psi-Nullifiers. Streets under the control of the Psykes have the fewest magic and supernatural beings in the city.

The Psykes

Breakdown: 355 total psychic members: 40% psychic humans, 30% psychic D-Bees, 10% Psi-Stalkers, 15% Mutant Animals (90% are Dog Boys), 5% other. All Psykes have some degree of psionic ability, 50% are Psychic R.C.C.s, 30% have Major Psionics, and the remaining 20% have Minor Psionic powers. An additional 700 non-psionics compose their network of street spies, snitches, lookouts, runners, and petty crooks (typically 1D4 level City Rats, Vagabonds, Bandits and other criminal occupations).

Common Gang Member Alignments: Anarchist (50%), Aberrant (10%), Miscreant (30%) and others (10%).

Typical Gang Member O.C.C.: Bursters (3%), Dog Boys (14%), Mind Bleeders (2%), Mind Melters (5%), Nega-Psychics (0.5%), Psi-Druids (2%), Psi-Ghosts (2%), Psi-Nullifiers (3%), Psi-Slayers (2%), Psi-Stalkers (10%), Psi-Techs (2%), Psi-Warriors (2%), Zappers (1.5%), and other (51%; includes Major and Minor Psychics, D-Bees and other inhuman beings with pronounced psychic ability). Vampires, Mages and Mystics not allowed.

Average Level of Experience: 1D8 for psychics, 2D4+3 for leaders, and 1D6 for non-psychics.

Colors: The majority wear bright, multi-colored ponchos. Their insignia is an eye (as in the psychic third eye) which many members have tattooed in the middle of their forehead (30%), on their helmets or over their heart (40%).

Vampire Slaying Weapons: Most carry a wood cross, silver dagger, and water pistol. Full vampire combat gear as used by Psykes “soldiers” on an extermination patrol include wooden stakes, garlic, wooden cross, crossbow or wooden spear or javelin, two silver daggers, a revolver with silver bullets, and a shotgun filled with silver pellets or a water cannon. Magic may also be used.

Mega-Damage Weapons: High-tech, lightweight, rapid-fire handguns and long-range weapons are preferred. Wilk’s laser weapons and pulse rifles are a favorite. Techno-Wizard weapons and devices and other forms of magic items are also popular, but not the mages who make them.

Body Armor: The Urban Warrior, Plastic Man, Bushman and Coalition style Dog Pack armor are the most popular, but others can be used. Psykes prefer light and medium armor that can be concealed under a poncho or long coat. A handful of members use Titan power armor and the Triax Terrain Hopper.

Bionics and Cybernetics: 15% of the Psykes have 1D6 cybernetic implants. None have bionics.

Gang & Criminal Activity: The Psykes have become a well-oiled crime syndicate that owns, manages and controls 79% of the gambling, numbers running, fences, pawnshops, Body-Chop-Shops, prostitution, drugs, racketeering, extortion/blackmail, confidence games, smuggling and other criminal operations on the west side of Ciudad Juarez. Once known for daring robberies, especially against rival Black Market establishments and city government, the Psykes no longer engage in activity that provokes their hometown rivals and opposition. Instead, they tend to their own organized crime network. That being said, Psykes hate *vampires*, *demons*, *Deevils* and the *Coalition Army*, and dislike the *Black Market*, *Guild for the Gifted* and *magic users* in general. As a result, the gang can’t help enjoying robbing them, foiling their plans and causing them problems every once in a while.

Thus, a band of adventurers in trouble with those listed above *may* find the Psykes to be a potential ally or resource just so they can stick it to their rivals and people they dislike.

The Psykes’ other big stock-in-trade business is the buying and selling of information. Being psychics, the gang members have more resources than most at “acquiring” information – sometimes plucking it right out of somebody’s head.

The Psykes’ abilities to read minds and control people make them the most feared and hated by the people of Ciudad Juarez. They are also the most despised by the police, who would happily shut them down if they could.

Note: When the Psykes gang stopped openly targeting the Black Market and the Guild for the Gifted to carve out its own criminal empire on the west side, it probably saved them from annihilation. Both the Black Market and Guild were formulating a joint operation to wipe the Psykes out. When the gang stopped its campaign against the two, became more discreet, and restricted its criminal operations to the west side, the Guild for the Gifted and the Black Market were able to ignore them without losing face. Still, the two hate the Psykes and are happy to quietly and secretly encourage outsiders to do things to undermine and damage the gang.

Gang Leaders: The top gun of the Psykes remains the nefarious, 15th level Mind Melter known as **The Eye**. Even after two decades as leader of the Psykes, her real name and identity remain a secret. Quite the feat considering the nature of the gang. All that is known is that the Eye is female and appears to be Mexican. She is a strong, ruthless leader with a talent for crime, organization and managing an ever expanding criminal empire. She knows how to manage and motivate people, and runs her operation with an iron fist. Any male who treats her with disrespect is punished via psionic torture. Anybody who tries to usurp her power or challenge one of her decisions is killed. And death never comes quickly or easily.

Attributes: I.Q. 17, M.A. 20, M.E. 22, P.S. 9, P.P. 12, P.E. 14, P.B. 12, Spd 10. The Eye has run the Psykes for 20 years, she is 41 years old and Miscreant alignment.

Skills of Note: Dance 93%, Hand to Hand: Basic, Horsemanship: General 98%, Language: American, Spanish, Gobblely and Dragonese 98%, literacy: American 93%, Mathematics: Basic 98%, Pick Pockets 98%, Pilot Hovercraft 98%, Streetwise 81%, W.P. Submachine-Gun, and W.P. Energy Rifle.

Psionic Powers: 253 I.S.P. and knows all Healing and Sensitive abilities and most Physical psionics, including all Telekinetic powers and disguise abilities. Super Psionics include Electrokinesis (varies), Hydrokinesis (varies), Mind Block Auto-Defense (special), Group Mind Block (22), Mind Bolt (varies), Mentally Possess Others (30), Mind Wipe (special), Mind Bond (10), Psi-Sword (30), Psi-Shield (30), Psychic Omni-Sight (15), Pyrokinesis (varies), Telekinesis (Super; 10), Telekinetic Force Field (30), and Telemechanics (10).

Steven Trenton remains The Eye’s loyal Second in Command, an 11th level Mind Melter, age 36, Miscreant alignment. He is tough, self-reliant, a good leader and deadly in a fight.

Psionic Powers of Note: All Physical and Sensitive abilities, plus Bio-Regeneration (Super; 20), Bio-Manipulation (10), Empathic Transmission (6), Hydrokinesis (varies), Hypnotic Suggestion (6), Mind Wipe (special), P.P.E. Shield (10), Psi-Shield (30), Psi-Sword (30), and Pyrokinesis (varies).



The Skivers

The Skivers are one of the most violent criminal gangs in Juarez. They are thugs, City Rats and Cyber-Snatchers who make a living stealing technology and cybernetics. Cyber-Snatchers are considered the lowest of the low even in Ciudad Juarez, because they attack, maim and kill people in order to steal their cybernetic or bionic body parts for resale to Body-Chop-Shops. Cyber-Snatching is so prevalent in Juarez that the unscrupulous Cyber-Docs pay a mere 5% of the retail value in credits or 10% in trade for cyber components and chop-shop services. Note that cybernetic retail prices in Juarez are 20%-35% less than standard prices in other cities.

Juarez Body-Chop-Shops are pretty blatant and many advertise with colorful neon signs and/or have hawkers on the street corners trying to lure potential customers into their establishments. Several offer the promotional deal of “Bring in the artificial part, and we’ll implant/attach it at half price,” or “install two for the price of one.” Frequently, 1D4 Skivers hang around the alleys and darkened entranceways near chop-shops, bars, drug dens, flophouses and hotels looking for victims to target. A drunk adventurer or cyborg is an easier target than a sober one. A potential candidate is sized-up and attacked when the Skivers think they have the upper hand and can ambush from the shadows. Other times, the gangsters follow and watch their potential target, like a thief casing a home to rob. They attack later that night or perhaps a few days later, depending on opportunity, the perceived strength of the victim and the strength of the cyber-thieves. Skivers like to outnumber their opponent three to one and always try to catch their victims off-guard. They are also known to plunder corpses, the wounded and helpless, and have even been known to attack ambulances, hack off a bionic limb at a crime scene, and rob bodies at the city morgue. Ironically, most Skivers are themselves Partial Cyborgs or City Rats with many cybernetic implants.

Like Juicers, Skivers live fast and die young. When they have money, they live high on the hog. In combat they fight dirty, fight hard, and fight to win by any means necessary. The Skivers tend to avoid antagonizing other gangs, but nobody respects these

bushwhacking slime buckets. The Guard shoot Skivers on sight! Most other gangs avoid them, and the Skivers are one gang that even the Juarez Police will arrest and prosecute. In recent years, the gang has slid in numbers and gone through several leaders.

Rumors. It is rumored that the Skivers have cut a deal with some independent vampire clans to dispose of the bodies of their kills, provided they can strip them of bionics and cybernetics first.

The Skivers

Breakdown: 148 total members (was over 200 at the gang’s peak); 49% humans, 48% D-Bees and 3% others.

Common Gang Member Alignments: Anarchist (30%), Miscreant (35%), and Diabolic (35%).

Common Gang Member O.C.C.: Bandits, City Rats, Cyber-Snatchers, Headhunters and Vagabonds.

Typical Level of Experience: 1D6. Leaders 1D6+2.

Colors: Black leather jackets, dark leather clothing and armor decorated with leather straps and metal studs. The gang’s insignia is a chain saw dripping blood. It is usually worn as a large patch on the back of jackets and armor or a smaller patch worn on the front of shirts and jackets.

Vampire Slaying Weapons: These items vary widely among the members of the Skivers gang but include a half dozen wooden stakes, a crucifix, water pistol or water cannon, and silver bullets (revolvers and automatic weapons).

Mega-Damage Weapons: Can be anything, but Vibro-Knives, Vibro-Swords, M.D. chain saws (inflict 1D6+2 M.D., but require a P.S. 20 or higher to use) and cybernetic and bionic weapons are their favorites. Heavy damage energy pistols and grenades are also popular. Jet packs, hovercycles and motorcycles are the usual means of fast, street transportation; 60% are equipped with weapons.

Body Armor: Those who are Partial and Full Conversion Cyborgs may wear bionic armor, but most wear, anything they can lay their hands on, including Plastic-Man, Urban Warrior, Gladiator, Crusader, Juicer armor (partial) and re-painted and customized Coalition Dead Boy armor as well as Northern Gun armor. Whatever is worn is usually accessorized with leather straps and metal studs.

Bionics and Cybernetics: 70% of the Skivers are augmented with 2D4+2 legal or illegal cybernetic implants; 35% also have one bionic limb and two additional bionic features (eye, weapon for the bionic limb, etc.). Ten percent are Partial Reconstruction 'Borgs/Headhunters with a pair of bionic arms or legs, and wear LI-B2 light infantry body armor (270 M.D.C.). Five percent are Full Conversion Combat Cyborgs.

Gang & Criminal Activity: Spend most of their time hanging out, getting drunk or high, getting into brawls, robbing, mugging, and stealing mechanical augmentation. Notorious for maiming, killing and brutalizing the victims of their Cyber-Snatching, as well as for vandalism, theft, armed robbery, breaking and entry, assault, and murder. Occasionally sell their services as mercenaries, thieves and thugs to merchants, travelers and fellow criminals. The bloodiest confrontations are with the Guard. Ignore vampires and other monsters. Treat the police with disdain but try to avoid combat with them.

The Gang Leaders:

The current leader of the Skivers (there have been many) is a D-Bee killing machine who goes by the name of Slaughter. He is a Lanotaur Hunter said to have come from the Jungles of the Yucatan. He hates humans with a passion and dislikes most other life forms. He is powerful in the extreme and has delusions of making the Skivers into a crime empire like the Psykes. It will never happen, as Slaughter is too quick to solve all his problems with violence and murder, has no patience for organization or details, and is a terrible leader. As the leader of a band of cutthroats and killers, the Lanotaur is a perfect leader, but as a crime lord, forget about it. Each failure in this plan makes him all the more violent, killing his own men. Slaughter is a 6th level Lanotaur Hunter, Diabolic alignment. See **Rifts® World Book 30: D-Bees of North America**, pages 115-117, for details.

Second in command is a human named Kyle Sanderson, a 9th level Momano Headhunter, Anarchist alignment. He has decent leadership skills and has the support of the Skivers gang members who have come to fear Slaughter and turn to Sanderson for help. Sanderson is an ex-mercenary, and some say ex-Coalition mercenary, who thought he could retire in Ciudad Juarez. Things have taken a bad turn with the increasingly volatile Slaughter shaking up the gang. Now he has to decide whether or not he should try to step up and take control of the gang (which means killing Slaughter), or move on (which probably means out of Juarez, as the insane Slaughter is likely to see his departure as an act of betrayal and look for revenge). Neither is a happy proposition.

Rumors. Many believe Slaughter is insane and his grip on reality is deteriorating. For one thing, Lanotaur Hunters are famous for their calm as hunters and controlled thrill-seekers. Slaughter, on the other hand, broods half the time and rails or acts out in violence the rest of the time, to the point of beating and killing his own men. He seems to be coming unhinged. Word on the street is members of the Skivers, in fear of their lives, are leaving the gang to join the Subs or leaving Juarez entirely. Some rumors have suggested second-in-command, Kyle Sanderson, is looking to put the crazy man down and take over the gang. If someone doesn't do something soon, the gang will fall apart. Sensing weakness, there is a rumor that the Juarez Police are planning to declare war on the gang and kill and capture as many as possible.

The Subs

The Subs gang has been around for almost fifty years, making them the oldest gang in Ciudad Juarez. They are a D-Bees only club, usually allowing only the ugliest and most inhuman looking D-Bees to join, hence the name "Subs," as in "sub-humans." They are your typical tough punk gang of bullies and thugs who use their physical might and inhuman natural powers to take what they want. They see themselves as the kings of the hill in east side Juarez and get their way by force. They are quick to accept any challenge of combat, especially against a human or vampire opponent, and love to brawl. The Subs hate humans, vampires and the more handsome D-Bees and like nothing better than to put them in their place. The Subs are obnoxious, meanspirited and bellicose, especially when dealing with humans, heroes and authority figures. They even give the Black Market trouble from time to time, and have an ongoing feud with the Guard, Skivers and Night Masters.

The Subs' typical criminal activities include mugging, carjacking, robbery of all kinds, assault, vandalism, brawling (bar and street-fights), fighting in the arena themselves, beating up and killing humans (they hate humans), attacking and killing vampires, drug dealing and prostitution for D-Bees. Some sell their services as bodyguards, mercs and guns for hire to the Black Market, bandits and other criminals, as well as engage in bushwhacking, claim jumping, cattle rustling and banditry themselves. Subs will also offer their services to vandalize, spy, tail, steal, beat people up, break limbs, torture and murder. The more violent the job, the better. They'll inflict injury on any creature, human or D-Bee, but never knowingly work for a human or a vampire. If the Subs have any redeeming quality, it is they fight and kill vampires.

The Subs' most favorite criminal activity, however, is exclusive to their gang: **illegal gladiatorial games**. That sentence might leave you scratching your head. Gladiatorial games are legal in Ciudad Juarez, so how can there be illegal games? Easy. You kidnap your contestants and force them to fight to the death against their will. Subs love kidnaping adventurers and heroes off the street to be gladiatorial combatants. The location of the fight moves from place to place, though there are 3-4 regular spots in the city used on a revolving basis; most of them on the east side. There are also a few locations at ranches, farms and caves outside of town. Admission is 20 credits per person. Gambling and side betting is encouraged (and handled by the Subs).

The contests can be D-Bee vs D-Bee and D-Bee vs monsters, or D-Bee vs vampires, but the favorites are *D-Bee vs pretty hero* and *monsters vs pretty heroes*. Heroes may include humans or handsome D-Bees and crowd pleasing occupations include Cyber-Knights, Justice Rangers, Vampire Hunters (other than Reid's Rangers, who are off limits), Lyn-Srial (even though they look inhuman), lawmen and heroes of renown, but can be just about any gunfighter, gunslinger, mercenary, soldier or adventurer. Heroes are forced to fight or die, but the Subs have learned that some heroes won't fight even under pain of death. When this happens the Subs are prepared, and produce an innocent family or a half-dozen little children and inform the hero(s) that refusal means the death of the innocent kiddies. Fight and win, and the children or family will be released, and they are true to their word



on this. Fight and die and, well, you won't be in a position to worry about their fate, will you?

If the hero wins his first fight, he is likely to be subjected to several more. Should he or a group of heroes survive the night, the Subs have a well known policy of actually letting the heroes go by covering their heads in sacks, riding them out to the middle of the desert and leaving them there with one water skin and no weapons. If the heroes were particularly impressive and win the approval of the crowd, the Subs will leave them in the desert with their weapons and armor.

Though it is hard to believe, the Subs have a weird code of ethics thanks to a long line of Aberrant leaders, and are true to their word. The Subs honor all deals and promises of letting innocent prisoners and heroic combatants live. Of course, they seek retribution later, and the heroes had better be prepared to fight to the death.

Out of town gang rivalry. The Subs consider their arch-enemy to be the predominantly human El Paso gang known as **the Hammer**. There have been many a bloody rumble between these two gangs on both sides of the Rio Grande. Similarly, the Subs hate all human supremacists, including the **Coalition States**, and have been known to hunt down and kill suspected CS spies and companies of soldiers operating as far away as 300 miles (480 km) from Ciudad Juarez. Of course, it is rare for Coalition forces to appear anywhere that far south. Though many a CS deserter as well as poor slobs clad in stolen Dead Boy armor have met their end at the hands of a Sub in a Juarez back alley or gladiatorial arena.

The Trogs, also from El Paso, have bumped heads with the Subs on occasion, but the Trogs and the Subs see themselves as brothers and friendly rivals, not hated enemies. Both are composed of D-Bees. Unfortunately, this makes them rivals, each feeling the need to prove that they are better than the other. This has resulted in frequent brawls, shouting contests, loud chest thumping and challenges of skill, brawn and courage; the latter usually involves outrageously foolish and deadly risk. However, seldom do these loud encounters end in a single death.

The Subs

Gang Breakdown: 417 total current members, but the number goes up and down regularly as death, injury and jail for these gangbangers are commonplace, but newcomers join the gang. 90% D-Bees, 5% mutant animals, 5% other non-humans (monsters like the Oborus-Slitherer, werebeasts, creatures of magic, and so on).

Racial Restrictions: No humans, no True Atlanteans and no pretty beings. D-Bees only. Appeals mainly to outcasts and the more brutish and unattractive D-Bees (by human standards). Thus, the most common members are Brodkil (sub-demon), Brutasaurs, Fennodi, Fingertooth Carpetbaggers, Ganka, Grackle Tooth, Larmac, Lyvorrk, N'mbyr Gorilla Men, Psi-Goblins, Tirvol Sword Fist, Vanguard Brawlers and Vernulians. There is also the occasional Flooper, N'retas, Ogre, Psi-X Alien, Simvan, Slurmp, Spinne, Squilb, Tokanni, Trimadore, escaped Splugorh slave race, werebeast or outcast, roughneck or disfigured member of the handsomer D-Bee races.

Alignments Common to the Subs Gang: Anarchist (30%), Aberrant (25%), Miscreant (25%), and Diabolic (20%).

The Most Common Subs O.C.C.s: Bandit, Bandit: Highwayman, City Rat, Criminal (any, but Professional Thief and

Smuggler are most common), Headhunter, Mercenary Solider, Saddle Tramp, Saloon Bum/Stoolie, and Vagabond. Not to mention a few Gunslingers and Wired Gunslingers.

Common Level of Experience: 1D4+1.

Colors: Red leather clothing and armor, and a red headband. The gang insignia is an inhuman skull with large brow ridges above the eyes and large canine teeth (bigger than a vampire's). It is usually worn as a large patch on the back of jackets and armor or on the front of T-shirts and robes.

Standard Vampire Weapons: These items vary widely among the members of the Subs gang, ranging from a handful of wooden stakes and silver crosses, to crossbows, wooden swords, spears, and automatic weapons, particularly machine-guns and submachine-guns that fire silver rounds. Several of the strongest also use rail guns that can fire both conventional rounds and slivers of wood.

Mega-Damage Weapons: Can be anything, but the Subs favor larger, more destructive weapons such as the Triax pump weapons, rail guns, ion blasters, plasma and particle beam weapons. Many also utilize magic weaponry; flaming swords and daggers being the current rage.

Body Armor: The Gladiator, Crusader, and customized Coalition armor are the only types worn by the subs, and are usually bristling with leather straps, spikes and metal studs.

Bionics and Cybernetics: 50% of the subs have 1D6+1 cybernetic implants, 20% will have 1D4 bionic items, either bionic weapons or artificial limb(s) of great strength (P.S. of 20+1D6), 4% are Partial 'Borgs and 3% are Full Conversion Combat Cyborgs.

Gang & Criminal Activity: Harassing, beating up, molesting and robbing humans and handsome D-Bees is the Subs' hobby. Crime includes violent brawls, vandalism, robbery, mugging, kidnaping, extortion, assault, and murder. While humans, pretty D-Bees, and vampires are always the preferred targets, these crimes may be directed at anyone. The Subs also hire themselves out as muscle, guards, leg-breakers and enforcers to the Guild for the Gifted, the Black Market and other criminals, and sometimes mercenary companies. The bloodiest confrontations are with the Ciudad Juarez Police, vampires, the El Paso Hammer gang and the Coalition Army.

The Gang Leaders:

Vlad the Invincible

Vlad the Invincible, a Poptal Dragon Slayer, remains the indomitable leader of the Subs. He is the famous, city gladiatorial champion of 14 years ago and sees himself as the king of the Subs. Though he and his gangsters are violent thugs, Vlad is a capable boss who has grown as a leader. He has a decent head for business, is a good strategist and tactician, and has learned to be more discreet, political and tricky. If not for the chip on his shoulder about humans – he loathes humans almost as much as vampires and likes to belittle, harass and hurt them – he could be a real force to be reckoned with. As it is, he lets his prejudice and emotions cloud his judgement.

Alignment: Aberrant evil (was Miscreant).

Attributes: I.Q. 12, M.E. 17, M.A. 11, P.S. 38 (Supernatural), P.P. 24, P.E. 23 (Supernatural), P.B. 5, Spd 14.

Height: 19 feet tall (5.8 m), **Weight:** 2.7 tons. **Age:** 129.

P.P.E.: 90 P.P.E., **I.S.P.:** None.

M.D.C.: 540 M.D.C. plus his suit of dragon skin armor (230 M.D.C.) and Mega-Damage Aura (100 M.D.C.).

Disposition: Vlad has become a true leader who thinks of his followers before himself. He is still a savage brute, but a strong, forceful leader respected by his men. He is a good leader and true to his word, even when given to humans.

Experience Level: 10th level Dragon Slayer.

Natural Abilities: The giant possesses a number of innate magical and special powers: Invisibility (equal to superior, but can only turn self invisible), See the Invisible, Energy Bolt (S.D.C. damage energy bolts can be fired from fingertips), and Negate Magic (same as spell).

Also impervious to magic fire and normal fire and cold, impervious to S.D.C. weapons, has a great resistance to magic, inflicts M.D. from punches, and special Bio-Regeneration instantly restores 1D6x10 M.D.C. three times per day.

An invisible aura of energy adds 100 M.D.C. (subtract damage from this energy aura first) and covers everything the giant is wearing or holding. Depleted M.D.C. from the aura is restored within 24 hours. The additional effect of the Mega-Damage aura is that the energy field turns ordinary, handheld S.D.C. weapons/items into M.D.C. extensions of the giant! Thus, a strike from an S.D.C. giant sword, club, dagger, or uprooted tree inflicts the 5D6 M.D. of a full strength punch from the giant. **Note:** See **Rifts® World Book 30: D-Bees of North America**, pages 156-159, for complete details on Poptal Giants.

Skills of Note: Lore: Magic, Lore: Vampires, Language: Spanish, American and Gobblely all at 95%, plus W.P. Blunt, W.P. Chain, W.P. Sword, W.P. Targeting, W.P. Energy Rifle, and W.P. Heavy M.D. Weapons, all at 10th level proficiency and Archery at 6th level.

Attacks per Melee: Seven. Hand to Hand: Martial Arts and Boxing.

Mega-Damage: As per Supernatural P.S.: Punches and kicks do 5D6 M.D., 1D6x10 on power punch, bites 6D6 M.D., or by handheld weapon.

Bonuses: +2 on Perception Rolls, +5 on initiative, +9 to strike, +7 to parry, +8 to dodge, +6 to pull punch, +2 to pin and incapacitate, +7 to save vs magic, +3 to save vs psionic attack, and +5 to save vs Horror Factor.

Favorite Weapons: Giant-size pole arms and chain weapons and a TX-500 Rail Gun (strong and big enough to use one-handed; Range: 4,000 feet (1,219 m), 6D6 M.D. per burst, 13 bursts per 390 round belt). Has conventional and vampire rounds.

Body Armor: Dragon skin armor (shirt and pants), looks like very fine scale mail, 230 M.D.C. (has seen some wear, weighs half a ton, -30% to Prowl and reduce speed by 20%, and has a market value in Juarez of 200,000 credits).

Other Notable Subs

Second-in-Command is a 9 foot (2.7 m) tall Tokanii, Aberrant alignment, known as Sir Sword Claw, though it is doubtful he was ever really any kind of knight or hero. He replaced a D-Bee brute by the name of "Gabby" who got himself killed by the Hammer one night. Sir Sword Claw is a good leader and excellent planner. He is merciless in combat and clever, daring and resourceful in most matters. He orchestrates many of the gang's criminal operations, including his favorite, the gladiatorial games.

Third head honcho is a psychotic human who calls himself “Deader Dead Boy.” He is often behind the more wild, flamboyant and brutal fights and crimes. “Deader,” as he’s usually called, is a 9th level Crazy! Really crazy. He is an ex-mercenary who takes particular delight in torturing and/or killing Coalition Soldiers. His living quarters is filled with trophies from scores of kills, most notably, Dead Boy body armor, helmets, a dozen Dog Boy skulls and CS military paraphernalia. Most of his personal weapons and equipment are captured Coalition items. His favorites include old-style SAMAS Power Armor (has 2 full suits, which he can pilot expertly), CS Heavy Dead Boy armor, every Vibro-weapon made (his most favorite is the Vibro-Claws), C-12 laser rifle, C-27 plasma cannon and CR-1 rocket launcher. Also likes the Triax pump rifle and pistol. He’s also handy with a sling and short bow (W.P. Targeting).

Insanities: Multiple personalities: The dominant personality is the miscreant “Deader Dead Boy” (Aberrant alignment) who sees himself as a Gunfighter. The second personality is “Bloodthirsty Bob” (Miscreant) who is a 9th level Military Specialist. The third personality is “Norman the Psychopath” (Diabolic) who sees himself as a cool-as-ice, 9th level Gunslinger. All personalities pull from the same skill pool and natural abilities of the Quick Flex Alien, but each has a different focus. See **Rifts® Ultimate Edition** for insanity descriptions.

Deader is the dominant personality and the best at military operations, strategies and tactics. *Bloodthirsty Bob* loves covert ops, leading surgical strikes, kidnaping, assassination and gladiatorial combat. *Norman the Psychopath* seems to be the most calm, sophisticated and reasonable of the three personalities, but that’s only because Norman is a cold, calculating monster who kills without remorse. Norman is a master at seeing through deception, tricks, lies and treachery. He is often the one who interrogates prisoners and examines evidence. Norman also plots covert operations while *Bloodthirsty Bob* or *Deader* carries them out. All three personalities hate vampires, the Coalition Army and human authority figures, especially police, soldiers and government officials.

Nobody knows *Deader*’s story, but rumors claim he and his family, and friends suffered greatly at the hands of the Coalition Army in the State of El Dorado (Arkansas). He was the only one to survive the ordeal and he’s never been the same since. *Deader* is a human whose entire left side of his face, upper torso and left arm and hand are completely covered in scars from severe burns. He is 35 years old and equally deadly with handguns and rifles of every variety (9th level proficiency), and handy with knives (6th level proficiency).

Ciudad Juarez Highlights

Old North Town

Home of the Guard, the Gifted & Others

Game Master Notes: The city of Juarez is designed as a resource for Game Masters and a place of adventure for players. As a result, many of the places described can be hooks for adventures, planted by the Game Master or hinted at in the text and *rumors*. While many locales have been highlighted there are many, many locations on the map that have not. Game Masters can make

these into other saloons, businesses, residences of notable people, gas stations, power stations, water plants and places the player characters can turn to for help or make into their base of operation. As it is with all the information presented in a World Book, the data is meant to serve as a touchstone and resource for your own adventures. The Ciudad Juarez City Highlights is enough to provide players with plenty of encounters and places to visit, and offers a solid idea of how the city works. Game Masters can use the data here and add places and villains of your own creation.

Unless noted otherwise, the **rumors** listed under some descriptions may be true, half-true or completely false. They are meant to be adventure hooks, ideas and bits of fun the Game Master can take and run with should he or she desire to do so. Enjoy.

Rifts® Reference Books to Consider: The following Rifts® titles can add characters, monsters, weapons, vehicles and ideas to any campaign set in the Vampire Kingdoms and American Southwest.

See **Rifts® World Book 14: New West™** for Western O.C.C.s such as Cowboy, Gunslinger, Gunfighter, Sheriff, Barmaid, Bandit, Saddle Tramp, Mining Cyborg, Preacher and others, as well as Robot Horses, Robot Canines and a variety of Wilk’s, Northern Gun, Bandito Arms and Techno-Wizard firearms and items.

Rifts® World Book 13: Lone Star for information about Dog Boys, Coalition mutant animals, hovercycles and Texas.

Rifts® World Book 30: D-Bees of North America™ for stats and descriptions of more than 80 D-Bees, including those mentioned in this book, from Floopers, Shapers and Cactus People to N’retas, Grackle Tooth and Quick-Flex Aliens.

Rifts® Book of Magic is always an outstanding reference book for magic spells and items for this and any campaign.

– Kevin Siembieda

Ciudad Juarez City Highlights

Old North Town is an older, densely populated part of town filled with homes, merchants and places of business. It is a popular spot for travelers and offers many hotels and types of entertainment. Although considered to be The Guard’s territory, all the gangs frequent Old North Town, especially the Merchant Districts. **Note:** Most shops that do not cater to tourists or nightlife open in the morning after sunrise and close a half an hour before sunset.

The small area farthest north, near **#25 The Sanctum of the Guild for the Gifted**, has been rebuilt and renovated over the last decade and is considered one of the nicer neighborhoods in Ciudad Juarez. It is also home to many practitioners of magic who are members of the *Guild for the Gifted*. The Guard are seldom seen in this part of Old North Town which is often referred to as **New North Town** because of the many renovations. *New North Town* encompasses descriptions Number 1-38.

The Guard operates across the street from The Sanctum in the old, crowded and crumbling neighborhoods of Old North Town (#39+).

1. Maliki’s Curio Shop. The shop is small and overcrowded with shelves of books, trinkets and boxes. The aisles are narrow and a musty smell permeates the entire shop. Yet the establishment is surprisingly clean, and though packed with items, it is not overly cluttered.

The owner is Maliki, a tall fellow with a pale complexion, thick white hair beginning to peak at the temples, dark eyes and pointed ears. He is quite striking for a man obviously in his late 60's. (He is really a 357 year old Elf.) Maliki is an educated man, able to read and write in multiple languages, including Dragonese, and carries himself with a haughty air of authority and nobility. The Elf is always dressed in the finest green, yellow and blue silk robes, and adorns himself with jewelry. He speaks with a thick Elven (Dragonese) accent, and is polite toward the educated gentry, scholars and those who treat him and his staff with courtesy. Loudmouths, bullies, roughnecks and rude customers are not tolerated and likely to find themselves magically expelled from the shop and/or treated like the boorish louts they are.

Maliki is a longtime member of the *Guild for the Gifted*. He is an 11th level Air Warlock and an amateur scholar. Alignment is Anarchist, he has 67 Hit Points, 20 S.D.C., and attributes are I.Q. 17, M.A. 19, M.E. 15, P.S. 10, P.P. 15, P.E. 11, P.B. 22 and Spd 9. The focus of his magic is Air related spells, such as Call Lightning, Fingers of the Wind, Globe of Daylight, Invisibility, Summon and Calm Storms, Thunder Clap, Wind Rush, and similar.

The three clerks are all attractive young women (Maliki has a weakness for young women) who also happen to be novice Air Warlocks studying under his tutelage. One is a first level Air Warlock while the other two are unable to cast spells, but can see, speak with, and command Air Elementals.

A quartet of invisible, Lesser Air Elementals protects the curio shop, as well as assist in its cleaning and stacking of goods. Many times Maliki or one of his shop clerks bark out a command in an alien tongue (Air Elemental) and suddenly boxes begin to move or come flying down an aisle by themselves, or so it seems as the Lesser Air Elemental carrying it is invisible to the human eye.

The store sells a wide range of items from pre-Rifts artifacts (Coke and Pepsi cans, video discs and knickknacks) to books, magazines and movies on disk; all of which are outlawed in the Coalition States. Other items include Aztec artifacts (statues, arrowheads, pottery), new books, including all of Erin Tarn's, detailed maps of Juarez and El Paso, modern video and music discs, herbs, holistic medicine, poisons, silver bullets for most common small arms and rifle weapon calibers, and oddities of all kind like shrunken heads, the skulls of strange creatures, weapons/items/artifacts of alien construction or origin, supposedly real vampire teeth (but are really the fangs of animals), water skins, Indian blankets and statuary, playing cards, dice, cigarette lighters and other odds and ends.

A special section is dedicated entirely to magic items.

Magic items include: Amulets: Protection against sickness, protection against insanity, turn the dead, and turn the undead, as well as one of almost every Native American Fetish (magic items; see Rifts® Spirit West for details). Among the "Charms and Amulets" are a variety of crosses made of wood, silver, and gold, some inlaid with turquoise or precious stones. Some are handheld items while others are jewelry that can be worn.

Magic Scrolls: These are a rare commodity on Rifts Earth, and Maliki has a decent selection. Most are limited to level one to third level at a cost of 500 credits per spell level and another 200 credits per level of Spell Strength. Typical spell strength and duration is equal to a fifth level mage. Spell scrolls that contain 4-6th level spells cost three times more, and many spells are not available. Nor are there any scrolls with spells higher than sixth

level. **Note:** Maliki and the Guild do not sell scrolls that might be used against them or their corrupt government buddies, consequently the sale of powerful magic scrolls is forbidden. Most of the spell scrolls contain magic suitable for wilderness survival, travel, protection and light combat.

Techno-Wizard Items: The occasional Techno-Wizard item from the Colorado Baronies along with a handful of common TW items are available, but fewer than you would imagine, and none of them are vampire fighting weapons. The latter is per an arrangement with the government so as to not "provoke" the vampires of the Juarez underworld.

Magic services offered by Maliki include Cleanse (as in the cleaning of clothing), Heal Wounds, and Cure Minor Disorders, all at reasonable prices (300-600 credits), and the removal of curses (30,000 to 120,000 credits depending on the curse.) These services are either done with a scroll or through one of the other Guild members affiliated with Maliki. The Shop can also place select wards on an item (costs 8,000 to 15,000 credits per ward, performed by associates at the Guild), and cast immediate spells on a person or items such as Armor of Ithan, Breathe Without Air, Float in Air, Fly, Fly as the Eagle, Purification, and so on (costs 1,000 credits per level of the spell being cast, plus as much as 50% may be charged as a difficulty fee.) **Note:** All spells must be air oriented.

Information is also for sale. Though his clerks might offer rumors and common knowledge like the location of another establishment or recommend a good saloon or restaurant, only Maliki handles the sale of information that has great value. The sale of secret and dangerous information is Maliki's specialty. The price can be as little as 1,000-4,000 credits for tips like where one might find a particular person, item or resource, as well as important rumors, word on the street, and government activity or plans. The location of a prisoner/hostage, who is guarding him, the location of a particular gang leader, vampire or key person in the city, the location of evidence or property and similar data ranges from 5,000-10,000 credits. Top secret or life saving information can cost tens of thousands, sometimes hundreds of thousands. Of course, not even Maliki or his fellow Guildsmen know everything, so there may be times when information is not available or is inaccurate. Likewise, the information is never data that could hurt the Guild for the Gifted or the Juarez city government. In fact, the information that is often provided at the most reasonable prices is data that ultimately helps the Guild, such as the location of a Guild enemy or competitor, or someone who cheated the Guild. Maliki and the Guild often set-up adventurers by giving or selling information that will, in turn, give them an advantage or additional information. **For example:** If Maliki knows the player group is looking for revenge against so and so, he may sell them the location and data they need, but also feels them out as to what they might have in mind and when they plan to take action (sometimes his information already tells them a lot, like "The one you seek can be found at the Peacock Club at midnight."). He knows full well that the group is going to attack this person. He may or may not care about the outcome, but does know that a major incident is about to erupt. An incident that may serve as a cover or as a distraction for the Guild's own illicit activities. If it is a Guild enemy, somebody in the shadows may see to it that the adventurers are successful in bringing down or killing their mutual enemy. Secret assassinations are among the Guild's specialties.

2. Wanita's Boarding House. This is a medium sized boarding house that caters to the better off visitors planning to stay a while in Ciudad Juarez. The four story, brick and wood frame building offers 18 sparkling clean, bright, cheerful and roomy suites. Each suite has a large bedroom, equally large sitting room, kitchenette, private bath, and television, all for 300 credits a night. Security is good and vacancies few. The owner and her large family of sisters, brothers and cousins run every aspect of the boarding house. The first floor also offers a meeting lounge with bar (seats about 60 patrons) and a small kitchen that can provide soups, sandwiches, salads, and breakfast at about 12 credits per meal.

3. The Golden Pheasant Restaurant and Catering. This three story brick building is one of the most popular places to dine on the north side of town. The first floor is a formal restaurant, dimly lit and richly decorated. The highest quality, live musical entertainment adds to the atmosphere. Private dining rooms and soundproof booths are also available for 50-100 credits plus meals. A typical meal costs 40-150 credits, but is the finest food in the city.

The second floor is a dining hall for large parties, weddings, anniversaries and celebrations of all kind. The walls are adjustable and can be setup to divide the floor into four separate areas of medium size to one huge room. The third floor can be used for dining in an emergency, but is actually a hardwood ballroom saved for truly special occasions and patrons willing to spend some serious money.

4. Santeogo's Clothing. Santeogo's is a small tailor shop of the highest quality. Hand fitted clothing made to order. Prices are about 10 times the cost of rack clothes; a suit, cloak or coat runs 1D6x1,000 credits and a ballroom dress double.

5. General Store. Sells household goods including detailed maps of Juarez and El Paso, vague maps of Mexico (shows all of southern Mexico as wilderness), basic clothing, bolts of fabric, sewing machines and equipment, soaps and shampoos, beauty products, aspirin, band-aids, towels, cutlery, kitchen utensils, toys, candy, fruit juices, soda, beer, dried fruits and nuts, snack foods, and a wilderness outfitters section with basic items including tents, knapsacks, sleeping bags, backpacks, sacks, bags, carrying cases, canteens, straps, rope, tool kits, flashlights, lamps, and Urban Warrior, Plastic Man, and Crusader body armor. Prices are standard and quality and service are good.

6. Winston's Cyber-Shop is a small body-chop-shop with connections to the Guild for the Gifted. It has the reputation of being one of the cleanest, most efficient and honest cybernetics and bionics repair and implant clinics within 500 miles (800 km). If you want reliable service and guaranteed safety this is the place for you, but you'll pay for it. Prices are 50% higher than the standard price which means they are much higher than the numerous less reputable body-chop-shops found throughout the city. The shop is completely safe and protected by the Gifted.

7. Good Cheers Saloon. A neighborhood bar that is dark, loud, air-conditioned, and offers a variety of quality booze from beer and wine to tequila, rum and whiskey. Prices are good at 3-5 credits a drink. It is known to be one of the least dangerous watering holes and popular with the city gentry. It is also a hang-out for the Guard and if outsiders get rowdy the vigilantes escort them out. The only information a snoop might get is talk of local politics, commerce, popular rumors and common knowledge, nothing juicier.



8. The Duke's Card Parlor & Saloon. This two story establishment is a popular saloon and gambling hall. The most popular card games are poker and blackjack, although other games

of chance are offered, including roulette and craps. The drinks are strong and inexpensive at 2-3 credits each and the ambiance is rich, classy, loud and cheerful, like “a party that never ends,” as the owner is fond of saying. Anyone with money to burn is welcome, which makes it a good place to hear rumors and meet mercs and adventurers on a winning streak as well as local high-rollers (including the occasional vampire). At any given time there are at least 2D6+10 games in progress and the place never closes; open 24 hours. The first floor is the open, general gaming area and saloon (with a wide range of alcohol). The second floor hosts private, high stake games. The basement is where supplies are stocked, but there is also a vault made of M.D.C. material and a door that is more like an air hatch on a spaceship. Inside is said to be half of Duke’s fortune and dozens of magic items. The vault is kept guarded by a veritable army of animated dead and skeletons, and is warded inside and out.

A ninth level Simvan warrior named **Savage Craag** is the head bouncer (Aberrant evil, 34 Hit Points, 90 S.D.C., I.Q. 10, M.E. 9, M.A. 7, P.S. 20, P.P. 23, P.E. 27, P.B. 7, Spd. 26). He wears a suit of Dragon Skin Armor 190 M.D.C., and is rumored to have slain the dragon himself. This (and the fact that vampires are secretly allowed in) means NO PSI-STALKERS OR DOG BOYS allowed; signs are posted out front and inside. Savage Craag is completely loyal to Duke, the owner. He is assisted by a full conversion Mining Cyborg (7th level, Miscreant), four Crazies (all 5th level and Anarchist), a Juicer (6th level, Aberrant), and a dozen armor clad zombies (all, Greater Animated Dead).

The owner, Duke, is reputed to be a *Chinese Demon Dancer*, some sort of wizard, who came to North America through a Rift and settled down in Juarez. Nobody knows whether the story is true or not, but accidents are known to happen to outsiders who challenge his authenticity or stories of China. In reality, “Duke” was born in the Magic Zone as Tommy Chow, whose parents emigrated from Russia. He is a 7th level Necromancer, Aberrant alignment, Asian heritage, I.Q. 17, M.E. 21, M.A. 14, P.S. 9, P.P. 20, P.E. 14, P.B. 10, Spd 10. He is an excellent gambler, exceedingly lucky and a bit of con artist who weaves excellent stories and likes to party and entertain. Being such a showman is rare for a Necromancer, so everyone buys into his story about being Kia Lee, Demon Dancer. Among the spells at his disposal are Command Ghouls (10), Command Vampires (100), Death Bolt (30), Greater Animated Dead (50), Necro-Armor (16), Recognize Undead (8), Summon Dead (10), Summon Vampire (150), Summon Worm of Taut (210) and Wear the Face of Another (15), among others (all the listed spells are described in the pages of **Rifts World Book 18: Mystic Russia**).

Though he has applied for membership with the *Guild of the Gifted* on two occasions, he has been respectfully declined. Consequently, he is done doing favors to win their approval and now considers them to be his adversaries. Thus, whenever Guild members enter his establishment, he tries to get them drunk and fleece them out of as much money, magic items and information as possible. He is also happy to secretly undermine the Guild of the Gifted and its members by leaking rumors and information that causes them trouble or damages their reputation. This means Duke is also happy to purchase damaging information he doesn’t yet know about the Guild or its members. Duke has no fondness for vampires, but enjoys taking their money as much as anyone else’s, consequently, vampires are regular patrons of “private”

games on the second floor, but may also be encountered, from time to time, on the main floor late at night.

It may come as a surprise, but all games are on the up and up, with a minimum of cheating in favor of the house. The establishment is clean, classy and appeals to high-rollers.

9. The Serpent Claw Bar. A popular tavern frequented by practitioners of magic and psychics. A sanctuary spell prevents violence inside, while the two mages who manage the place keep their customers serene with fine drinks and finer female entertainment (dancing, singing and illicit). The alcohol is of superior quality, costs 8-10 credits a drink. The owner is reputed to be an adult Dragon who is almost always out of town on business. The two managers are Brit (Female, 6th level Mystic, Anarchist, Elf) and Crandall (male, 5th level Ley Line Walker, a Dramins).

10. The Juarez National Bank. Change/sell gems, gold and silver into credit, apply for credit, loans, and credit cards, store your valuables in top security (and magically warded) private vaults and have precious ores and gems appraised. The bank services the local merchants and the Guild for the Gifted. Secretly operated by the Guild for the Gifted.

11. North Town Slave Market. Life has little value in Ciudad Juarez, thus it is bought and sold like everything else in this city. The North Town Slave Market is clean and pleasant compared to the other slavers in town. It is a towering ten story building that houses 300-400 slaves (80% are D-Bees) at any given time. Most of the slaves are uneducated and many are criminals sold by the city government to keep the prisons from becoming overcrowded (1D4 level Bandits, Bandit: Highwayman, City Rats, Farmers, Mercenary Soldiers, Psi-Stalkers, Saddle Tramps and Vagabonds). Others are D-Bees captured in the wilderness and sold as slaves. More exotic fare includes occasional offerings of Native Americans, Lynn-Srial, and aliens provided by Splugorth Slavers.

The cost of a slave varies with the subject’s training, discipline, age and physical attributes. Prices range from as little as 1,000 credits to 60,000, but average is 15,000-30,000 credits.

The North Town Slave Market also offers an **employment service for mercenaries**. Any men-at-arms, especially Gunfighters, Gunslingers, Lawmen, Juicers, Crazies, Combat Cyborgs, Headhunters, Wilderness Scouts, Psychics and Practitioners of Magic of any race can be hired through the market. Most are mercenaries down on their luck and forced to sell their services through the Slave Market. Services include personal bodyguard, security guard (home or business), armed delivery, armed scout/wilderness guide, detective, surveillance, assassination (very discreet), and brutality (beating somebody up, breaking a leg, blowing up a car, etc.). Average rate is 300 credits per day plus expenses (ammunition, vehicle repairs, room and board, etc.) for level 2-4 experience, 500-600 credits a day for experience levels 5-7, and 1,200 to 4,000 credits a day for experts eighth level and higher. Special equipment like power armor, robots, and magic costs extra and can easily double or quadruple the daily rate. The Slave Market manages all moneys, taking 50% for themselves. As one might guess, the North Town Slave Market does NOT officially condone or encourage illegal activity on the part of its mercenaries, but does in fact allow them to pursue “all avenues of conduct.” The market’s only concern is discretion and they will not protect or defend “wanted” criminals. Of course, since the “official” position in Ciudad Juarez is there are no vampires, there is NO work for Vampire Hunters.

The slave market is run by a triumvirate of owners, all ex-military; one is a 9th level CS Military Specialist who went rogue 12 years ago, one is a 10th level Headhunter, and the third is a 10th level CS RPA Robot Pilot who went rogue with his buddy long ago (still owns his original SAMAS as well as a fine collection of power armor suits, including a few Bandito Arms SAMAS and a Triax Ulti-Max). Among their most notable and trusted employees are a mated pair of Simvan Monster Riders (Max and Reaya, both 8th level; they ride Rhino-Buffalo), Kalinda, a Shemarrian warrior and her A-002 Monst-Rex, and six Brodkil sub-demons. (See **Rifts® Sourcebook One** for details on Brodkil and Shemarrians. No, they don't know Shemarrians are Archie 'Bots. Yes, she is a spy for Archie Three. Yes, Archie has a secret presence in Ciudad Juarez and Northern Mexico.)

12. North Town Motel. An eight story motel with 160 rooms. Clean and fairly secure. Includes television and private bath; costs 120 credits a night.

13. The Power House Armory (Robots & Armor). A large, six story, modern building of reinforced steel and concrete (50 M.D.C. per 10 foot/3 m area) that is home to the premier dealer in brand new, perfect condition, Mega-Damage body armor, power armor, robot vehicles and weapons. The Power House Armory sells the following at 10% below market:

Body Armor: Bushman, Explorer, Juicer, and Gladiator.

Power Armor: Triax T-21 Terrain Hopper power armor, X-10 Predator power armor, all Bandito Arms power armor, and Titan power armor.

Robots: Triax X-500 Forager Battlebot, DV-12 Dyna-Bot, the entire Titan Robot series, and the NG-V10 Super Bot-Vehicle (labor).

Weapons: All Triax weapons available to the Americas, as well as all Bandito Arms and Wilk's laser products, plus a selection of Northern Gun weapons, including Juicer rifles, the NG-P7 particle beam rifle and rail guns.

Repair Facilities: The five, small, two story buildings next to the store are 1. Weapon repair and energy clip recharging at 30% less than the standard rate. 2. Body armor restoration. 3. Electronics shop. 4. Power Armor repair. 5. General mechanics shop. Robot repair is done inside the big building.

Note: As you might have guessed with all the Titan Robotics products available, the Power House Armory is a front for *Archie Three*. Archie and Hagan are both fascinated and concerned about the Vampire Kingdoms. This is just one of many secret Archie operations in Mexico; half the workers at the Armory are Archie robots.

14. Opie & Bea's Fix-it Shop. Opie (9th level Operator, 28 years old, Scrupulous alignment) and his Aunt Beatrice (a 10th level Operator, Principled alignment) run this all-purpose repair shop. They clean and repair vehicles and weapons, recharge weapons, and do basic repairs and maintenance on power armor and giant robots. The shop also repairs computers, appliances, and electronics of all kind. Cousin Joeber (pronounced Joe-bare, 5th level, Anarchist) and three D-Bee assistants (8th level Operators, all are Scrupulous) help with the work. Prices are reasonable and the workmanship is very good to excellent depending on who did what. The people at the Shop are well known and loved in the community.

15. Flyod's Hair Salon. An ex-Juicer, known only as Floyd, is a masterful barber and hair stylist (Unprincipled alignment, I.Q. 10, M.E. 9, M.A. 13, P.S. 17, P.P. 21, P.E. 9, P.B. 8, Spd

10; looks 68 is but really 48). The wilder the cut the better, and his Mohawks are spectacular. He is incredibly fast and nimble, seldom taking longer than a half hour to cut hair, and his styling is the most popular in town. Prices are fair for the quality and popularity, ranging from 20 credits for a simple man's haircut to 100 credits for the fancy and exotic.

His assistant is **Edwardo Romero**, a full Conversion 'Borg with special bionic scissor attachments for his hands and two additional bionic arms (5th level Combat Cyborg, Anarchist alignment; P.S. 30, P.P. 20). One limb is equipped with a laser scalpel finger, utility laser finger and chemical spray filled with hair spray, mousse, and hair conditioners. The other hand has four retractable finger blades. The cyborg also has a retractable Vibro-Blade, knuckle spikes, garrote wrist wire, forearm laser blaster (2D6 M.D.) and a concealed ion rod (4D6 M.D.) in his leg, along with multi-optic eyes, bionic lung and speech translator. Edwardo and Floyd were mercs together and like each other, but Edwardo thinks he is the better hair stylist (he's not) and the two are always competing to outdo each other, which is probably why the Salon is so good. There are three female assistants (all 3rd level Vagabonds of Scrupulous alignment).

16. Lebeau's French Cuisine. A small restaurant and pastry take-out bakery, it also has a dozen tables inside and another dozen outside café-style with French music piped through loudspeakers. The restaurant offers classic pre-Rifts food and pastries that are authentic and delicious. A typical meal is 15-25 credits, pastries cost 1-4 credits each. A fun change from the local cuisine, every table is filled and there is a long line of people waiting at breakfast, lunch and dinner time. It is open from 6 A.M. till midnight.

17. Hogie's Heroes. This is a take-out shop specializing in submarine sandwiches called "U-Boats" (not that anyone knows what that means). Hot and cold sandwiches are made at a quick pace; take-out only. A sandwich costs 4-10 credits depending on what's on it. Also sells a variety of popcorn; one credit per 16 ounce bag.

18. Lovie's Jewels. A quaint little jewelry shop that specializes in gemstones, jade, turquoise and silver. Lovie's best selling items are an array of silver and diamond studded silver crosses, silver knives, necklaces and bracelets. She is always in the market for silver and gemstones and pays a fair price for them. She does not make silver bullets, but can direct interested parties to someone who does, such as #20 Sergeant Carter's, below.

19. Benito McGoo's Optics Center. Sells optic systems for adventurers including a wide range of gunsights, binoculars, telescopes, nightvision goggles, infrared and multi-optic systems, cameras, video recording equipment, and even a small selection of cybernetic eyes (no Bio-Systems). Standard market prices.

20. Sergeant Carter's Gun shop. This is a small but prosperous little gun shop that specializes in automatic weapons, pistols and revolvers. Sells every caliber and type of ammunition, including silver bullets. Also repairs guns and sells a small selection of crossbows and silver tipped crossbow bolts and silver arrowheads. Prices are 10% below standard market prices.

21. Senor Jayney's Resale Shop. A scuzzy little pawnshop that pays 30% of the average market value for anything from silver bullets, guns and adventuring gear to computers, cybernetics and magic items. The workers promise to hold pawned items for 60 days before selling them, but hot items that can command a

high price and sell fast have a tendency to get misplaced (sold) or sold by accident.

The Shop sells most items for 30% below average market value and all sales are final. NO REFUNDS! There is a 01-50% chance the item is flawed in some way. Roll percentile dice to determine the flaw/problem:

01-25% The item is broken and needs a simple repair (cost 2D6x10 credits to get it fixed).

26-50% The item is filthy and requires 1D4 hours of careful cleaning to get it in proper working condition. However, after a proper cleaning the item is worth 1D6x10% more than what the character paid for it.

51-75% The item is missing an inexpensive (3D8 credits) part that needs to be installed before it can be made to work.

76-00% The item has a dead power supply, simply replace it with a good/charged one, and it is as good as new.

The owner is Senor Jayney (pronounced Ay-nee), a swarthy, 5 foot, 3 inch (1.6 m), 220 pound, beady-eyed con artist who has a sales pitch and a special deal for everything in the store. Jayney is a 9th level City Rat oriented to being a thief (Miscreant alignment, I.Q. 9, M.E. 15, P.P. 18, all others average).

22. Santana's Gags & Gifts. This is an odd little souvenir shop that is very popular among merchants and visitors who have never actually had an encounter with vampires. It sells a ton of silly and ridiculous trinkets including cheap sombreros (fall apart in a matter of days), ponchos, beaded necklaces and bracelets, wooden crosses (large and small), puppets, papier-mache masks, baskets, whistles, pinatas, firecrackers, sparklers, itching powder, dribble mugs, mugs with false bottoms (holds four ounces more than it appears), plastic vomit, whoopie cushions, joy buzzers and similar gag items. The store's best selling line of gags and gifts has to do with vampires. Items include fake vampire teeth, rubber stake and mallet, fake blood, trick vampire mirror (a 3-D hologram of a growling vampire appears in the mirror when viewed at just the right angle; yes, Santana knows vamps have no reflection, but loves the gag anyway and people buy it like crazy), vampire postcards (vamp rising from coffin, graveyard, severed head, etc.), Vampire Hunter photographs (3 different life-size action poses of figures fighting the undead, in which the tourist inserts his own head/face and the picture is taken), the *Vampire Almanac* (see #108 for description), rubber bats on a string, plastic mice, rubber tarantula spiders, real tarantula spiders, shrunken heads (fake and real!), pet lizards, cactus juice (a great thirst quencher, but tastes terrible), detailed map of Ciudad Juarez, a large variety of cheap toy water pistols (4 S.D.C. and break easily, fires 10 squirts of water), and "authentic" Mayan Luck Stones.

Mayan Luck Stones are about the size of an old silver dollar and can be carried in a pocket or worn on a string of leather or chain around the neck. Mystic Mayan symbols are carved into ordinary polished stone about a half inch thick. Believe it or not, these are real magic amulets. **Magic Bonuses:** +1 to save vs magic sickness and minor curses, and holds vampires at bay like a crucifix! Where Santana learned to make the Luck Stones (or from whom he might purchase them) is a mystery. Luck Stones used to sell for 300 credits each (no accumulative effect by wearing more than one), but have become so popular that they now command prices ranging from 800-1,200 credits depending on the size and quality of the charm.

The owner, Juan Santana, is a rotund, happy fellow who is fond of making bad puns and telling terrible jokes. Every object

he sells has a gag line or funny story behind it. Get him going and he can be as bad as a Flooper or Shaper. Of course, a sincere appreciation of his humor may net the customer a complimentary glass of his famous cactus juice (not really a kindness) and/or a 10% discount on any purchase. Santana is a retired adventurer who enjoys relaxing and being with people. He loves juicy rumors as much as a bad pun. If you can tolerate his sense of humor, Santana can be an excellent source of free information (or inexpensive; buying stuff from his store makes him a bit giddy and loosens his lips). His favorite topics are city politics, the Guild of the Gifted, and sports. Santana knows every arena and sporting event going on in town.

Juan Santana is a 6th level Rogue Scholar, Scrupulous alignment, stands 6 foot, 2 inches (1.9 m) tall, and weighs 300 lbs (135 kg). I.Q. 15, M.E. 8, M.A. 13, P.S. 24, P.P. 9, P.E. 10, P.B. 10, Spd 8. Cybernetic implants include a Universal Headjack and Ear Implant for Amplified Hearing (great for hearing customers whisper and picking up rumors) and Sound Filtration, as well as one Bio-System Infra/Ultra Eye.

23. Thómas' Rare Antiquities. This is a high-class pawnshop and store that deals only in the rarest, most dangerous, and illegal (at least in the Coalition States) artifacts. The artifacts can be Mayan, Aztec, pre-Rifts modern civilization, alien or magic. Prices are about 50% higher than standard market, but are 100% authentic and in superb condition. The wealthy and men of magic in town are among his most loyal patrons.

Thómas (pronounced Toe-moss) is not interested in mundane or damaged artifacts (will not purchase them), but he is willing to pay 50-90% of typical market value for truly strange, rare and well preserved items, which he marks up 50-200%. Books, video disks, art, alien artifacts and magic (he can read scrolls and use some Techno-Wizard devices) are his favorite items to buy and sell.

Thómas is a 10th level Rogue Scholar with expertise in Archeology, Astronomy, Advanced Mathematics, and Computers (knows all computer skills). He is fluent in American, Spanish, Euro, Dragonese, and Techno-Can and is literate in each. He can also speak Gobblely 80%. Unprincipled alignment; I.Q. 25, M.E. 19, M.A. 15, P.S. 14, P.P. 10, P.E. 9, P.B. 11, Spd 11 and he is a Minor psychic with 49 I.S.P. and the powers of Object Read and Mind Block.

24. Bakery. A small store that sells fresh bread, buns, rolls, taco chips, corn tortillas, meat pies, donuts, honey and jam. Everything is under three credits.

25. The Sanctum of the Guild for the Gifted. This is the five story mansion owned and operated by powerful practitioners of magic who have great influence on the city. The mansion is surrounded by a 15 foot (4.6 m) stone wall covered in mystic symbols. Between the wall and the mansion is a garden area with a sprinkler system (also useful in dissuading vampires). To the north and east of the Sanctum is a tree filled park that is always green and healthy even in times of drought. In the center of the park is a fountain with a stone statue of a wizard holding a book in one hand and a wand in the other. From the tip of the wand is a small flame that is always lit. the fountain is always flowing and there are several drinking stations where the water tastes pure and refreshing.

City folk stay away from the Sanctum, both day and night, for the wizards are known to be incredibly dangerous and said to consort with zombies, demons, monsters and dragons. **Note:** See

the *Gangs of Juarez* section for the complete description on the *Guild of the Gifted*.

26. North Town Police Station & Jail; Precinct #1. This is one of the few police stations manned by a police force that cares about its citizens and is vigilant about protecting and serving the public. Of course, city government insists that the affluent citizens of New North Town and the merchants in that area (Numbers 1-38 on the map) receive top priority. The police of Precinct One turn a blind eye to the activities of the *Guild for the Gifted* and always take their side in disputes. The Guild has such influence over this police station that they are given access to police files and schedules, allowed to examine evidence, and are sometimes even permitted to interrogate prisoners in secret. That having been said, the police of Precinct One do not take bribes, fight crime and try to protect everyone in their jurisdiction.

27. The Villa of Fineous. This large villa owned by the wizened librarian of the Sanctum for the Guild of the Gifted. It is said his personal library of books is almost as impressive as the Guild's. Fineous is 86 years old, but looks more like 68, and some have suggested magic is keeping him young. Perhaps, but he is not a mage. Fineous is said to hunger for adventure and likes to help explorers, adventurers and heroes whenever he can. His villa is the site of wild parties and festivals, and even at his age they are reputed to be some of the best in the city.

28. The Estate of Carlos Garcia. Senor Garcia is a wealthy nobleman with ties to the Black Market (smuggling, gambling and drugs); 9th level Vampire Hunter, Diabolic alignment, I.Q. 14, M.E. 18, M.A. 16, P.S. 19, P.P. 21, P.E. 13, P.P. 18, P.B. 12, Spd 22. He owns **Palace Garcia**, a rough and tumble gambling casino and is rumored to be a millionaire many times over. (Garcia has 250 million credits available to him at any given time, and has 20 million in gold and gems in a vault in his home.). He is also a renowned, local Vampire Hunter who rode with Reid's Rangers for a while before "retiring" and investing in the casino. Rumor suggests he was drummed out of Reid's Rangers because he was more interested in smuggling and personal gain than fighting vampires. He is also reputed to be an assassin for hire, specializing in slaying vampires, and consults with the Juarez Police Department. His estate is another place known for its wild parties and social events. The compound is guarded 24 hours a day by eight guards plus a dozen large dogs outside, and four guards inside, as well as by mystical means.

29. The Estate of Rasputin The Grey. This palatial, five story mansion is the home of the *High Lord of the Guild of the Gifted*, Rasputin the Grey. Like the Sanctum itself, the estate is avoided by local folk and is said to be haunted. Indeed, a half dozen Shadow Beasts roam the estate, ever vigilant for intruders, and a mated pair of Black Faeries are permanent houseguests. The mansion is protected by both conventional and magical means, and there is a temple for the Grey One in the basement. The villa is rumored to be visited by dimensional travelers and supernatural beings as well as members of the Guild. See the section on the *Guild for the Gifted* for full data on Rasputin the Grey.

30. The Gentlemen's Club. An exclusive club for the wealthy where its private members are rich humans and human-like D-Bees. Visitors must pay an entrance fee of 100 credits and be approved and accompanied by a member of the Club. The four story facility offers a quiet sitting room, large lounge and bar stocked with imported libations, a second small lounge and bar, card rooms (reserved for quiet evenings of card gambling), a small

library with about 1,000 contemporary and pre-Rifts books, second floor ballroom, weight and workout room, showers, jacuzzi, sauna, and 10 private meeting rooms (all with bed, couch, easy chair and table and six chairs) that can be reserved by members for meetings away from prying eyes. Members of the Guild of the Gifted snub the Gentlemen's Club, but it is frequented by non-Guild practitioners of magic, government officials and the snob rich.

31. North Side Music. A small shop that sells musical instruments and music recordings (one inch discs). Also offers music lessons for singing and playing the guitar. Good quality, good prices.

32. The Starlight Theater & Brothel. This modest theater caters to the illicit rather than the dramatic. 14 different half-hour performances are exhibited from 8:00 P.M. till four in the morning. Shows include scantily clad dancing girls, strip-tease artists, and live sex shows. Watered down whiskey, rum, and tequila cost two credits a drink, while shots of 150 proof rum are four credits each. Door entrance fee is 25 credits, but the customer can stay as long as he wishes. Six burly Dog Boys are the bouncers (5th level and a minimum P.S. and P.P. of 20, Anarchist alignments).

Upstairs are a dozen simple, clean, small rooms with a bedroom and bathroom for customers willing to pay for time with the theater's prostitutes. Prostitution is not illegal in North Town so there is no fear of arrest. However, thugs and criminals hanging out in and around the theater can lead to trouble and robbery, especially since booze is served. Most of the girls charge 60-160 credits per hour depending on the service they provide, but show headliners command quadruple and have the right to refuse clients they don't care to entertain. A popular place for the middle class, soldiers and adventurers with money to burn. The girls are all business and don't have time for crushes or romance.

33. Lydia's Hair Salon & Tobacco Shop. A two story, wood frame building that caters to the gentler needs of rich men is Lydia's. The first floor has two manicurists (40 credits for a manicure), a hair salon with six attractive women providing hair care services that range from 25 credits for a man's haircut to 60-160 credits for a woman's haircut and permanent or hair dye job, plus other services in the same price range, a tobacco shop that also sells snuff, hallucinogenic mushrooms, peyote, cocaine, marijuana and other drugs, and Lydia's business office. The office is a large, comfortable lounge. The furnishings are lavish and include a couch, two love seats, two comfy armchairs, a sitting table and desk. Her private chambers are behind her office.

The second floor has eight comfortable rooms with air conditioning, bedroom, and bathroom with toilet, sink and shower. Each is the quarters of a beautiful young lady of the evening. Each of these high-class call-girls has a P.B. of 19-26, all are healthy and disease free, and very, very discreet. Four are human, one is an Elf, One is a canine, one is a shape-shifter who can be anyone you want her to be, and one is a mutant cat who sometimes acts as a spy for the El Paso Wild Cat gang.

Lydia herself is a Mind Melter with a talent for healing and prophecy, offering a variety of different services to her gentlemen callers. She is happy to perform healing to erase the wounds and scars of a barroom brawl or the claw marks of another woman; costs 1D6x100 credits depending on the severity of the wound or potential damage to one's reputation if it is not removed. She can also dispense with venereal diseases (500 credits; Healing Touch and Increased Healing), Psychic Diagnosis (75 credits), instant

sobriety from booze, drugs, or poison (400 credits, Psychic Purification), Psychic Surgery (3,000 to 50,000 credits depending on the complexity), Exorcism (1,000 to 5,000 credits), and other healing services. She can also make the girl forget she ever met the client for a cost of 10,000 credits. Lydia is also clairvoyant and empathic, enabling her to foretell the future (tarot card reading is 100 credits, a true psychic reading is 500).

Lydia Marie Sanchez: 9th level Mind Melter, 283 I.S.P., possesses all Healing and Sensitive psionic powers as well as Bio-Manipulation (10), Empathic Transmission (6), Hypnotic Suggestion (6), Mind Bolt (varies), Mind Bond (10), Mind Wipe (special), Psionic Invisibility (10), Psychic Omni-Sight (15), and Telekinetic Force Field (30); Anarchist alignment; I.Q. 12, M.E. 23, M.A. 19, P.B. 15, all others average. Age 40, but looks 30, human, 5 feet, 6 inches (1.6 m) tall.

34. Punta's Magic Shop. A sorceress (Maria, 6th level Ley Line Walker), her husband, Gerardo Rivera (5th level Mystic), and her father Alvaro Punta, a retired member of the Guild for the Gifted (12th level Ley Line Walker) own and run this magic shop. The front of the store is covered with windows and has a skylight so sunlight fills the shop. It is a bright, cheerful place although there is the occasional demonic looking statue and monster's skull. Two Goblins, Kalrac and Klive (5th level City Rats), and Brinnock, a pig-faced D-Bee (a retired, 4th level Mercenary Soldier), work the stock room at the back of the store while Maria, Gerardo, or Julio (a 6th level Techno-Wizard) and a sales clerk named Anna (4th level Rogue Scholar) take care of customers. Only occasionally does the aging Alvaro make a personal appearance at the store, even though he lives upstairs on the second floor (his daughter and her husband live in a nice house a few blocks away). Of course the building is protected by magic.

Magic items: Talismans, amulets, magic potions, scrolls, Techno-Wizard devices, conventional and TW vampire slaying items and a large variety of other magic items. (**Note:** See the **Rifts® Book of Magic, Black Vault Adventure Sourcebook** and **Rift® Conversion Book One** for a number of magic items a G.M. might want to include). Some of the store's hottest selling items to travelers are crosses to hold off vampires, TW-water blasters and flares, as well as a wide range of crystals and gemstones ideal for Techno-Wizardry.

35. Riverview Movie Theater Multiplex 10. A popular movie theater that specializes in the showing of pre-Rifts films, and occasionally, new, fair to good, contemporary films. The pre-Rift films are the most popular and are rerun regularly since there is a new crop of adventurers and visitors all the time. A "hot" film will show for 4-12 weeks while a fair to good film shows for two weeks. There are a total of 10 theaters, with two theaters that show popular reruns on a regular basis. Cost of admission is 30 credits per person.

36. The North Star Hotel. A 15 story complex that can accommodate 600 patrons. Rooms are attractive, clean, all have private baths, TV, and security is good. Nice view of the park on the west side. Rooms cost 140-250 credits per night. South of the hotel is the guarded parking garage (the four squares on the map).

37. The Pyramid Hotel. An older, 20 story hotel, it offers 200 bargain rooms on floors 16, 17, 18, and 19, (50 credits a night; no private bathroom, communal bathroom and shower on every floor), 200 quality rooms on floors 6-15 (90 credits per night; larger and have private bathrooms; TV is an extra 20 credits per night), and 120 luxury rooms on floors 2-5 (150 credits a night,

large rooms, easy chair, small desk, private bath, TV). The first floor contains the hotel offices, lounge, Karaoke bar, hair salon, a reputable Body-Chop-Shop named Live Wire, and two huge restaurants. The food is fair to good at the restaurants with an average cost of 20 credits a meal, and alcohol is served (3-8 credits per drink). The top, 20th floor, is divided into six massive penthouse suites. One is the residence of the hotel owner, Emanuel Juarez III, and at least two are available at any given moment (costs 1,400 credits per night). Security at the hotel is fair, except for the penthouse suites which is ironclad. Service is good and the hotel is kept up well. Half the hotel staff are D-Bees.

38. North Town Mechanics & Gas Station. A competent mechanics shop able to repair hovercycles, vehicles of all kind, and handling minor repairs on robots and power armor. Reasonable prices.

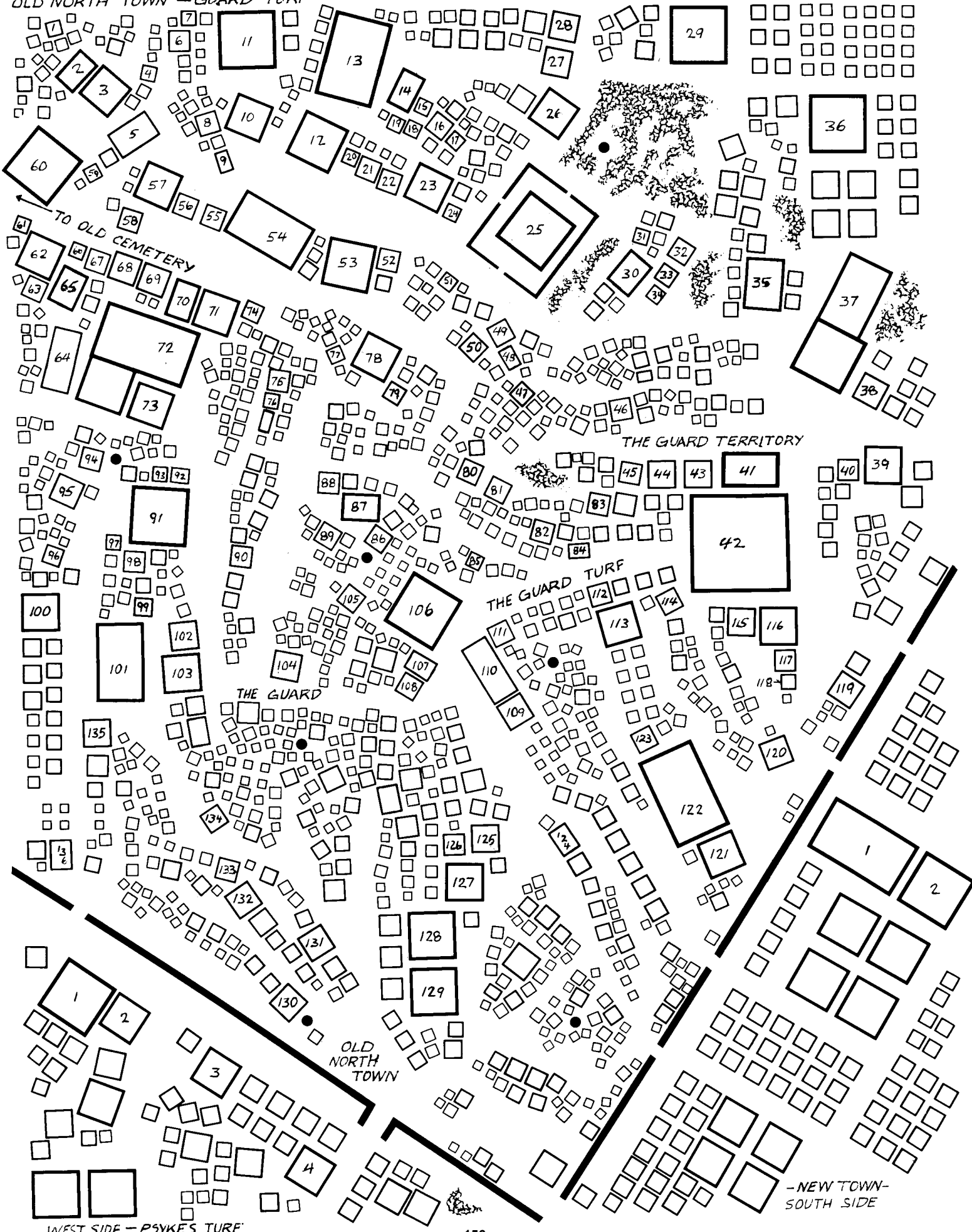
39. The North Juarez Apartments. A 12 story apartment building for the middle class residents of New North Town. It has recently undergone a massive renovation that added four new floors to the top of the building. Security is tight, the apartments are nice, well maintained and services are excellent. Even at 3,000 credits per month there are few vacancies. Management insists the building is "vampire free" and there has never been an incident involving a vampire. **Note:** The apartments are downwind of the stables next door.

40. Wilbur's Stables. Sells, buys, and rents horses, pack mules, donkeys and a team of four camels. Also offers veterinary services for horses, shoeing, feeding and grooming. Renting a good *riding horse* with riding equipment costs 30 credits an hour or 150 credits for a 10 hour day, or 800 credits for a full five days. A *workhorse* (plow, pull wagon, etc.) or *mule* costs 20 credits an hour or 120 for a 12 hour day, or 600 credits for a full five days. All rentals require a 500 credit deposit to cover loss of equipment or injury to the animal, in addition to agreeing to pay all expenses incurred from theft, injury or death of the animal. A typical workhorse costs 3,000-8,000 credits, pack mule or donkey 2,000-5,000 credits, a good, trained, riding horse costs 8,000-40,000 credits, and a superior riding or race horse can cost two to ten times more. The camels are not for sale.

The six smaller buildings behind the main building are the blacksmith, storage and additional stables.

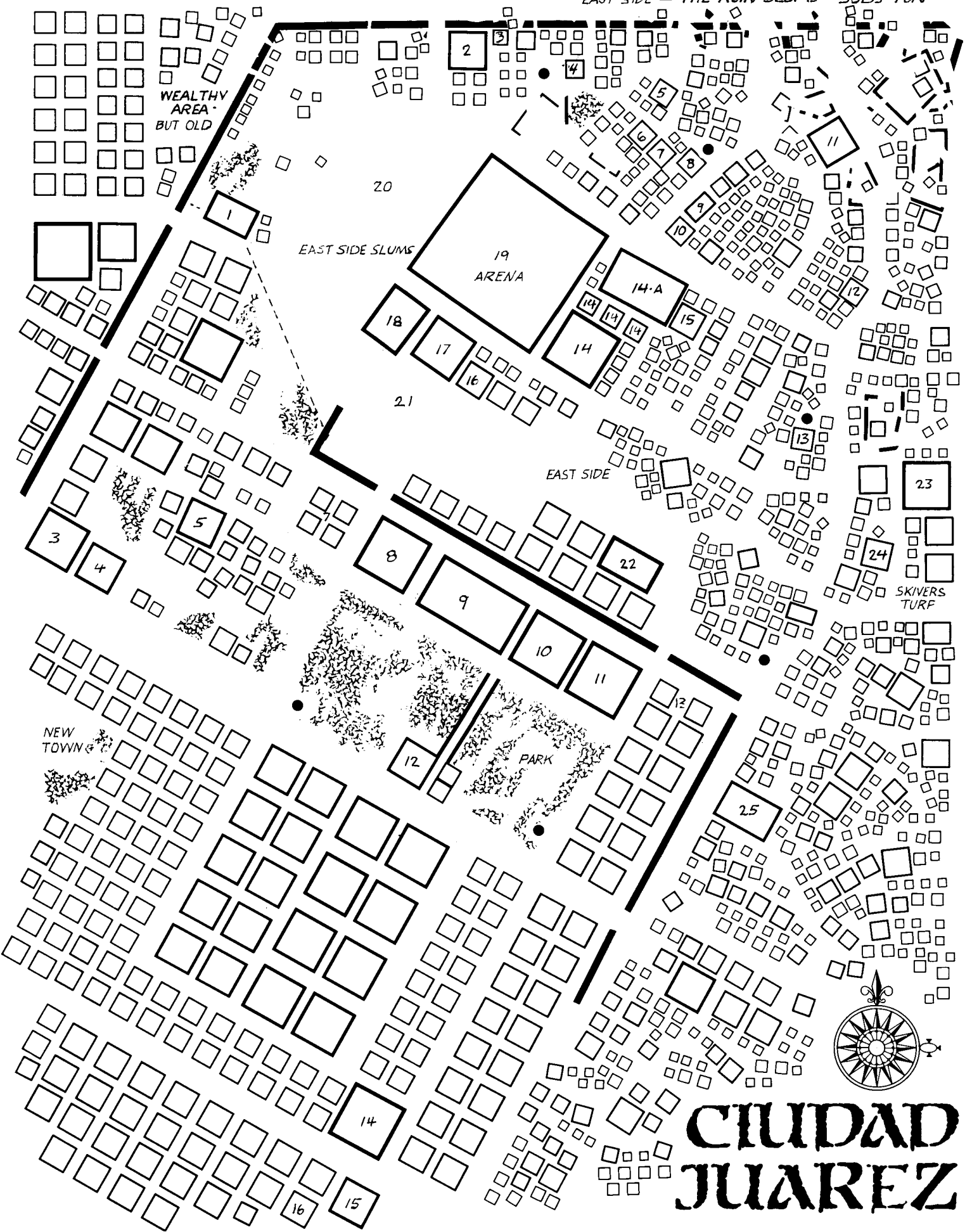
Wilbur Softwind and his family are Psi-Stalkers, which makes them superior animal handlers. Wilbur and his wife Leena are both 10th level Civilized Psi-Stalkers who love horses and are seen talking to them all the time. Wilbur is also a slick and savvy businessman with a keen eye for quality horses and a passion for racing them. Leena is quite the amateur veterinarian and very sympathetic toward animals in pain. Their six sons are all 5th and 7th level Wild Psi-Stalkers, the four daughters are 6th level Civilized Psi-Stalkers. Uncle Buck (9th level), Aunt Louisa (8th level), and their four boys (teenagers, 2nd and 3rd Level Wild Psi-Stalkers and two girls (pre-teens, first level Wild Psi-Stalkers), six N'reta and nine Fennodi Catus People help work stables operation. The alignment of family members range from Unprincipled to Scrupulous and there is a powerful family bond between them all and their spouses. Among the hired hands, alignments run from Anarchist to Scrupulous, and experience levels range from 3rd to 7th level. **Note:** Descriptions of N'reta, Fennodi and 80+ other D-Bees are found in **Rifts® World Book 30: D-Bees of North America™**.

OLD NORTH TOWN - GUARD TURF



WEST SIDE - PSYKES TURF

- NEW TOWN - SOUTH SIDE



CIUDAD JUAREZ

41. Wagonsmith, Wainwright and Carpenter. A quality manufacturer of wagons, wheels, wagon parts, barrels, crates, tables, chairs, fence posts, axe and shovel handles, as well as sharpened stakes, wooden mallets and large and small, plain wood crucifixes. Unfinished products, items not yet stained, varnished or painted, are half price.

42. The North Town Lumberyard and Mill. Produces and sells wood material for carpentry and building such as two-by-fours, wood planks, beams, doors (wood and some metal/M.D.C. doors), moulding, windows, paneling, wood roofing tiles/shingles, barrels of wooden stakes (12 for 2 credits, made from scraps), wood arrow and crossbow bolts (12 for 8 credits), mallets, rope, wood pegs, nails, screws, bolts, spikes, hammers, saws, paint, paint brushes, glues, resin, varnish, lacquer, sandpaper, tar paper, tar, and lime. Employs 100 full time workers (50% are powerfully built D-Bees, a dozen are giants).

43. Gomez the Coffin Maker. Simple, cheap, unfinished wood coffins cost a paltry 400 credits. Fancy coffins range from 4,000-10,000 credits. A Mega-Damage coffin costs 50,000 credits per 50 M.D.C. with a maximum of 300. Gomez and his staff also builds coffins to customer specifications, including airtight seal, secret vents or openings, lights within the coffin, locks inside or outside of the coffin, secret compartments, field radio, alarms and M.D.C. armor, and more. Gomez is a self-serving opportunist who makes coffins for any purpose without asking questions. To his way of thinking, he can argue he has never “knowingly” built a special coffin for a vampire, but who else would require the unusual features he is asked to include? Gomez scoffs at such accusations and claims the rich and eccentric are his customers. It is also interesting to note that his shop is open to customers from noon to midnight.

Gomez the Coffin Maker is also called “Mr. Ghoul-mez” by the local children and gang members. Everyone suspects he makes custom coffins for vampires, but nobody has been able to prove it. His shop has been under the watch of the Guard for years, and visited by Vampire Hunters and adventurers for just as long, yet no one has found any evidence he or his workers consort with vampires. Gomez is a 9th level Operator with carpentry and art skills. Diabolic alignment, he is out for himself, doesn't care who he sells his products to, and while he claims ignorance, knows darn well his primary customers for custom coffins are vampires. However, that includes *Deluded* and *Hero Vampires* who, arguably, are not evil. I.Q. 12, M.E. 18, M.A. 7, P.S. 18, P.P. 15, P.E. 10, P.B. 8, Spd 9. Gomez is tall; 6 feet, 5 inches (2 m), but thin with a pale complexion, yellow teeth, dull dark eyes, and looks to be about 50. Greedy, petty, and selfish, he will work for anybody willing to pay his price. He has a cool 3.5 million socked away in the bank, plus 80,000 in Universal credits on him at all times, as well as a stash of gold and gems worth 300,000 credits in a secret compartment (100 M.D.C., with complex electronic lock and two tumblers) in his bedroom on the third floor of his building.

The *Night Master* gang and other vampires frequent his establishment and also protect him and his business from unfriendly forces. Nobody has ever proved that Mr. G works for the undead, but many suspect the truth. Like their boss, his workers are in it for the good pay (all are Anarchist and Miscreant alignments) and don't care if they are helping murderous vampires.

44. Morley's Mortuary. This three story building next door to the coffin maker is a funeral home. It is a nice, serene place

with helpful morticians and a variety of parlors, from simple with two couches and wooden folding chairs, to fancy with numerous couches, armchairs and padded seating. Coffins (40% purchased from Gomez) generally cost 3,000 to 8,000 credits; a simple wood coffin costs 1,000 credits (yes, this is the same one Gomez sells for 400 credits, only it is finished and has a nice lining). Morticians prepare, preserve and present the body at a cost of 500 credits. Parlor rental is 100 credits for the simple and 1,500-3,000 credits for one of the fancy parlors. Cremation is 100 credits, a cremation jar 300 credits, and interment in a cemetery costs 1,200.

Mr. J.P. Morley is an 8th level Medical Doctor turned mortician. Miscreant alignment, I.Q. 12, M.E. 10, M.A. 13, P.S. 9, P.P. 14, P.E. 9, P.B. 10, Spd 8. He sometimes performs autopsies for the city government and individual clients (costs 500-1,200 credits depending on the complexity) and secretly sells human organs and cybernetic parts to the body-chop-shop across the road (#46). If sent by the right person, Doctor Morley is willing to patch up and do simple surgery on wanted criminals and adventurers, but after surgery, they **MUST** be taken elsewhere, they cannot stay at the Mortuary for any amount of money. Medical services for fugitives and adventurers who would rather not go to the hospital cost twice the amount a legitimate clinic would charge. Morley has squirreled away more than six million credits, nearly half of which come from his sale of body parts and previously owned cybernetics. Unknown to anyone, he has a deal with a group of Grave Ghouls (Lesser Demons) who eat the bodies of the deceased instead of cremating the bodies as he was paid to do. This saves him the time and expense of cremation. Likewise, bodies don't actually get buried. He just has the top layer of soil loosened to look like there was a burial and pockets the interment money. This works great when dealing with transients and adventurers who are never likely to come back to visit a grave, enabling Morley to resell the same plot many, many times. The Ghouls are thrilled with the supply of easy food and watch out for their gruesome benefactor. As for Morley, he has come to think of the Ghouls as loyal pets.

45. North Town Florist. A pretty shop that specializes in bridal bouquets and funeral arrangements. Prices are reasonable.

46. The Better Body Chop-Shop. This is your classic hole in the wall body-chop-shop. It is filthy, poorly lit, and smells of blood and disinfectant. Prices are “slashed to the bone” at 40% less than the standard book price for organ transplants, cybernetic implants and most services. Availability of full bionic limbs is hit or miss, but repairs on existing systems can be done. Bio-System parts are a rarity, but even they are 20% less than standard market value and bionic repairs are possible. The shop also offers basic medical services such as minor surgery, removing bullets, suturing knife wounds, setting a broken limb in a cast, and so on, for a mere 1D6x100 credits and a solemn promise of not reporting the incident to the authorities. This doctor is frequently used by the *Skivers gang*, Cyber-Snatchers, bandits and underworld scum of all sort. This is a great place to buy or sell “used” cybernetics and bionics. The shop pays 20% for “previously owned” bionics and don't mind having to remove the part from a dead body.

Doctor Vincent Lee Diaz is the owner and chief surgeon. He is an 11th level Cyber-Doc of great skill when he's not too drunk or drugged out. Miscreant alignment, I.Q. 15, M.E. 9, M.A. 15, P.S. 11, P.P. 20, P.E. 8, P.B. 14, Spd 10. Age 55. Doctor Diaz is usually depressed, sullen and drunk or high. He doesn't

care about anybody or anything except his booze and drugs, and spends most of his money on alcohol and cocaine.

47. Chapel – Weddings Cheap is all the pink and white neon sign says. This is a quickie marriage chapel. No blood test is needed. The marriage license is prepared on the spot. A quickie, no-fuss wedding costs 20 credits and takes five minutes. A longer, more formal wedding costs 50-10 credits, takes 15-20 minutes and offers canned music and plastic flowers. Formal wedding ceremonies and catered receptions are also available. 1D6x1000 credits for the hall and open bar, meals cost 20 credits per person, and the cake is 3 credits per slice; surprisingly good quality. The second floor is the wedding hall for large affairs.

48. The Remmington Detective Agency. This detective agency seems to be embroiled in one controversy or bit of trouble after another. The organization is well-liked by the neighborhood and seen as a positive force. The agency's detectives have an excellent rapport with the Guard gang and the Guild for the Gifted, but are hated by the Juarez Police, Psykes and Night Masters gangs, all of whom target the agency for harassment, vandalism and worse.

Services include: Locating missing persons, rescuing the victim of a kidnaping, locating stolen goods, surveillance and photography of the subject, wiretapping, breaking and entry, stealing (for a good cause, i.e. stealing a stolen item from the thief who stole it in the first place), personal bodyguard, security guard, protection from vampires, vampire extermination, and private investigation of any crime (murder, robbery, extortion, etc.), and the capture of the perpetrator or location of enough evidence to bring him to justice. Ciudad Juarez being the politically corrupt place that it is, the Remmington Detective Agency is hired by a lot of people framed or falsely accused and arrested by the Juarez police to prove their innocence and procure their release from prison.

Fees: Vary from client to client, as the owner, J.J. and company try to charge according to what their clients can afford. The standard fee for those with means is 150 credits an hour, plus reasonable expenses (ammunition, film, gasoline, bribe money, repairs of equipment, etc.); double those fees for the wealthy as well as suspicious characters and disreputable clients (i.e., known criminals and scoundrels). Sometimes hazardous assignments also command double or triple the usual fee, but other times the charge is less. J.J. and company like to champion the underdog and the "Average Jose" who, in Juarez, have few people or places they can turn to for justice. However, that often means getting paid half the standard fee, and some jobs are taken on a pro bono basis (no charge) or on a pay-what-you-can basis. The team also takes contingency cases with a standard cut of 35% of whatever is recovered (the percentage may be reduced depending on the client or cause).

The founder and head of the agency was a human named Joshua James Remmington, a one time member of Reid's Rangers and one reason for the agency's early success. He was also an amateur painter of Western themes and his work can be found in homes and businesses throughout the city-state. Three years ago, Joshua and his partner, Victorio Truman (a Military Specialist), were both killed by vampires belonging to the *Night Master* gang. The vampires made quite the spectacle of the slaying, and displayed the mangled bodies of the two men as a warning to others who dared to challenge the will of any vampire. As to be expected, the police investigation has failed to produce sufficient

evidence to charge a single person responsible, but then the agency was no friend of the police.

Everyone thought this would be the end of the Remmington Detective Agency, but it has grown to be bigger than ever. Joshua "J.J." Remmington Junior has picked up where his father left off. Josh Junior, or J.J., is a better businessman and strategist than his father. He also grew up in the streets of Juarez, so he knows them like the back of his hand, understands the people and their needs, and is incredibly popular among the middle and lower class residents. Furthermore, he has the sympathy of the community who want to see his father's killers brought to justice. J.J. is a likeable and well respected 24 year old human, 5th level Vampire Hunter of Scrupulous alignment. He is also a Minor Psychic with the powers of Meditation, Object Read (6), and Sixth Sense (2) like his father, 34 I.S.P. I.Q. 15, M.E. 15, M.A. 22, P.S. 20, P.P. 18, P.E. 12, P.B. 20, Spd 14; 6 feet (1.8 m) tall.

Jose Hidalgo is J.J. Remmington's steadfast partner and mentor who has become like a second father to the lad. He is an ex-member of *the Guard*, but maintains a good relationship with the gang and has many connections with them, so whatever the Guard knows is likely to be passed on to Jose. It is said he was present the night J.J.'s father and old partner were slaughtered and can identify the vampires responsible. Jose is a 46 year old Quick-Flex Alien, 9th level Gunfighter with a knack for covert operations. Unprincipled alignment, I.Q. 15, M.E. 14, M.A. 10, P.S. 19, P.P. 24, P.E. 19, P.B. 12, Spd 21, 5 feet, 11 inches (1.8 m) tall; notable skills include Lore: Vampires, Roadwise, Streetwise, Tailing, W.P. Blunt, W.P. Knife, W.P. Energy Pistols, W.P. Handguns, W.P. Quick Draw and W.P. Paired Weapons.

Other Detective Agency Employees of Note: The Remmington Detective Agency also employs **Frank Dry Sand**, a 6th Level Cactus Person, Scrupulous alignment, **Dusty**, a Fennodi and 7th level Wilderness Scout, Principled alignment, **Luis MacRea**, a 9th level Military Specialist (emphasis on Espionage), Unprincipled alignment, **Monica Diaz**, a 7th Level Psi-Ghost, Scrupulous alignment, and **Clem Chandler**, a 23 year old, 5th level City Rat, Unprincipled alignment, who has aspirations of being the greatest detective in Ciudad Juarez.

Scarlet is the pretty, human receptionist and assistant secretary who has a crush on J.J. She is a 4th level City Rat of Scrupulous alignment, smart as a whip and a ray of sunshine in the office.

Marigold is the stoic, well mannered, "strictly business" head clerk and secretary. She is a D'norr Devilman, 7th Level Mystic, Scrupulous, attractive, smart and can handle herself in a fight.

The Detective Agency frequently hires a number of local "freelancers" that include a few Psi-Stalkers and Dog Boys, all 5th to 8th level and of good alignments.

Help Wanted: The agency sometimes hires adventurers, gun-fighters and heroes with a reputation for being honest and trustworthy, for special assignments or when the workload is too much for them to handle in-house, which is more and more often.

49. Seeligson & Jordan Attorneys and Counselors. A pair of good-hearted Rogue Scholars, originally from New Lazlo, who work as attorneys. Both men know their way around the bureaucracy of the city government and the corrupt police force. They will never knowingly become involved in criminal activity and avoid defending gang members, the Guild for the Gifted, or the Black Market. Legal consultation may be given free or

at greatly reduced rates to the needy, but average rates are 300 credits an hour.

L.R. Jordan's main legal interests involve helping travelers who have been fleeced by criminal organizations or persecuted by the city government. He can arrange bail, pay fines and defend clients in court. He boasts an impressive 70% winning record for court cases against the city and police force and is dreaded in court. Many city attorneys will plead out or drop a case the moment they find out that Jordan is willing to take it to court. He is extremely literate (reads and writes American, Spanish and Euro 98%), fluent in Gobblely and Dragonese 88%, and is an avid collector of old books and art. 9th level Rogue Scholar and attorney at law, Unprincipled alignment, I.Q. 17, M.E. 17, M.A. 24, P.S. 12, P.P. 10, P.E. 12, P.B. 10, Spd 12, age 48; human. Loyal friend to Seeligson who he greatly respects and trusts.

Leslie "Les" Seeligson is the crafty senior part. His specialty is insurance fraud, medical claims, and business law. He is also a fairly competent computer hacker (76%) and a master at negotiation and bluffing. 12th level Rogue Scholar and attorney at law. Scrupulous alignment, I.Q. 19, M.E. 18, M.A. 20, P.S. 10, P.P. 9, P.E. 8, P.B. 12, Spd 9. Age 62; human. Loyal friend to L.R. Jordan.

50. N.T. Money Exchange. Turn gold, silver, gems and jewelry (not artifacts, vehicles, weapons, mortgages, or magic) into instant credits. No questions asked. No proof of ownership required. Pays 60% of market value for *Juarez credits*, or 45% for *Universal Credits*. This is a Black Market operation. Quiet, efficient, and protected. Only Combat Cyborgs, Crazies and Juicers are used for security (1D6 level of experience). One can also open a savings and debit account that is secure and reliable.

51. Old World Style Beef & Leather. A small, smelly butcher shop that sells beef in its many forms; steaks, roasts, stew beef, ground (hamburger), sausage, jerked beef, slices, livers, kidneys, brains, tongues, feet, eyes and snout. Also sells some poultry. Plus a section of the store sells leather goods; belts, straps (studded and plain), strips of rawhide, watchbands, wristbands, collars, hats, backpacks, satchels, vests, and tanned leather cow hides, etc. Prices are all fair. The family that runs this shop has lost loved ones to vampires and hate the beasts. As a result, they are happy to share rumors and what little information they may have on vampires in town.

52. Felix's Fruit Market. A medium-size market that sells fresh fruits, dried fruits, jams, fruit juices, ciders, honey, some vegetables, spices, dairy products and eggs. Reasonable prices for good quality food. The founder of the market was shot in the back in the street, killed and robbed after he won big in a card game at the *Duke's Card Parlor & Saloon*. The suspects are a band of mercenaries who frequent Ciudad Juarez, but the police have not charged anyone.

53. Town and Country Vehicles – Used Car Lot. Sells used and rebuilt automobiles, motorcycles, hovercycles, common hovercraft, and the occasional jet pack, Mountaineer ATV, Sky King and Wing Board. Since the Siege on Tolkeen began and increased Coalition military forces in the State of El Dorado (Arkansas) and Pecos Empire (Texas), Town and Country Vehicles has seen an increase in "used" Coalition and Northern Gun vehicles of all kinds. Mostly light vehicles such as hover cars, trucks, and jeeps, CS Rocket Bikes and similar hover platforms and light military vehicles. The Northern Gun (NG) vehicles are a similar fare. NG vehicles designed for communities and adventurers may have a

conventional combustion engines (20% and are the least expensive), requiring fuel of some kind, 15% are solar powered, 15% electric, 40% are nuclear, and 5% have Techno-Wizard (magic powered) engines. However, CS, Northern Gun and Bandito Arms military grade vehicles are almost always (95%) nuclear powered. Prices are 30%-50% below new vehicle prices; vehicle M.D.C. is typically 1D4x10% less than new. All vehicles are sold in working condition and are of fair to good quality. The lot dealer pays 30% of market value for used vehicles in good condition, 15% in poor shape. The car lot has its own team of Operators and garage to get vehicles to running condition for resale.

54. Open Farmers' Market. Scores of different vendors and farmers sell their goods at this large market. Merchants include sellers of coffee, spices, herbs, tobacco, soybeans, rice, corn, hot peppers, vegetables, flour and grains, fruit, fresh meats, smoked and salted meats, jerked beef, poultry, fish, candy, honey, flowers, hats, sombreros, ponchos, baggy cotton shirts and pants, sandals, rope, baskets, canvas sacks, water skins, wooden axe handles (do 2D4 S.D.C. in combat), wooden mallets, wooden stakes, crossbows, bolts and arrows, a few horses, donkeys and some livestock such as chickens, geese, ducks, pigs, sheep and goats (no cattle). Prices are 20% below standard market cost, but quality varies from fair to excellent; buyer beware. Members of the Guard patrol the Farmers' Market and keep the peace. The police also have a presence here, and keep an eye out for wanted fugitives and adventurers looking for trouble. The market is open from sunrise and closes a half an hour before sunset.

55. Tinker's Shop. Makes, fixes and sells simple items made of metal such as belt buckles, clasps, pins, pots, pans, knives, kitchen utensils, fishing hooks, animal traps, manacles, chain, horseshoes, nails, hammers, bells, and wind chimes. Smith in back of building. Standard prices.

Silver Weapons: Though the shop owner, Miguel, does not advertise the fact, he makes and sells silver bullets and arrowheads at prices just 10% above his own cost. He is happy to coat blade weapons in silver for just 20% above his own costs, making them the bargain of city. The silver weapon or ammo can usually be ready within 48 hours; full cost for rush orders ready in 18 hours.

Rumor: The owner's handsome 24 year old son, Alonso, is said to have left town and gone North to make a new life. However, the rumor on the street is that the strapping lad has become a vampire and the newest member of the Night Masters gang. Miguel refuses to discuss the rumor.

56. Sherman's Pottery Palace. This family of craftsmen make a wide variety of pottery, dishes, platters, bowls, clay jars, containers, mugs, and wind chimes. From simple clay to fine ceramics. The local saloons and restaurants are regular clients and frequent purchasers. Fair prices; good to excellent quality.

Rumor: The youngest daughter, Christina, is rumored to have run away from home to join the Psykes gang.

57. The Fighting Cock. A favorite indoor arena, gambling place and saloon. Every night sees different animals pitted against each other; rats, cocks, dogs (including coyotes and wolves), wild cats or dogs versus wild boar or other fierce animals. There are also "man vs animal" events such as bull, boar and wolf wrestling – bare-handed; no weapons allowed. "Humanoid vs humanoid" events include boxing, kick boxing, wrestling and knife fights. Prize money is a shockingly low 200-1,200 credits, yet there is never a shortage of contestants nor spectators. The winnings can be increased by two to ten-fold via astute side bets with fellow



patrons or the house, as gambling is the real sport at this establishment.

The saloon offers strong, cheap drinks, 2-5 credits each, but is limited to corn-liquor moonshine (powerful stuff), tequila, and beer.

The owner is Pedro Delgado, a 9th level Rogue Scholar (I.Q. 14, M.E. 15, M.A. 12, P.S. 9, P.P. 11, P.E. 10, P.B. 10, Spd 9; Miscreant alignment). He lives vicariously through the fights and excitement at the Fighting Cock, but is himself a simpering, mean-spirited, backstabbing wimp who has no combat skills. The only time he fights or exerts himself is when he has Night Hawk and/or several of his strongmen to protect him. Pedro pays the police for favors and to overlook any trouble at his establishment, but he is also a “snitch”, earning additional favors from his corrupt police buddies by giving them information about the people who come to the arena. Thus, Pedro always has his eyes open for fugitives, desperadoes, and wanted criminals as well as the bounty hunters, mercs and adventurers who hunt them. He also always has his ears to the ground for news, gossip and hints of trouble or an opportunity to make money. Pedro Delgado is in so deep with the corrupt members of the Juarez Police Force, that his men do the occasional “special job” for the authorities, like making a witness forget what he saw or making him (or the evidence) disappear, and so on. Consequently, The Fighting Cock is a hang out for many of the corrupt members of the Juarez police; 2D4+2 are present 80% of the time.

Delgado’s Fight Manager is a burly 9th level Crazy known as the **Night Hawk**. I.Q. 11, M.E. 14, M.A. 5, P.S. 27, P.P. 20, P.E. 21, P.B. 7, Spd 36, Miscreant alignment; Hit Points 92, S.D.C. 124, P.P.E. 32, I.S.P. 61. Wears a TW suit of body armor made

of dragon hide (154 M.D.C.). **Night Hawk’s Psionic Powers:** Impervious to Fire (4), Levitation (varies), Telekinesis (varies), plus the Crazy’s O.C.C. abilities of enhanced speed, Bio-Regeneration and other special abilities and bonuses. **Insanities:** Phobia: Snakes, Obsession: Gambling (loves it, gambles all the time). **Affective Disorder:** Disgusted by anything sticky. **Crazy Hero:** Nighttime complex in which he believes his M.O.M. powers and abilities occur only at night (fights like an average man during the day), thus he is active all night and sleeps most of the day. Hates vampires, though, and likes to fight and kill them over the slightest provocation.

Henchmen: **Zeta** is a 6th level Crazy, Anarchist alignment, who is in love with Night Hawk. He is one of her Obsessions, making Zeta his stalker. She does anything Night Hawk asks of her, but she hates to be away from him more than 10 minutes. She is the first to take action to defend and protect Night Hawk, which is embarrassing to him and the two bicker about it and other things on a frequent basis.

Carlos, Michael, and Bart are three 5th level Robot Pilots, each is Miscreant, whose primary weapon is the NG-Samson power armor. Night Hawk has a thing about Samson power armor and always has 2-4 as members of his squad. There is also **Clyde**, a 7th level Ogre fighter, Diabolic alignment; **Crimson Steel**, a 6th level Undead Slayer, Aberrant alignment and also an Ogre; **Hammer**, a 5th Level Merc Soldier who is a Vanguard Brawler; **Bruul**, a 3rd level Merc Soldier who is a N’mbyr Gorilla Man, his mate, **Norreetta**, also a N’mbyr and a 4th level Merc (both are Miscreant alignment); **Lorna Blue**, a 7th level Ley Line Walker, Anarchist alignment; and **Mighty Chubs**, a 6th level Flooper who likes to play cruel practical jokes; Miscreant alignment. This

crew of roughnecks function as “security” and Pedro’s elite enforcers, but they are all partners who divide up one third of the profits for keeping the facility safe.

There is also **Carlotta** and **Solomon**, a pair of Miscreant thieves (one a human female, one a male Quick-Flex Alien, both 7th level) hired by Pedro to work the crowd, pick pockets and keep an eye out for troublemakers. They get to keep 25% of whatever they steal. If caught, one of the 2D4+2 off-duty **Juarez police officers** will pretend to arrest the “thief,” but lets the crook go and never files charges. Likewise, any of the corrupt police officers who frequent the arena may step in to give a hand in getting rid of troublesome customers or criminals, or to help shake-down gullible visitors (bribes and pay-offs are split 50/50).

Note: As dangerous as the arena is, it is also a good place to gather information from scoundrels who have had too much to drink, make contact with mercenaries, adventurers, corrupt police, Skivers gangbangers, criminals and even a vampire. The Guard and Night Masters are not allowed.

58. The House of Healing. Psychic healing is performed at reasonable fees. Psychic Diagnosis costs 50 credits, Psychic Purification (booze, drugs, poison, etc.) is 250 credits, heal minor wounds, cuts and bruises from a barroom brawl requiring Healing Touch costs 50-100 credits, deep stab wounds and/or blood loss requiring Healing Touch and Stop Bleeding costs 200-500 credits, internal injury or grievous wounds requiring several Healing Touches and Increased Healing or the application of additional psionic abilities costs 800-1,200 credits depending on the severity of the wound and amount of time needed for treatment, and Psychic Surgery costs 4,000-24,000 credits depending on the severity and amount of time and work necessary to heal the patient. Exorcism costs 10,000 credits per Entity. The psychics are willing to apply their powers of healing to humans, D-Bees and animals – pets, horses, work animals, etc., for about half the amount for similar types of healing.

The House of Healing was founded by three elderly sisters: **Lydia, Maria** and **Anna**, each a 12th level Psi-Healer, Anarchist alignment, 72, 73 and 75 years old, but they only oversee operations and take on “special cases.” They leave the majority of the work to the 12 psychics they employ, all women, all 1D4+6th level Psi-Healers or psychics with healing powers. **Lana**, the Mystic went missing three years ago and is presumed dead. She went to the market and never returned. Many people in Ciudad Juarez simply vanish without a trace.

59. In God’s Image. A quaint artisan’s shop where craftsmen make statues of old Aztec and Mayan deities carved out of wood, stone and jade. 75% are copies of real Aztec and Mayan statues and carvings. The figures are popular souvenirs for the wealthy and art minded persons. Prices are 1D6x100 credits, except jade carvings which cost 4D6x100 credits, depending on the size and complexity of the statue.

Rumor: There are several rumors floating around about the owner being an Aztec Priest of some sort and servant of one of the Vampire Kingdoms and/or one or more bloodthirsty Aztec deities.

60. Temple of Coatlicue and the Aztec Gods of Light & Dark. A pyramid shaped temple dedicated to Aztec gods of earth, air, moon, sun, death and war.

Rumor: It is said vampires never venture within 50 yards (meters) of the temple and, in fact, cannot set foot inside. Many a person has sought refuge from vampires by hiding within the

temple until sunrise. The temple is open around the clock. **Note:** This rumor is true.

61. Good Food Snack Shop. Sells cold drinks: water (1 credit), soda, fruit juice, cactus juice, beer, wine, ice cream cones (hand dipped, 6 flavors), chocolate, sugar candy, honey, syrup, bread, corn chips, hot chip dip, flaky cinnamon and sugar chips, popcorn, and cheese sticks. Everything is quite tasty and ranges in price from 1-6 credits a serving.

Rumor: The new owner is a portly Larmac said to have been a lieutenant in the Tolkeen Army before he deserted two years ago. He loves food and, if anything, his influence on the Good Food Snack Shop has only improved the quality and range of items served. It is also rumored that he came to town with magic items worth at least a few million credits and used the money to purchase the shop. According to some rumors, those magic items were stolen from the Tolkeen treasury.

62. Robot Horses & Canines. A small robotics shop that specializes in the sale of robot horses and dogs. The proprietor and his team of Operators specialize in true robots and can repair and reprogram robot horses and dogs. Everyone knows the owner *Rene Diego* is a kind and generous man, though a bit odd. He is happy to purchase “previously owned” robot horses and canines, and buys them at an impressive 30-40% of the standard market value (50% if the seller is a down and out hero or Vampire Hunter) and turns around and resells them for twice what he paid. He is also notorious for giving heroes steep discounts.

Robot Horses: (Simple intelligence is all that is available, minimal I.Q., loyal, obedient, basic program: trained animal like functions; 200 M.D.C., 15 year nuclear power source) list costs: 2.5 million credits for the Appaloosa/Pony, 5 million for the medium-size riding horse/Mustang, 6 million for the speedy Arabian or War Horse. Used models sell for 30% to 40% less, but show wear and have some damage: The robot has 1D4x10% less M.D.C. and 1D4x10% less running Spd.

Robot Dogs: Small ‘bot dog about the size of a fox costs 1.5 million credits and has all the basic features of the classic “K-9 Companion,” but half the speed, P.S. and Combat damage. The K-9 Companion (German Shepherd and similar sized robot dogs) costs 2.5 million. Used models are 30% less, but the robot’s M.D.C. and Spd are 1D4x10 less.

Notable Extra or Custom Robot Features: An additional 100 M.D.C. costs 500,000 credits, an additional 200 M.D.C. costs one million credits.

Real animal appearance: Looks like a real dog or horse with fake fur, eyes, and other cosmetic features. Cost: Horse 200,000 credits, dog 120,000 credits.

Silver Coated teeth and claws for Canine robots. Cost: 5,000 credits for a set of canine teeth, 1,000 credits for canine claws/toenails. 10,000 credits for a set of horse teeth and 3,000 credits to silver plate a single hoof. The problem with silver-plating hooves is that the coating of silver wears off in 4D6+6 days, compared to 1D6+12 months for silver plated teeth.

Enhanced Computer Programs: Can only have one of the following in addition to its original programming to behave and respond as the equivalent of a well trained canine companion or horse.

Simple Language Program with Voice Synthesizer and two languages of choice at 80% costs 30,000 credits.

Language Program with Voice Synthesizer (understands and speaks six different languages at 85%) costs 50,000 credits.

Technical Program (speaks three languages, knows two Lore programs and can read and operate a computer, all at 80%) costs 100,000 credits.

Wilderness Program (includes the skills Land Navigation 80%, Identify Plants and Fruit 75%, and Tracking 55%) costs 90,000 credits.

Espionage Program and digital Camera eyes, but cannot have weapon eyes if this is the case (Detect Ambush 60%, Intelligence 70%, Photography 80%, and Tailing 80%; can store 10,000 snapshot images and 10 minutes of video), costs 135,000 credits.

Note: See **Rifts® World Book 14: New West™** for *Robot Horses* and the *K-9 Companion*. Additional robot programs, weapons and other features as found in **Rifts® Sourcebook One, Revised & Expanded**, may be allowed at the Game Master's discretion.

Rumor: Rene sells robot horses and canines at HALF PRICE to heroic adventurers (good alignments), Vampire Hunters and vampire hunters of any kind, Cyber-Knights and other heroes. This rumor is true!

Another rumor is that Rene has a secret supplier who sells him the robot horses and canines at half the usual wholesale price. Rene denies this, but how else can he sell them for so much less than anyone else? Though the well intentioned Rene denies it, this rumor is also true.

Rene doesn't look a gift horse in the mouth (pun intended), and does not press his benefactor for details or information. That benefactor is none other than Archie Three. Each new robot horse and canine (and about a third of the supposedly "used" robots) are Archie 'Bots that collect and send data to Archie Three. This information is also used by the Shemarrians in Mexico. Each Shemarrian can access the data and images stored inside each robot via physical contact with the robot animal. Unknown to Rene, two of his Operators are Archie androids.

63. Official Wilk's Laser Store. This is an authorized Wilk's Laser products store, and as such, sells only Wilk's items. The Juarez store sell all Wilk's goods at 25% less than standard list prices. The shop also repairs lasers of all kind and recharges E-Clips (Wilk's E-Clips are recharged at a 25% discount). In addition to weapons and tools, the store also sells a variety of other Wilk's products, including laser vid-players (see #67 *Laser Villa* for details), cybernetic finger lasers (tools and weapons), laser scalpels, laser distancers for attaching to guns, laser targeting, gun sights (3,000 credits; 2,000 feet/609 m), pocket laser distancer (1,500 credits; 5,000 feet/1,524 m), infrared distancing binoculars (1500 credits; 2 mile/3 km range), passive nightvision goggles, high-powered laser flashlight (400 credits; 1,200 foot/366 m beam), laser spotlights (1,500 credits; 1200 foot beam/366 m, illuminates an eight foot/2.4 m circular area; for mounting on vehicles), and conventional flashlights and lanterns.

64. North Town Taxi Service. The garage and dispatch station for North Town Taxis; a fleet of blue hover-sedans. Costs 1 credit per minute or two credits per mile (1.6 km), whichever is applicable. The majority of taxi drivers are D-Bees, with 20% being Fingertooth Carpetbaggers, 12% Larmac, 10% D'norr Devilmen, and 10% N'retas, among others. The latter seems an unlikely candidate since they have trouble communicating verbally, but they use sign language and know the streets well. Only 11% are human.

65. Mexicali Rose Restaurant. Mexican cuisine, good food, excellent wine. Typical meal costs 10-18 credits. Popular among

residents, business people and visitors; humans and D-Bees. Hours are 7:00 AM until midnight.

66. The Third Eye – Fortune Teller. This is a pleasant little shop with comfortable chairs and couches. The fortune teller offers palm reading, tarot card readings, tea leaf readings, and other playful fortune telling. Nothing too extreme or serious. Six attractive young women perform the showmanship for the *fake* but convincing psychic readings. The cost is 10 credits for a simple 10 minute reading, 50 credits for a 30 minute in-depth (and still fake) reading. The fortunes are always good, entertaining and any advice is helpful. Only the attractive, middle-aged woman who owns the shop possesses any real psionics.

Madame Dolores is a 10th level Vagabond who has learned to use her Major psychic abilities for profit. Her powers include Clairvoyance (4), Empathy (4), See Aura (6), Sense Magic (3), Deaden Pain (4), and Psychic Diagnosis (4) and she has 80 I.S.P. She has an Anarchist alignment and attributes are: I.Q. 12, M.E. 19, M.A. 21, P.S. 10, P.P. 9, P.E. 9, P.B. 12, Spd 10. A 30 minute psychic reading from her costs 200 credits and is the real deal, usually involving the use of Empathy and See Aura, combined with expert theatrics. A true *Clairvoyant reading* costs 300-600 credits. *Psychic Diagnosis* costs 100-200 credits and may be used to answer concerns about problems and anxieties, as well as health issues, possession and whether someone is a victim of a Slow Kill bite or is a servant of a vampire, all of which she can tell via See Aura. *Deadening pain* costs 30 credits. If Madame Dolores sees something with her psionic abilities that she doesn't think the client can handle, or might cause him to attack her, she may choose *not* to reveal it. If it's really bad news, she may even return the money and ask the customer to leave, saying, "I'm sorry, but I see only dramatic change in your future." Or, "I cannot see what fate has in store for you. It is rare, but it happens sometimes."

67. Laser Villa (Video Discs). This establishment boasts having more than 10,000 one and three inch video discs and over 20,000 music discs. Videos include contemporary dramas, comedy, and instructional vids (very important in a society where 80% of the people are illiterate). All are bi-lingual (American & Spanish) and work on most vid-players. The typical vid-player can read a disc in seconds and individual tracks can be copied from the disc onto the vid-player. Most players can store 4-6 movies (10 hours maximum) or up to 1,000 songs/soundtracks (but leaves no room for movies if maxed out). A typical contemporary video disc sells for 50-75 credits, while the vid-player sells for 300 credits (half for used players). Just downloading and storing a movie costs 15 credits each, individual songs one credit. Music discs sell for 25 credits. Laser Villa also sells actual pre-Rift music discs (not copies) for 2D6x1,000 credits each, and has 4D6x10 in stock at all times. They also sell the occasional pre-Rifts video disc (movie and TV shows) for 4D6x10,000 credits each and has 2D6 in stock most of the time (kept in a safe). Also sells vid-players and blank, recordable discs.

68. North Side Massage Parlor. "Get rid of those kinks and stiff joints from sleeping under the stars or a hard day's work!" Over 30 male and female, certified, expert masseurs are available around the clock. A 20 minute quick massage is 40 credits, a regular hour session is 100 credits. Massage and chiropractic is 150-200 credits per hour. Use of the sauna and showers is an additional 20 credits per 20 minutes. Despite some rumors to the contrary, nothing illicit goes on here.

69. A-Plus Energy Weapons. A weaponsmith who specializes in energy and high-tech weaponry. Selection includes all types of Vibro-Blades, Neural Maces, Wilk's laser weapons, common Northern Gun, Manistique and Bandito Arms weapons, including rail guns (even though they are not energy weapons), and Energy Clips. Also sells parts for the NG Samson power armor (cannot do repairs), gunsights and optics, smoke grenades and flares as well as recharges E-Clips for 2,500 hundred credits each. Prices on weapons are 10% less than list.

70. North Town Computers & Electronics. A well equipped store that sells computers, radios, communicators, cameras and electronics of all types and sizes. This includes language translators, laser distancers, electro-adhesive pads, sensory equipment, medical systems (including Robot Medical and Surgical Kits), vid-players, cameras, watches, surveillance equipment, and tool kits. No cybernetics, no Wilk's items, and no weapons. Prices are standard.

The sales people will always refer their customers to #71 *The Complete Wilderness Outfitter* for other goods and products or as another quality store to visit. The Outfitter is owned by their cousins.

71. Complete Wilderness Outfitter. A well equipped store for all one's wilderness needs. Prices on everything are standard to 5% less. It sells tents, sleeping bags, backpacks, burlap and leather sacks of all sizes, saddlebags, riding tack, plastic and glass jars and containers, canteens, water skins, gloves, hats, clothes for hunting and wilderness travel, knee boots, hiking boots, leather and cloth gloves, portable stoves, lanterns, flashlights, lighters, gasoline, kerosine, flares, rope, nylon cord, wire, fishing line, fishing poles, fishing tackle and gear, metal spikes, grappling hooks, spelunking gear, insect repellent, pocket sewing kits, pocket tool kits, hand axes, folding shovels, cigarette lighters, SCUBA gear, snorkels, swim goggles, swim fins for the feet, canoes and similar outdoors items.

Weapons: The weapon section of the store includes bows and arrows, crossbows from pistol size to rifle, crossbow bolts, wooden stakes, wooden mallets, Vibro-Knives and short swords, pocket knives, hunting/skinning knives, throwing knives, wood knives and swords, wood walking stick and staves, spears, basic silver-plated weapons, wooden crosses, and a full selection of vampire-slayer weapons, including TW-weapons and flares. Guns include 9 mm pistols with normal and silver bullets available (a box of 96 normal bullets is 6,500 credits, silver bullets costs 70 credits each), submachine-guns, rifles, and the entire line of Northern Gun energy weapons. Body armor is limited to Bushman, Crusader, Explorer, Huntsman, Plastic Man, Urban Warrior and used Coalition and Dog Boy armor (stats for all these armors are in **Rifts® Ultimate Edition**), as well as armored "dusters/long coats" (28 M.D.C.) popular with Cowboys, Gunfighters, Gunslingers and lawmen, and Northern Gun's entire line of "Range Rider" body armor (see **Rifts® World Book 14: New West**).

Vehicles: Selection is limited to the Wastelander motorcycle, Highway-Man motorcycle, Big Boss ATV, canoes, row boats and underwater sleds. This shop also represents several local ranchers and can arrange for the purchase of a quality riding horse for 6,000-10,000 credits (they get a 10% commission), or pack mule for 2,000-4,000 credits.

72. North Town General Hospital. A 10 story hospital with fairly modern medical facilities, a good trauma center, good

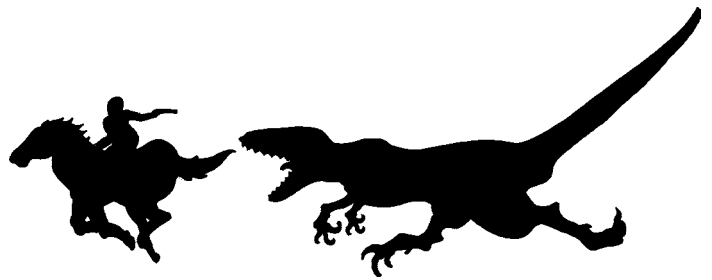
medical doctors, Psychic Healers and a few wizards. Its emergency room is full every night, but Psychic Healers and magic are used for quick stabilization of the seriously injured. Treating minor cuts, abrasions, bandaging wounds and similar treatment costs 200-600 credits depending on the degree of work, difficulty and time; serious cuts and injury costs triple. Transfusions cost 150 credits per pint. Setting broken bones costs 500 credits for a simple fracture, but a break that needs to be reset or requires reconstructive surgery costs 2,000 to 8,000 credits. The same for removing faulty cybernetic implants, bullets and shrapnel. Serious surgery, such as repairing internal bleeding, removing an organ, heart surgery, etc., costs 10,000 to 40,000 credits depending on the severity and complexity of the surgery. A typical stay at a hospital costs approximately 350 credits a day.

73. North Town General Professional Building. This is a six story annex to the hospital that includes a massive pharmacy, scores of laboratories (blood, chemical, toxicology, forensics, etc.), radiology and nuclear medicine, ultrasound facility, morgue, and administrative offices.

Rumors: Someone at the hospital sells fresh blood less than four hours old to vampires for 200 credits a pint.

It is also rumored that patients in a coma and those too weak and ill to resist or know what's happening to them – especially outsiders without family in Juarez – are taken to a secret room or ward (some say the basement) where vampires are allowed to feed on them, provided the undead promise not to kill the patient. This condition is not out of concern for the patient, but to maintain the "food supply" for as long as possible. Cost is 1,500 credits per feeding for as much as three pints of fresh blood from a living victim.

Another rumor is that the morgue stakes any corpse suspected of being a vampire.



74. The Merchant Pony Express Office (Merchants on Wheels). A branch of the famous traveling Merchants on Wheels Company dedicate themselves to package delivery. These cheerful lunatics are willing to try to deliver letters or a package (total weight 50 pounds/22.5 kg) anywhere in Northern Mexico, North America and most of Canada. Fees vary depending on the size and weight, the distance to be traveled and the potential dangers involved. The Merchant Pony Express is the best at delivering small packages that can be carried by one or two deliverymen on horseback or hovercycle. A delivery from Juarez to El Paso costs 40 credits and is same day delivery. From Juarez to anywhere in Lone Star or to Fort Reid, costs 100 credits per day and takes 1-4 days to deliver. Farther destinations such as Arzno, the Colorado Baronies and the Pecos Empire cost 250 credits a day and takes 2-6 days to deliver. For an extra 300 a day, the Pony Express will even try to track down a person in the wilderness in and around Juarez and the American Southwest.

The Pony Express will even tackle deliveries to great distances such as Juarez to Chi-Town, Tolkeen, Calgary Kingdom of Monsters, Iron Heart, the Federation of Magic and even Lazlo and Free Quebec at a cost of 500 credits a day; takes 4-16 days to deliver. A delivery to any of the Vampire Kingdoms costs 5,000 credits per day, takes 4-16 days to deliver, and cannot be guaranteed. In all cases, *gratuities* are welcomed (and common). Will not deliver to South America or overseas.

All the deliverymen and employees of the Merchant Pony Express are cheerful, courteous, trustworthy and reliable. Many are Cowboys, Juicers, Crazies, Robot Pilots and other men-at-arms and adventurer types, but also Ley Line Walkers, Rifters and others who can use magic to make the delivery.

A 13th level Flooper, Unprincipled alignment, is the Juarez office manager. It is a position he has held for years and manages with astute business sense and a playful attitude that attracts other Floopers, Crazies and people with a devil-may-care attitude or insane sense of adventure.

Rumors: Even most vampires accept deliveries from the Merchant Pony Express from Juarez and allow lone and paired Pony Express Riders passage through vampire dominated lands without incident. However, the courier must be wearing the Pony Express uniform (resembles the uniform of the old Federalli soldiers of the old West) and have proper identification papers.

According to rumors, a Pony Express rider can get rich and retire in three years. However, it is also rumored that the life expectancy of a Pony Express rider is only one year.

75. Used Cybernetics. This shop is a bit macabre, but a good place to get cheap bionic and cybernetic parts, provided you don't mind they are used and probably body-snatched. A wide range of common cybernetics and many bionic (50%) items are available at 50% below the standard list cost. However, many show signs of wear and/or damage (reduce M.D.C. by 25%), and ALL need to be cleaned. Not just cleaned of dirt and grime, but of dried blood and gore. It is appalling and apparent that these items were hacked out of a body, tossed in a box and sold to Phil. One can only hope most of the items are from bodies found on a field of battle, but there is an excellent chance the parts were hacked out of somebody by Cyber-Snatchers.

The owner, Filipe Santiago, is lewd, rude, loud and has the manners of a Rhino-Buffalo. He has a bad habit of looking at Headhunters and cyborgs with dollar signs in his eyes as he adds up in his mind what he could get for their parts. Filipe is always in the market for "used" cybernetics and bionics – no questions asked. He only pays 10% of market value for cybernetics in good condition and 20% for bionics. He may also consider buying the occasional robot components, but only at 5% of market. He is an arthritic and ornery, 11th level Headhunter of Miscreant alignment, and a heart as black and cold as coal. He has two bionic weapon arms and a range of cybernetic implants.

Rumors: One rumor has it that Filipe is a fence for the Skivers gang. Another rumor is he is the secret leader of the gang. However, word on the street is that he is willing to buy goods from any Cyber-Snatcher, cutthroat or adventurer looking to sell, and that includes vampires.

76. Herbs & Medicine Shop. This is a grungy looking holistic medicine pharmaceutical shop that sells all kinds of herbs used in folk medicine and magic. Stock items also include a variety of poisons made from plants as well as arsenic. The owners also deal in a variety of drugs including cocaine, narcotic roots and

powders, hallucinogenic mushrooms, and peyote. Garlic, wolf's bane, wolfbay, salt, pepper and spices are also available, as are salves and lotions for burns, insect bites and rashes.

Items that are sold under the table include Juicer chemical doses and replacement harnesses, collars and dispensers, as well as drugs used by Juicer wannabes and other drugs popular in the area. Also sold under the table are a small range of magic potions, namely love, charm and healing potions. (See the **Black Vault sourcebook** or the **Palladium Fantasy RPG®** for details about magic potions). As a rule, the potions sold here are one dose and gives the user the equivalent effects of a particular spell at 1D4+1 level of potency. Effects are usually instant or last as per the spell. Cost is generally 2,000-8,000 credits per single potion.

Rumor: The availability of Juicer drugs and equipment have most people convinced this is a secret Black Market outlet. The availability of magic potions has some believing the shop has connections to the fallen city of Tolkeen or the Federation of Magic, but it could very well be the Guild of the Gifted. Word on the street has it that nobody knows who the real owner is, not even the workers, and therefore he or she must be a vampire.

77. Horse Fitter, Smith & Riding Shop. A pleasant facility that shoes horses, sells riding equipment, food bags, blinders, saddlebags, spurs, picture books and vid-disks about horses, their care and riding, as well as other basic gear, including rope, riding clothes, hats, ponchos, boots, and leather goods. Their best selling item is lightweight, M.D.C. barding (horse body armor) made from the same substance as the Plastic Man human armor. Cost: 32,000 credits, 90 M.D.C., weight: 40 pounds (18 kg).

78. The Beastiary. A huge, concrete, M.D.C., two story building with 25 foot (7.6 m) ceilings and livestock. Sells good quality riding and work horses, mules, and sometimes cattle, elephants, Fury Beetles, Ostrasaurus, Rhino-Buffalos, dinosaurs, and other exotic animals. Prices are a bit higher than elsewhere in town, but so is the quality and training of the animals. It is the exotic animals and monster riding animals that fetch the best prices and impress visitors. Five years ago, the quality was questionable and riding animals poorly trained, but the once shady outfit has become reputable since a new owner took over; Laquesha Arnold, said to have come from Tolkeen. Handlers are primarily Psi-Stalkers and Dog Boys.

Monsters and animals can include anything from a Rift found within a 500 mile (800 m) radius around Ciudad Juarez. Most Wilderness Scouts and adventurers know of the Beastiary's desire to purchase (and sell) strange creatures, so they bring in a constant supply of strange monsters. Sometimes the monsters are one of a kind oddities, some are creatures of magic like the Unicorn, Pegasus, and Shaper, while others are aliens, mutants and the demonic. The cost for such beasts can be as little as a 1,000 credits to as much as a million. Most of the larger exotic animals like housebroken dinosaurs, Gryphons and similar sell for 10,000-40,000 credits. Exotic animals like the Gryphon and Pegasus as well as Demon Netherbeasts and Deevil War Steeds trained as a riding animal can command 80,000-320,000 credits, as can high quality riding and racing horses. The Splugorth are among the Beastiary's biggest customers and the establishment is frequented by Minions of Splugorth, mainly Slavers and Kitani. However, there are those at the Calgary Kingdom of Monsters and Federation of Magic who also come to The Beastiary in Juarez. The establishment is also popular among Shifters, Simvan and Psi-Stalkers, though the latter two are usually looking for

bargains and animals that can't be broken and properly trained, or to sell monsters and exotic animals.

One of shop's best selling beasts of burden (great for pulling carts, wagons, lumber, etc.) is the *panoplosaurus*, *silvisaurus*, and *nodosaurus* dinosaurs, all of which travel in small herds of 1D6x10 along the Rio Grande and other rivers of northern Mexico, New Mexico, Colorado, Kansas and southern Texas. They are surprisingly smart for an animal, and gentle herbivores with heavy armor plating. They all feed on the grass and plants that grow in and around rivers and lakes. Each is a very sturdy, powerful (equivalent to Robot P.S. 30-45), slow moving beast (average speed 22 to 33; under 23 mph/37 km) about the size of a rhinoceros. One nodosaur is equal to a team of 6-8 horses in raw pulling power. Average cost is a low 2,000-5,000 credits (mainly because it can be difficult and expensive to feed the three ton animals). No refunds.

Ordinary animals for sale include a variety of parrots and songbirds for 20-120 credits each, weasels and ferrets for 20-100 credits each, lizards and turtles for 5-30 credits each, dogs for 100-600 credits each, and the occasional jaguar and ocelot for 500-1000 credits each.

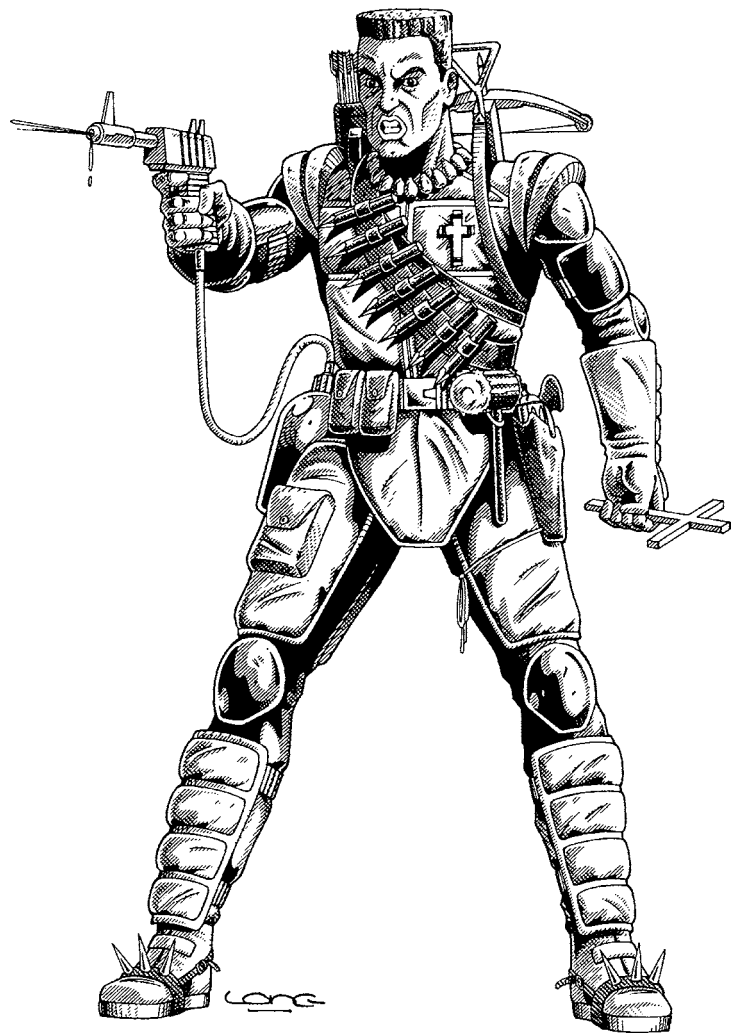
Rumors: Most people believe Lady Laquesha is a Druid, others believe she is a Priest of Isis, still others say she's not human at all, but some sort of shape shifter with powers over animals. One of the most popular rumors is that she is an African Princess sold into slavery in Atlantis or England. She was rescued by Lord Coake, head of the Cyber-Knights, and brought to North America six years ago. Why she has chosen to live in Ciudad Juarez is anyone's guess.

Lady Laquesha is Anarchist Alignment, has 96 Hit Points, 31 S.D.C., and Attributes: I.Q. 14, M.E. 12, M.A. 23, P.S. 13, P.P. 17, P.E. 11, P.B. 19, Spd 14.

79. Sunshine Vampire Exterminator Agency. This is a group of 13, well meaning and fairly competent, professional vampire exterminators. Seven are 3rd to 6th level Vampire Hunters, one is an 9th level City Rat (and one of the original founders of the Agency), one is a 6th level City Rat, two are 8th level Wilderness Scouts, one is a 7th level Necromancer and two are 8th level Headhunters all turned vampire hunters for one reason or another. The only psychic in the group is a 9th level Dog Boy, named Waldo, and he is the only other original founder of the Sunshine Agency. The Agency is affiliated with the Guard and the two organizations often share information, resources and people to battle vampires and their servants.

The alignments of the members range from Principled to Anarchist. All are swashbuckling wiseguys who are surprisingly cheerful, bold and cocky considering the agency's long history of tragedy and death. Of the 13 original founding members, only two still live, Rex Lodkrab and Waldo the Annihilator. The rest of the founders, along with dozens who have followed in their footsteps, have been destroyed in a relentless campaign by the Vampires of Ciudad Juarez; the Night Masters gang among them. As a result, the good people of Juarez look upon the members of the Agency with respect and honor, but also with pity and sorrow, for they are all marked for death and certain to die in a most horrible manner. Those who fill the places of the fallen know this, but do so in an act of defiance to the vampire underground of Juarez.

The heroes of the agency know everything there is about vampires and their extermination. All are loaded for bear and literally dressed to kill! Standard anti-vamp equipment includes Bushman



body armor, passive nightvision optics, a silver crucifix around the neck, a large wooden cross tucked in the belt, 9 mm pistol (20 shot) with silver bullets (and six extra clips), NG-Super pistol (M.D. weapon), water pistol or rifle, a dozen stakes and a mallet, silver plated knife, and a Wilk's laser flashlight with a cross taped to the lens. Exterminators are sent out in pairs to handle one or two vampires (costs 150 or 300 credits) or a team of four to six men is sent to confront three to eight vampires (700 to 1500 credits). One member of the team will be a partial cyborg or in power armor and equipped with a wood flechette firing rail gun, while another will have a water cannon, particle beam rifle and a globe of daylight scroll.

They also sell the Vampire Almanac (see #108 for description), vampire protection kits (25 credits gets you a 10 inch wood cross, a small cross on a cheap chain, a ring of garlic, pocket mirror, four wood stakes and a mallet), a dozen stakes for six credits, rings of garlic for six credits, and an instructional video (made themselves) called How to Protect Yourself from the Undead (45 minutes, 30 credits).

Rumors: There are many rumor of these loco warriors. The locals and the police call the Sunshine Vampire Extermination Agency the "Crazy Thirteen."

It is said that over the years, several members have, themselves, been turned into vampires and had to be hunted down and slain by their ex-teammates. Some rumors suggest one ex-Sunshine Agency vampire manages to retain his humanity and function as a spy within the vampire's own underground society in Ciudad Juarez.

According to rumor, the vampires make sure Rex Lodkrab is never killed so he can suffer every time yet another one of the agency's members is slaughtered by a vampire. Rex, you see, is to be punished this way until the day he dies. One of the Agency's early victories was the extermination of a vampire lord and his bride, said to have been struck down by Rex, himself. They were the leaders of the vampire underground, and for this affront, Rex shall suffer and know the loss of everyone close to him, until his last dying breath. So far, this has included his brother, two cousins, fiancé and more than 50 heroic members of the agency.

It is said that Waldo the Dog Boy is blessed and lives a charmed life, as he has narrowly escaped several vampire attacks. However, it is also said that Waldo is quite insane and obsessed with the destruction of the Night Masters.

Over the years, there have been seven massacres in which two-thirds of the agency have been wiped out by vampires. The police do nothing to stop the madness because they are in the pockets of the vampires.

80. Temple of Camazotz (Mayan Deity – Lord of Bats and Darkness). The building is a dilapidated, two story, wood frame edifice lit only by candles and filled with pungent incense. Bats roost in its rafters, and it always seems 10-15 degrees cooler within the structure. A 20 foot (6.1 m) tall totem pole-type statue of the god Camazotz is carved from a single tree. The statue depicts four demonic bats with grotesque faces. The temple doors are always open and one of the nine priest-like *Mayan H-men* (a combination shaman, holistic doctor, exorcist and healer), is always available for consultation and healing. The H-men are experts on creatures of the night, from moths and bats to vampires and Were-Beasts.

Most H-men are humans of Anarchist or Miscreant alignments, and 5th to 7th level, but the High Priest/Shaman is 10th level and Diabolic. The majority of the vampires in town are resentful and hostile toward the temple and its members, but have not openly raised their hand against it. The H-men are shown grudging respect and deference, and many people insist they are feared by the undead – at least the undead who are not aligned to the church. Thus, the Camazotz H-men often act as liaisons between bands of vampires, and even the undead and the living, arranging deals between vampires and humanoids. Among the followers of Camazotz are vampires, but they seem to be at odds with the majority of undead in Juarez. The Camazotz H-men also perform blood rituals to exorcize evil spirits and to protect the people of Ciudad Juarez from demons and Deevils. The shamans can also predict the weather, know the cycles of the moon, cure sickness, and foretell the future, as well as metamorph themselves into a bat or tarantula. Despite the aura of evil surrounding the temple and its shamans, many people, particularly the peasants of Juarez, turn to the Camazotz H-men for advice, healing and help to rid them of vampires and evil spirits. The price? Advice is free. Healing and other services are whatever the individual can afford to donate, typically under 50 credits for the poor, 100-400 for those who have means. Fresh produce, livestock or a couple pints of blood are all acceptable items for trade.

The temple is also a refuge for vampires, but the undead are subservient to the H-men. While these shamans may give advice, protection, and food (the blood they have collected), in exchange, the vampires must perform a service or favor for the temple. The favor may be helpful to the priest or the peasants, like killing or chasing away a demon or brigand, or performing manual labor.

Or the favor may be something malicious like robbery, brutality, terrorism, or murder. Such is the way of the Camazotz H-men.

Note: See the **Rifts® Vampires Sourcebook** for more details about Camazotz, the H-Men and his worshipers. In many ways, this dark deity is an enemy of the undead in the Vampire Kingdoms, and as such, a potential ally for humans, but only if one is crafty enough to win the evil god's favor.

Rumors: The Temple of Camazotz is a Church of Darkness. The rumors are confusing, because the priests/H-men are reputed to have favorable dealings with some vampires and certain dark forces, but not others. For example, they have proven themselves an enemy of the Executive Circle, yet have dealt favorably with other undead.

The god Camazotz, Lord of the Bats and Darkness, is said to be a powerful Mayan deity (Alien Intelligence) returned to Earth. It makes its home among the ruins of Chichen Itza where it plans to build a new Mayan empire. Chichen Itza is located in the jungles of the Yucatan better known as "the land that is and is not."

Camazotz is said to control wild bats, darkness, death, and vampires. In fact, some believe the dark god has exerted his will over the undead in the Yucatan and commands his own army of vampires, including the Master Vampire and the Vampire Intelligence that first spawned them. If this rumor is true, it is frightening, because no other being has been known to wield enough power or force of will to dominate a Vampire Intelligence.

Other rumors suggest Camazotz and his indentured vampires are a rival force working against the undead of the Vampire Kingdoms. While this can be used to the advantage of mortals in the short term, if Camazotz is able to conquer the four Vampire Kingdoms of Mexico and unit them under one leader, nobody knows what might happen next. Doc Reid and others believe it is the rivalry between the kingdoms that has kept them from sweeping across the continent.

Confusion about the followers of Camazotz persists among many outside observers as many insist the Lord of Bats and Darkness hates the undead, while others say he seeks to enslave and control them, but to what purpose? It is clear the Church of Camazotz and the Vampire Kingdoms are some kind of rivals and hate each other, yet it seems that the Kingdoms dare not raise their hand against him.

The latest rumor is that Camazotz, Lord of Bats and Darkness, marks the territories he intends to conquer and claim as his domain with one of his temples, and that the H-men are his advance guard. If that is true, then Ciudad Juarez is marked for conquest. Or has it been conquered by Darkness already and the people just don't realize it?

81. The Feathered Serpent Tavern. This seedy watering hole is frequented by the homeless, beggars, Cyber-Snatchers, D-Bee outcasts, roughnecks, vampires and the worst criminal lowlifes. For the last year or two, these undesirables have been joined by the likes of demons and Deevils. As a result, most citizens (humans and D-Bees), as well as the police, give the place a wide berth. This gives the villains considerable privacy and great freedom to be their dark and deadly selves. Women who enter the premises are seldom seen again, while heroes, lawmen and anyone with an alignment of Unprincipled or better are stopped at the door and refused entry. Those who put up a fight are likely to face an angry mob that consists of thieves, assassins, Necromancers, demons and the undead. Even characters of Anarchist alignment



are looked upon with suspicion and may not be allowed entrance unless a regular patron vouches for them.

Inside the smoke filled tavern, the lights are very dim, the bar is in the middle of the room, and private booths with curtains line the walls. There are many other tables around the bar, and private meeting rooms, bedrooms, and drug dens on the next three floors above. All dark pleasures are said to be available to the patrons allowed through the front door. In the basement is entertainment for those into blood sport and torture. Games of cards, dice and chance are allowed, and an all female vampire band plays on the weekends. Booze is strong and varied, Psi-Cola is available, as are select other designer drugs, peyote and cocaine.

The owner is Slymac the Giant, a retired warrior (9th level Assassin) who has resided in Juarez for nearly two decades now. Slymac is an 11 foot (3.3 m) tall D-Bee who claims to be a *Troll* from another world; Miscreant alignment, 64 Hit Points, 121 S.D.C., wears a suit of magical chain mail that has 150 M.D.C. and recovers lost M.D.C. at a rate of 1D6x10 M.D.C. every six hours. Attributes of Slymac: I.Q. 15, M.E. 8, M.A. 9, P.S. 28 (Enhanced), P.P. 22, P.E. 19, P.B. 7, Spd 8. Age unknown, but appears to be in his 50s. (See **Rifts® Conversion Book One** for more details about Trolls.)

Rumors: The locals often refer to it as the “assassins’ den,” and the police NEVER set foot in the place, not even when trouble, combat or suspected murder is reported.

Ever since the Feathered Serpent opened for business, it has been rumored to be a front and safe-house for assassins and smugglers, and that Slymac is the head of a secret society of assassins who use Ciudad Juarez as a base of operations and place to lay low when things get too hot for them in the north. Their biggest clients are said to be the Pecos Empire, Federation of Magic, Calgary the Kingdom of Monsters, and, in recent years until it fell, the Kingdom of Tolkeen.

It is rumored that Slymac’s son, Troul, dabbles in demonic summonings (5th level Shifter, Miscreant alignment). In the last year the tavern has gotten worse than ever as a haven for evil beings, and now it is said Demons from Hades and Devils of Dyval have been sighted, in addition to the undead, H-Men, Necromancers and other forces of evil.

Though a rumor, everyone who lives in Ciudad Juarez knows the Feathered Serpent serves as a recruitment and employment

center for evildoers, with murder and assassination the house specialty. The murderous patrons are often members of the Psykes gang, Black Market, vampires, demons, Devils, killers and other criminals and malefactors. Slymac cuts the deal, arranges payment and assigns somebody to the task. He keeps a reasonable 30% as an agent’s fee.

Some say that a powerful demon from another world once controlled the owners of the tavern. Slymac’s son, Troul, summoned the creature but the young Shifter failed to control the monster and became its mind slave. Living up to his name, somehow Slymac turned the tables on the beast and slew it. Now he and his crime family are more powerful and feared than ever.

82. Moonlight Taxi. A small independent taxi service with a fleet of 32 automobiles that charges two credits per minute or two credits per mile, whichever is applicable. Also rents bicycles at a cost of 50 credits for a 24 hour day.

83. North Town Silversmith. Silver bullets cost 7,600 credits for a box of 96 (superior silver content), silver tipped arrows and crossbow bolts at 1,200 credits a dozen, and silver plated daggers and pocket knives are 400-600 credits. Silver crosses, chains, jewelry, goblets, silverware, and other silver items are also sold at fair but high prices.

84. Automatic Mechanic & Gas Station. A dirty but competent service station for wheeled and hover vehicles. Reasonable prices on repairs, 5 credits per gallon for gasoline.

85. The Tlaloc Shop. The store is named after Tlaloc, an Aztec god of rain. This shop sells every variety of Techno-Wizard water weapons, TW SCUBA equipment, TW underwater flyers, conventional water weapons, vials of holy water (6 ounces, 20 credits), good wine (magically converted water to wine), and the purest, freshest water in town (25 credits per gallon/3.8 liters), as well as dozens of water containers and medallions of the god Tlaloc. The owners are a husband (8th level Techno-Wizard) and wife (8th level Ley Line Walker). They employ four third level Techno-Wizards and five shop clerks (ordinary people). Prices are standard.

Rumor: The Night Masters gang has targeted the shop for harassment and vandalism.

86. Alfredo’s Leather & Whips. This is a leather shop that caters to the gangs. Leather goods include jackets, pants, capes, and boots, spiked and studded gloves, wristbands, straps, belts,

caps, face masks, etc. Also sells bullwhips, cat-o-nine tails, leather strips, unfinished rawhide strips, handcuffs, lengths of chains, ball and chain type weapons, and accessories. Prices are on the low side.

87. The Armor Warehouse – Quality Used Weapons & Armor. Well, the quality isn't there, but the items are cheap. Nothing new, all used, no refunds.

Used Mega-Damage Body Armor: Armor with 50-70% of its original M.D.C. for 60% off the list price! Most of the armor is pretty battered and scarred, but a good substitute for warriors low on cash and in need of some protection.

Used Weapons: Crude wooden stakes are 12 for four credits, wood mallet is three credits; a variety of ragged and low quality crossbows and bolts, bow and arrows cost only 60-100 credits each, but have half the range of quality string weapon. Revolvers, automatic pistols, and many Northern Gun and Black Market knock-offs are available at half the list price. These guns may not look fancy, but work fine, although they don't come with charged E-Clips (or other ammo, as the case may be). Cost is 25% less than the standard, list price. A sweet talker and/or quantity purchaser (eight or more energy weapons) can increase that discount to 35%.

Used Vehicles: The shop usually has a tiny selection of a few used motorcycles, hovercycles or Big Boss ATVs for sale, half off.

The shop is owned by an ex-mercenary D-Bee by the name of Sploss (7th level Wilderness Scout, Vanguard Brawler) and run by his D-Bee employees, mostly Cactus people.

88. The Vasquez Tattoo Parlor. Another popular place for gang members and young toughs. A small tattoo about the size of a silver dollar costs 30 credits, medium (6-8 inches) 100 credits, large (12-15 inches) 150-300 credits depending on the detail. Special or intricate designs cost 50-100 credits more. The six tattoo artists are very skilled and ask no questions.

89. The Sentinel Parking Garage. A six level parking structure that is patrolled by armed guards, it is safe and secure compared to most parking areas. It costs 10 credits an hour, but there is only a 2% chance of a vehicle being stolen. Owned and operated by the Black Market.

90. The Desert Inn (a gang hangout). This is a filthy, smelly, dark, and dangerous saloon and flop house. Rooms cost 20 credits a night, but there is no private bathroom and the community privy is down the hall. Drinks are cheap, poor quality liquor costing two credits a drink, and Psi-Cola is available. Nobody asks for names, identification, or questions anybody about anything. Questions at this place can get a person killed. Likewise, the police seldom arrive to investigate any crimes here, not even shootings, until 2D6+12 minutes after the gunfight is over. The cheap nightly rate makes it one of the few choices an adventurer down on his luck has.

The Desert Inn is a favorite hangout of the *Skivers gang* and is visited on occasion by the *Subs* and *Psykes*. The Skivers and other hoodlums use the Desert Inn as a convenient location to observe the patrons coming and going to the *Palace Garcia*. Muggings, Cyber-Snatching, beatings, murder, and vehicle theft are common occurrences in this neighborhood, day and night.

91. The Palace Garcia. A rough and tumble gambling casino owned by the wealthy noble, Senor Carlos Garcia (see #28 for Garcia estate). The building is a large, eight story structure with

three towers and has the appearance of a castle or palace. It is the largest and one of the most popular gambling casinos in the city.

Floors 8,7, and 6 contain 80 luxury hotel rooms leased or given to special clients, wealthy visiting gamblers and business associates.

Floor five is used as a brothel and drug den where guests can enjoy carnal pleasures and/or a variety of drugs.

Floor four is used mostly for storage rooms, but has a huge ballroom with bars at both ends that is rented out for special occasions and big parties.

Floor three contains the private offices of the casino, surveillance (all public rooms including floors 1-5 and the basement are monitored, except the casino's private offices), auxiliary lighting and electrical system, security, living quarters for 50 employees, Garcia's private office and a few storage rooms.

Floors one and two are the main casino floors. There are over 200 gaming tables offering every game of chance one can imagine, two dozen different card games, craps, roulette, coin tossing, knife and dart throwing, and others. In addition, there are 400 slot machines. Most of the games and slots are "fixed" so the house wins 72% of the time. Profit is split between Senor Garcia (30%) and the Black Market (70%) who is the secret sponsor of the casino. Garcia has an excellent rapport with the Black Market and they trust him completely (he would never betray or cheat them).

The basement has an indoor arena that seats 400 and is used for special events. Big, once a month matches cost 1,000 credits a head and are by invitation only. Smaller, weekly events cost 100-400 credits per person and feature boxing, wrestling and blood sports. The basement also contains the heating, cooling and electrical systems for the building, monitored and locked away behind M.D.C. walls and metal doors; guarded by magic, armed men and technology. *The vault* is also in the basement and protected by similar forces. 1D4 x1 million credits worth of valuables, gold and credits are locked inside the safe at all times, plus important documents, I.D. cards, and 96 bearer debt cards in Universal credits worth 50,000 credits each (can be used by anybody). However, to steal from the casino is to steal from the vengeful *Black Market*. Thieves are hunted down, captured, tortured and terminated. If the majority of the stolen goods are not recovered, vengeance may extend to the thieves' friends and family.

The Palace Garcia is also an excellent place to gather information, make connections and find freelance work as well as gather current news and rumors. Happy gamers and drunks have a habit of talking too much, bragging, flashing valuables and sharing secrets.

Palace Garcia Security Force includes six power armor pilots, six Headhunters, four Combat Cyborgs, 12 Juicers, three Psi-Stalkers, six Dog Boys, four Brodkiil demons (all have some bionics), two Burstlers, two Ley Line Walkers, two Necromancers, two Psi-Ghosts, two Mind Melters, two assassins with major psionics, and a Thunder Lizard dragon, ALL of whom are 5th to 8th level in experience. An additional 48 low level security people (1st and 2nd level City Rats, Vagabonds, Mercenaries and grunts; men and women) patrol the floors of the casino watching for trouble, breaking up fights, catching pick pockets and escorting/bouncing drunks, punks and troublemakers out of the casino. Half the game dealers are City Rat criminals, Con Artists and Thieves with 1D6 levels of experience.

92. Palace Side Escort Service. This is an armed escort service willing to provide 2,4, or 6 heavily armed security guards

and an M.D.C. armored vehicle to escort wealthy visitors and big winners at the Palace Garcia to the bank or their home/hotel. All fees are an hourly rate per pair of escorts. Armed and armored Headhunters/Mercs or Dog Boys and Psi-Stalkers cost 300 credits an hour, Combat Cyborgs and/or robot escorts cost 700 credits, Juicers or Crazies 900 credits, Ley Line Walkers and other practitioners of magic cost 1,200 credits, Mind Melters or other powerful psychics 1,500 credits, Vampires or lesser demons 1,800 credits, or the deluxe dragon escort (any variety) for 3,000 credits. All are 5th to 9th level and trustworthy (they get half the fee and are serious warriors dedicated to their job).

The escort service is “bonded” and registered with the police and recommended by the casino. Although presented as an independent business, Palace Side Escort Service is owned and operated by Senor Garcia and 30% of its profits goes into the pockets of the Black Market. (Note: Occasionally tourist customers confuse the Palace Side with some of the “escort services” that provide call-girls and high class prostitutes elsewhere in the city. The no-nonsense security personnel are rarely amused when this happens.)

93. The Supernatural Protection Agency. This is an independent guard service and detective agency owned and operated by supernatural beings. The agency offers all sorts of protection and armed bodyguards, as well as vampire extermination and supernatural pest control (chase away evil spirits, Faerie Folk, demons, etc.) and cares little about ethics or morality, thus they are willing to protect known hoodlums, suspected criminals, and evil characters, as well as good, honest people who hire them. All the monsters at the agency are surprisingly trustworthy and rarely attack or abandon their employer. Many are just scary and monstrous. Some are actual demons and monsters who insist, who is better to protect you from vampires and monsters but other monsters?

Since this establishment uses “fire to fight fire,” most of its “field agents,” “protectors” and “exterminators” are monsters. While surprisingly efficient and reliable for clients, the monsters working for the agency are focused on getting the job they were hired for done. As monsters, they have no qualms about killing other monsters or threatening people, killing, extortion and breaking the law.

The Owners of this unusual operation are a husband (8th level) and wife (10th level) team of Shifters. Both are intelligent, literate and Miscreant evil, but run a reliable (for the client) business. Sometimes hired by the Palace Garcia, members of the Guild for the Gifted, the Black Market, the wealthy and those desperate enough to hire monsters.

Monsters for Hire: All fees are an hourly rate; 40% discount if hired by the day (24 hours).

Black Faeries: Though not actually a supernatural being, most people don’t know that, and the Black Faeries are formidable creatures. A pair costs 1,000 credits. Most are 1D4+2 level of experience.

Brodkil Demons: A pair of Brodkil or Thornhead Demons costs 700 credits. Most are 1D4+2 level of experience.

Dark Hound and Shifter: Though not actually a supernatural being, most people don’t know that, and the creature is a formidable predator that likes to hunt monsters, making it ideal for defense against supernatural beings and creatures of magic, as well as their extermination. The Shifter (1D4+1 level) is the Hound’s handler and a force unto himself. The Dark Hound may be substi-

tuted with a Were-Beast. Costs 1,000 credits. (See **Rifts® World Book 12: Psyscape™** for details on the Dark Hound).

Deevils, Lesser: A pair of Lesser Deevils (matched pair or each different) costs 1,200 credits; Fenry, Fiends, Gorgons and Imps are available. Add 200 credits for the shape shifting Deevil or Devilkins.

Demons, Lesser: A pair of Lesser Demons (matched pair or each different) costs 1,300 credits; Alu, Lasae, and Shedim are available. Add 400 of the ever popular, shape shifting and sensual Succubus (attractive women, even when they are demons, still have their appeal). **Note:** Gargoyles are too large for most jobs in the city, but can be hired out to guard property and people in rural and wilderness areas for 600 credits per pair.

Demon-Dragonmage, Young (1D6+1 level): A pair of these strange beings costs 1,500 credits. (See **Rifts® World Book 12: Psyscape™** for details).

Human consultants: Humanoid guards and exterminators are also available at 200 credits an hour. They include practitioners of magic, Psi-Stalkers, Vampire Hunters, Mercenary Soldiers and others who enjoy exterminating monsters (even though they work with some).

Oborus-Slitherers: Hiring a pair of these monstrosities costs 700 credits per hour. (See **Rifts® World Book 14: New West™** for details.)

Necromancer (1D4+3 level) and a half dozen animated dead or a pair of zombies or other necrotic monstrosity costs 800 credits.

Vampires: A pair of vampires costs 900 credits.

Warlock and Lesser Elemental (Air, Earth, Fire or Water are all available): Costs 1,500 credits.

Were-Beasts: A pair of Were-Beasts of any variety (felines and wolves are both common) costs 1,200 credits, but are effective only at night.

Zenith Moon Warper: This seductive and dangerous creature is uncommon in these parts and a pair commands 1,500 credits. (See **Rifts® World Book 12: Psyscape™** for details). **Note:** Zenith Moon Wapers and Were-Beasts do not get along with each other.

94. The Electronic Man Body-Chop-Shop. A well stocked cybernetics and bionic Body-Chop-Shop. It is fairly clean, reliable, and employs very competent Cyber-Docs (1D4+5 level experience). Prices are typically 40% below market for cybernetics and less 20% for bionics and used bionic armor (when available) also sells for 20% less than new. Any “used” cybernetics and bionics (makes purchases from the Skivers gang) are cleaned, sterilized and refurbished.

The shop also sells refills for Juicer chemicals and can replace key Juicer components, the Juicer harness, collar and dispenser, as well as Juicer armor. Used armor sells for 20% below market price. Can also help Juicers survive detox for 5,000 credits.

Rumor: One of the business partners in this shop is a retired Juicer who went through detox and survived. He is willing and able to help other Juicers do the same, and does so at minimal cost to save as many brother Juicers as he can before they reach Last Call. This rumor is true.

95. The Blazing Dance Hall & Saloon. A large, clean, and lively place with a first and second floor ballroom and bar. The third floor is divided into four medium-size private dance halls that can be rented for private parties. Drinks are good quality and

priced at 3-10 credits each. It is a popular night spot among tourists, adventurers and many middle-class and wealthy residents.

Rumor: The owner pays protection from local vampires to keep the Night Masters and other undead *away* from his place of business. Because of this huge favor (plus cash payments), he must allow discreet vampires access to the dance hall.

96. Windsong Carriage Service. A small stable of two dozen horse-drawn carriages that take visitors, lovers, and shoppers on a romantic or luxurious ride down the market district and North Town Park (near the Sanctum) for only 40 credits. Carriages can also be hired to serve as a taxi at the rate of 60 credits an hour. The carriage drivers are a good source for history on the city-state and collecting gossip, as well as having the parts of town identified (“Don’t go there, Psykes hangout.” or “Worst chop-shop in town,” etc.).

97. The Queen Bee. A fancy dress and jewelry shop. Someplace for the casino winners to spend their winnings. Prices are average, quality is good.

Rumor: Some say the owner of this shop killed her husband (or had him killed) after she fell in love with a vampire.

98. The Ace Pawn Shop. A friendly, well lit pawn shop that pawns, buys and sells items of reasonable value, including jewelry, trinkets, electronics, computers, weapons, weapon accessories, magic items, pre-Rifts artifacts including Incan and Mayan items, and other goods, but no vampire slaying items, not even magical ones. Pays 30% to 50% of real, Juarez market value, but clients have only 10 days to buy back a pawned item before it is put up for sale in the shop. To buy back the pawned item, the individual must pay a 10% premium based on the money received.

Rumors: This is a Black Market operation. One rumor says the reason no vampire slaying items are sold is the owner doesn’t want any trouble from the undead. Another rumor suggests the owner has one or more loved ones who were turned into vampires and can’t bear the thought that something he might sell could be the cause of their death.

99. Millie’s Loan Agency. This independent loan shark pays the Black Market 20% protection money to let her operate. Borrowers must have collateral such as a vehicle, robot, weapons, bionics or cybernetics (has the Electric Body Chop-Shop remove parts), and so on, to get a loan. Known residents can put up their vehicle, home or other property to get a loan. Interest is 10%, compounded daily! Failure to pay a debt may result in getting beaten up, legs broken, fingers chopped off, or murdered. Millie is not a nice person; Diabolic alignment, 7th level City Rat, I.Q. 15, M.E. 10, M.A. 18, P.S. 8, P.P. 13, P.E. 9, P.B. 15, Spd 9.

She has a network of thugs, snitches, spies and City Rats to do her dirty work for her. She sometimes employs members of the Subs and Skivers gangs, and fences stolen goods for them. The loan agency is a brutal, two-bit operation.

100. The Peacock Club. This is a posh, four story nightclub with expensive drinks, classy live entertainment, and lots of atmosphere. It is a popular place among wealthy travelers, high ranking police officers, and practitioners of magic. The third floor offers quiet, high stakes card games. The fourth floor is storage.

Rumor: The Police Commissioner has a stake in the Club, so police are quick to respond to any trouble; arrive within 1D4 minutes.

101. West Side Hotel. A nice, clean, comfortable 16 story hotel with 600 rooms. The average room costs 90-120 credits per

night, a suite (double the size) 175-225 credits. All rooms are small, but have a double bed, indoor plumbing and private bath.

102. Jailhouse. A grungy, three story jailhouse/prison facility that has 80 separate cells, and 12 high security solitary cells (air tight). On a wild night the entire jail is filled with drunks, vandals, and brigands.

Rumor: The police who run the jailhouse are willing to take a bribe of 100 credits per jailed person to release prisoners they deem not to be a fugitive or a dangerous threat to society. An additional bribe of 300-500 credits sees to it the paperwork gets lost and never filed, leaving no record of arrest or imprisonment. Fugitives and desperados may also enjoy this service, but at a considerably higher cost of 2,000-10,000 credits depending on how famous they are or the threat they represents. This rumor and system of bribes is all too true here and at other jailhouses and police precincts in Juarez.

103. Police Station Precinct #7. This crumbling, five story stone building is the main police station for this part of town. The police at Precinct #7 usually have their hands full dealing with street crime, robbery, mugging, con artists, gangs and trouble around the casino and nightspots. Thirty percent of the police in Precinct Seven are on the Black Market’s payroll, 10% are on the Psykes’ payroll, another 40% are corrupt and will take bribes from anybody. These cops are tough, streetwise, and brutal. The remaining 20% keep their heads down and not anger their corrupt teammates while they try to keep the peace and actually serve justice for the people.

104. Fire Station #9. The neighborhood fire department. The Casino has top priority. It’s force includes hover fire trucks with water cannons and robot vehicles with water tanks (which are also useful in combating vampires and riot control).

105. The Jaguar’s Den (Secret Hangout of the Psykes Gang). This is a dark and dangerous saloon for the rough and tumble. It is frequented by criminals, corrupt police officers, arena gladiators, prostitutes, drug dealers, gang bangers, Cyber-Snatchers, City Rats, evil psychics, rugged adventurers and ruthless mercenaries. It offers its patrons an array of strong liquor and hard drugs, as well as Psi-Cola, at reasonable prices. A typical drink is 2-6 credits, Psi-Cola is six, and drugs sell for 20% less than on the street elsewhere. A card game or three is usually in progress, brawls are frequent, two-bit crooks panhandle their ill-gotten goods, beggars outside the Den pander for handouts and ladies of the night look for a man’s favor. Despite all of this, or perhaps because of it, the three story tavern is always packed from dusk till sun-up, and half full the rest of the time. Seats are a premium item, forcing the majority to stand or mill about.

Rumor: The Jaguar’s Den is secretly owned and operated by the Psykes gang and is used as a safe house for its members. There are secret rooms in the basement, two hidden escape hatches to the roof top from the third floor, and a tunnel from the basement to an alley across the street. During the day, many Psykes crash in the rooms upstairs at no charge.

106. Mid-North Gladiatorial Arena. This is the second most popular, public arena in town. It hosts sporting events, Juicer games, and gladiatorial combat nearly every night. *Monster wrestling* is the most popular. *Amateur Warrior nights* with 100 credits to each of the ten contestants that make it to the finals, and a cash prize of 5,000 credits to the night’s winner, are also a popular twice weekly event. The prize isn’t much, but there is never a shortage of contestants looking to prove how tough they



are. The arena seats 12,000 people and boasts 60% to 90% capacity most nights. Big events are sold out a day or two before the actual event. Contests are not supposed to be battles to the death, but gladiatorial games are a dangerous “sport” and contestants suffer serious injury and die.

Rumor: This is a rumor everyone in town knows about. Duels and Western style showdowns/gunfights between one or more disgruntled individuals are not allowed in the streets of Juarez, though they do occur anyway. Duels, showdowns and grudge-matches may, however, take place between individuals during game nights as part of the “unofficial” spectacle or in private at the arena.

Duelists looking to settle matters between themselves with a duel to the death (guns, blades, magic or tooth and claw) can have such an event arranged by the manager of the arena. A private fight must take place between show hours (which vary from day to day), and takes place without a public audience. The cost for a “private” duel or gunfight on the floor of the arena during the day or after hours, is 2,000 credits per active participant, 500 credits for Seconds, and 100 credits for each friend and witness desired by the two parties. The fee includes disposal of the body(s). Public duels during game nights costs only 300 credits for each fighter to participate in the duel; witnesses and friends buy a seat in the audience along with the rest of the spectators.

107. Xilonen Restaurant. Xilonen is the name of an Aztec goddess and symbol of maize, crops and fertility. The restaurant offers traditional Mexican cuisine, but also sells bags of corn meal and popcorn. An average meal costs 10-15 credits. Beer and wine are also served at a cost of two credits per glass.

108. Dagger Inn & Souvenir Shop. This establishment caters to the people who attend the arena. Beer and non-alcoholic beverages are sold for one credit per glass. Meat tacos, tortillas, corn chips, and spicy sauces round out the snack food and cost 7-11 credits per meal.

Souvenirs include photographs, figurines, and posters of gladiatorial champions and monsters, banners, flags, toy guns, toy wooden swords and daggers, rubber vampire stakes and mallet, toy shields made of wood, slingshots, small wood crosses, maps of Ciudad Juarez, mugs with gladiators or monsters painted on them, souvenir kites, rubber balls and other odds and ends. Most everything costs between 3-10 credits. The Inn also sells a variety of nice pocket knives, throwing knives, machetes, silver plated knives and silver 9 mm bullets.

Its most famous and useful item among Tourists and travelers who plan to venture into Mexico is the **Vampire Almanac**. Every year has a new addition. The book is filled with maps, photographs, drawings and diagrams for the illiterate and semi-literate, along with a true wealth of important data about Mexico and vampires. The book comes in a paperback size and format for convenience (fits in the pocket of a coat jacket or backpack) and costs 20 credits. The Vampire Almanac is well worth the price.

Information included in the Vampire Almanac: 1. The exact times of sunrise and sunsets for the Juarez/Northern Mexico area.

2. Location of major waterways with a map of Mexico; becomes less accurate 400 miles/640 km beyond Ciudad Juarez and is quite inaccurate regarding the Yucatan & Central America.

3. Rainy season.

4. How to identify vampires.

5. Common vampire powers (80% accurate).

6. Items that keep vampires away, like crosses, magic amulets, garlic, etc.

7. Things that hurt the undead and how to kill a vampire; illustrated.

8. Famous vampire personalities, myths, and legends. Includes Doc Reid and Reid’s Rangers.

9. Travel tips, wilderness survival guide and other valuable information.

109. Auto Parts R Us. A three story building crammed with tons of engine and vehicle parts for the do-it-yourself mechanic. Has parts for most common wilderness vehicles, including most makes of motorcycles, hovercycles, dune buggies, jeeps, Big Boss ATV, Mountaineer ATV, motorboats, and outboard motors. Reasonable prices. Owned by the Mendez family (Uncle Bob and kin).

110. Mendez’s Mechanical Wizards. As the name suggests, this is a mechanics shop that employs skilled Operators, mechanical engineers and Techno-Wizards. Prices are high, but the turn-around time is fast (half normal) and the workmanship is impeccable; the best quality in town. Can repair all types of vehicles, including cars, trucks, hovercraft, jet packs, aircraft, boats, and robots, as well as generators.

111. Techno-Wizard Conversion House. Also owned by the Mendez family, this small shop converts conventional engines into Techno-Wizard engines and power sources for vehicles, but can do the same for weapons, small generators and appliances. Can also recharge P.P.E. devices. Fees are reasonable but on the high side.

112. The B.B.B.P. (Betty’s Blackmarket Body Parts). Yes, another body-chop-shop that specializes in the selling of cybernetic items of all kind at 20% off, and bionic parts at standard list prices (an occasional 10% discount is offered on select items). All parts are allegedly brand new. Installation is also offered at 10% less than standard price. This is a fairly clean and competent facility sanctioned by the Black Market (Betty pays them 40% of the profit). She purchases most of her stock through the Black Market (consignment basis), but also buys 20% of her stock from Cyber-Snatchers like the Skivers gang.

Betty Gonzalez is an 8th level Cyber-Doc of Diabolic alignment; I.Q. 21, M.E. 14, M.A. 19, P.S. 11, P.P. 15, P.E. 10, P.B. 14, Spd 12. She has a taste for gems, jewelry, rich men, and action. She prefers to leave the medical work to her staff while she enjoys life at the Palace Garcia, nightclubs, and gladiatorial arenas. Cybernetics include a left Sensor Hand and bionic arm with Fingerjack, Finger Camera, Finger Gun (fires a silver bullet), Wrist Needle and Drug Dispenser, a Lung Oxygen Cell, Toxic Filter, Modulating Voice Synthesizer, Ultra-Ear, and Bio-System Multi-Optics Eye (left eye).

Rumors: From time to time Betty performs undercover operations and assassinations for the Black Market. She is suspected in the murders of three public officials who opposed the Black Market, but there was insufficient evidence to bring charges.

113. Civic Meeting Hall. A dilapidated, three story, city building that is made available to the citizens of Juarez for neighborhood meetings, dances and civic events.

114. The Glib Goblin. A three story tavern and meeting hall. It is one of the Guard’s frequent meeting places. Prices are cheap at one and two credits a drink. The owner and the bar manager are members of the Guard.

115. Boat Builder. A builder and seller of wood canoes, rafts, rowboats, sailboats, small yachts, and flatbed barges; mostly special orders. Also repairs boats. Work is good quality and prices are fair. Main work facility is near the river.

116. Fire Station #10. The neighborhood fire department. The lumberyard and brewery have top priority.

117. North Town Tax Collector. City assessing department for Old North Town. This building is easy to find because it is covered in foul graffiti all the way up to the top of the second floor windows.

118. Dog Catcher. Tries to catch and terminate stray dogs, cats and vermin; a losing battle.

119. Police Station Precinct #8. One of the recently refurbished police stations. Its main priorities are to keep the *Subs gang* from raiding the Brewery and causing other trouble, as well as keeping riffraff on this side of the Wall (the wealthy neighborhood of New Town is just beyond “the Wall”). Police officers on hovercycles, horseback and on foot patrol the length of the Wall. Half are corrupt, half are well intentioned and honest.



120. The South Wind Brothel. Human, D-Bee, and women of two dozen different races (70 women in all) sell their bodies for a pittance, 2D4x10 credits. This is not a safe place and is visited by gang members, bandits and hoodlums of every stripe. Spontaneous rumbles erupt at least once a week on the doorstep of the brothel.

One of the small buildings across the street is a church that has an open invitation to hide and protect any woman of the night who wants to quit the business.

Rumors: The Madame who runs the brothel is rumored to be a shape shifter of some sort who uses her powers to spy on her patrons. It is also rumored she runs a gang of thieves under a different, male, identity.

121. The South Wall Theater & Freak Show. A big, three story concrete building with a 40 foot (12.2 m) high ceiling on the main floor (seats 2,200) and 20 foot (6.1 m) high ceilings on the other two floors. The entertainment includes comedy acts, minstrel shows, rock concerts, dancing girls, stage magic, freak exhibitions and the occasional visiting attraction and wrestling match. A typical show is 15 credits for the cheap seats, 30 credits for the better seats; half price for children under the age of 15. Seeing the permanent Freak Show attraction is only six credits for out-of-towners, two credits for residents.

The freak show is a permanent attraction that fills the second floor. It presents a menagerie of strange, alien animals, exotic birds, a caged and chained Gryphon (an improperly healed broken wing prevents it from flying, chronic pain makes it vicious), a pair of juggling Shapers, a trio of playful Floopers, bearded lady, wolfman (a real werewolf), tattooed woman (covered from head to toe), a savage Kill Cat (mutant from Lone Star) locked in a cage and lobotomized, Vernulian the “Diamond-Back Snakeman (he mostly drools, but is scary to see), a live “Fishman” in tank of water the size of a large office (nobody knows what it is; acquired from a Horune Pirate), a two-headed giant tortoise, three-headed Goblin, skeletons, and other oddities. Some of the more intelligent freaks perform in theater shows and put on special acts.

Rumor: The owner, Raphael Sanchez (Scrupulous alignment) is said to have connections with a number of Traveling Freak Shows and circuses, and uses them to help smuggle out people in trouble. It is also rumored that despite what one might think about a freak show, Raphael is a good guy, who liberates and helps freaks. The show actually gives these people a home and a job.

122. The North Town Brewery. This is a big, ten story building that provides half the city with its alcohol, namely corn liquor, tequila, rum and beer. It also manufactures rubbing alcohol and preserving chemicals for the mortuaries.

123. The Family Clinic. This is an appalling body-chop-shop and doctor’s clinic that caters to the poor. Treatments, including surgery and cybernetics, are half what they’d cost at the hospital (#72), but the doctors at the family clinic are second-rate or inexperienced (1D4 levels). Their work is quick and shoddy, sutured wounds always leave scars, bones may not be set correctly (1-30% chance), diagnoses are often incorrect (1-35%; general antibiotics and painkillers are administered for everything), and the Body Fixers sell narcotics to patients long after they have healed for double the normal cost. Save vs coma/death is an appalling 1-32% (horrendous life support facilities and treatment), so loss of life is a common occurrence. The Family Clinic is owned and protected by the Psykes, so gang members get priority over all others.

124. East Wall Pool Hall. Another hangout for gang members and hoodlums, the Pool Hall encourages gambling on pool games and has a couple of pool-sharks on staff to hustle customers. It also sells beer and tequila, hamburgers, sandwiches, and omelets. In addition to being a seedy hangout for criminals and lowlifes, the facility fences stolen goods and can function as a middleman to put people in need of professionals with “special skills” (i.e. con-artists, thieves and smugglers) in touch with each other.

Sly is the *Fingertooth Carpetbagger* to speak to about such matters and he is, himself, an 8th level Smuggler, Anarchist alignment. His enforcer is **Miltch**, a 7th level *Squibbs warrior* (Anarchist). However, both serve as the front-men for **Sarrasah**, the 9th level, *Vernulian Serpent Man* (Miscreant) who is the mastermind behind this and a number of smuggling operations in town; including hiding and smuggling people in and out of the Vampire Kingdoms (costs 20,000 credits per person), as well as smuggling fugitives across the river and into El Paso or Arzno. **Note:** Descriptions of each of these D-Bees and 80+ others are located in **Rifts® World Book 30: D-Bees of North America™**.

125. Big Gus' Apartments. A clean, well kept, seven story, brick apartment building that contains a tattoo parlor, dentist's office, barbershop, candy store, and meeting/dance hall. It is a known haven for the neighborhood citizens and is truly free of drugs, vampires, and vice. This is due, in part, to the number of retired warriors who have moved in with their families, including Squibbs, Vintex warriors, Vanguard, and D'Norr Devilmen. An estimated one-third of the apartments are also the homes of members of the vigilante group known as the Guard.

Gus, a bronze skinned 20, foot (6.1 m) giant from another world, is the owner of the building. He is a mass of muscle crowned by a mane of long, flowing, black hair. He is also a warrior of renown who has fought alongside Poptal Giants (one such fellow is also a resident) and has defended the city against vampires and monsters. Principled alignment, has 97 M.D.C. (plus armor), I.Q. 9, M.E. 14, M.A. 9, P.S. 30 (Supernatural), P.P. 26, P.E. 28, P.B. 8, Spd 12. Possesses a fabled magic battle axe from another world that spits lightning bolts (4D6 M.D.), returns on command when thrown and is seemingly indestructible. Gus also has a suit of specially constructed armor (210 M.D.C.). Despite his size and rugged appearance, Gus is gentle with maidens, children and animals, but intolerant of vampires, demons, Devils and evildoers.

126. Outdoor playground. A popular play area for local children, it has a variety of slides, swings and monkey-bars. Big Gus and the Guard keep a vigilant eye on the little park to keep the kids safe.

127. North Town Recreation Center. A dilapidated and overcrowded city building that provides two swimming pools, a boxing ring, dance hall, cafeteria, full-size gymnasium, game rooms (ping pong, darts, checkers, etc.), a dozen classrooms (painting, crafts, basket weaving, cooking, dance, sewing, first aid, woodworking, etc.), and meeting rooms. It is always a bustling place for the good citizens of Juarez.

128. West Star Hotel. An inexpensive and shabby hotel for those who can't afford a better place to stay. Rooms cost 35-60 credits a night, but only half have private bathrooms (the 60 credit ones). The rest of the people have to use a public shower and toilet at the end of the hall. Security is poor and prostitutes, junkies, and crooks prowl the hallways, staircases and lobby.

129. The Carmen Movie-Plex. 12 small movie theaters offer a variety of pre-Rifts Westerns (cowboy movies) as well as older contemporary films, mostly comedies and adventures. Costs 5 credits to see a movie and another 5 credits for a big bowl of popcorn.

130. North West Bank and Exchange. Ciudad Juarez city-state operated bank and money exchange.

131. West Side Men's Club. A seven story den of iniquity that has the appearance of being a legitimate men's club. Facili-

ties include a massage parlor, hairstylists, small library, lounge, bar, smoking room, a dozen private game rooms for gambling, 70 private "lounges" (bedrooms where prostitutes and drugs are available at reasonable prices) and two dozen meeting rooms for all sorts of gatherings. The women are clean and attractive and provide their services by the hour. The drugs offered in the "Smoking Room" are all good quality.

Rumor: The Men's Club is owned and operated by the Psykes, who make a very nice profit from the services provided, as well as use it as a front to launder money. Thirty Psykes gang members have lavish living quarters on the upper floors, as well as private offices. It is said the Psykes also make money by using their psionic powers to read minds and glean information they can use later for robbery, extortion and other crimes.

132. Mind Games Shelter. A large, three story place of psychic entertainment. The surroundings are posh and decorated in riches. There are a few large meeting rooms for groups and 20 small rooms for individuals and groups of 4-6. Services include hallucinogenic drugs (300 credits for 1D4 hours of hallucinations), psionic tests of combat (200 to 1,200 credits), Hypnotic Suggestion (200 credits per suggestion), Empathic Transmission (300 credits), sensory deprivation via Bio-Manipulation and Deadened Senses or Telekinesis (temporarily blind/deaf/paralyzed and being suspended in air, made to fly, spin, etc.; 1,000 credits), Bio-Manipulated masochism (300 credits), Mind Bond (10,000 credits), Mind Wipe (erasure of painful memories, dangerous information, etc.; 4,000-12,000 credits), psionic healing (100-1,000 credits, no psychic surgery), and magically induced illusions and metamorphosis (5,000 to 10,000 credits). Certainly a place for those with exotic and decadent tastes.

The owner is a sadistic 10th level Mind Melter by the name of *Cyril Lambardi*. He loves to subject people to pain, terror and strange experiences. He has delusions of grandeur and has, for years, toyed with the idea of attempting to usurp the leadership of the Psykes. However, freedom to do what he wishes is all important to this madman, and the mantle of leadership would severely hinder that freedom. Diabolic alignment, I.Q. 18, M.E. 24, M.A. 17, P.S. 9, P.P. 10, P.E. 11, P.B. 15, Spd 9. **Psionics of note:** 245 I.S.P., All Healing, Sensitive, Telekinesis and Ectoplasm abilities, plus Bio-Manipulation, Empathic Transmission, Hydrokinesis, Hypnotic Suggestion, Mentally Possess Others, Mind Wipe, Mind Bond, Psychic Omni-Sight, Telekinesis (super) and Telekinetic Force Field.

Manager, Anna Le Broch, a Miscreant, 9th level Ley Line Walker who was declined membership to the Guild for the Gifted, is Cyril's partner, second in command and companion. Her specialty is illusionary magic, sickness, curses, and metamorphosis (knows all). She has a vendetta against the *Guild for the Gifted* and she and Cyril often embarrass and antagonize its members. Anna is easily as cruel and arrogant as Cyril, and is a thrill-seeker and risk-taker. I.Q. 15, M.E. 14, M.A. 20, P.S. 8, P.P. 12, P.E. 17, P.B. 18, Spd 10. Minor psionic: 65 I.S.P., and the powers of Astral Projection (8) and Presence Sense (4).

Employees: Mind Games employs three 7th level Mind Melters, four 3rd level Mind Melters, four 5th level Mystics and two 5th level Mind Bleeders; all are Anarchist or Miscreant alignments and enjoy their high paying jobs. Half are members of the Psykes. They also employ a dozen prostitutes, eight female helpers and 10 male assistants. A Psi-Ghost, Psi-Tech, Psi-Nullifier, two Bursters, one Zapper and a pair of Psi-Slayers serve as "se-

curity.” All are 7th level, except the Zapper who is 9th level and team leader.

Rumor: Security at Mind Games can be hired for “special jobs” by trusted clients.

133. The Golden Arm – Church. This used to be a Body-Chop-Shop owned by the Psykes, but it was put out of business when someone – presumably a dissatisfied client – slaughtered everyone one night two years ago. Rumor has it that someone was the Night Masters gang, but it has never been confirmed. The shop was then lost in a high-stakes poker game to a stranger who turned out to be a Preacher. The shop was converted into a church and is welcomed by the residents of the community. The church is open around the clock and everyone but vampires and other evil supernatural beings are welcomed. Services are held every morning and twice on Sundays.

The small building nextdoor has been turned into a soup kitchen for the poor. Both the church and the soup kitchen see a lot of business.

Reverend Macaulay Strongheart is a man of mystery who is not your typical preacher, but carries himself with the cadence of a confident warrior. He also likes to gamble, but never with church proceeds, drinks hard liquor, enjoys sports and fencing, and loves to roughhouse with the children and teenagers in the neighborhood. The kids love him and the womenfolk swoon over him. Unprincipled alignment (but is striving to become Scrupulous again). Age 28. I.Q. 14, M.E. 15, M.A. 21, P.S. 22, P.P. 19, P.E. 18, P.B. 14, Spd 13.

Rumors: Word has it Macaulay Stongheart is not the reverend’s real name. Many say he is a Fallen Cyber-Knight (6th level) from the Coalition/Tolkeen War and did terrible things in the war to Coalition Soldiers. He has come to Ciudad Juarez to build a new life, help others and become a better man in the process. It is said he has hung up his weapons and the ways of the Cyber-Knights.

134. The Ultra-Man Center. This was another Body-Chop-Shop, but four years ago was transformed into a M.O.M. conversion facility – a place that installs implants to create Crazies. It is a Black Market operation that offers Crazy implants in exchange for six years of service at low pay. It can also repair, implant and remove simple cybernetics. Half the building is a gym with exercise equipment. 10 credits buys one hour worth of access to the gym and shower.

135. Mama’s Boarding House. An old, four story school turned into a boarding house. No private bathrooms, two communal wash and rest rooms on each floor, no showers or bathtubs. Rooms are large and clean. Only 45 credits per night. A total of 76 rooms, plus shabby lounge and a large, cafeteria-style dining hall serves basic breakfasts, soups, stews, rice, tacos, burritos, tortillas, flatbread and salads at 5-8 credits a meal. Security is poor.

136. The Lonely Rider Bath House. A two story building that provides bathing facilities for travelers. It is used primarily by Adventurers, Cowboys, Saddle Tramps, Vagabonds, Wilderness Scouts and others who come in from the hot and dusty trails and need a bath. A 30 foot (9.1 m) swimming pool serves as the giant communal bathtub. The water is cleaned 2-3 times a week, but is usually scuzzy. Cost to bathe is only 4 credits. There are also six, large communal showers segregated by male and female areas, that cost 8 credits per person, plus there are 40 private bath-

rooms with tub and shower that can be rented for 20 credits per 20 minutes.

West Side Ciudad Juarez

Psykes Territory

The west side, located in the southwest portion of Ciudad Juarez, is separated from the older, poorer Old North Town via an inner city, Mega-Damage wall that is 30 feet (9.1 m) tall and has 400 M.D.C. per 15 foot (4.6 m) section. The west side is mostly the residences of the middle class with the occasional neighborhood store, tavern, restaurant, gas station, garage, school and church. A large shopping mall is located at the center of the West Side, but it offers nothing of interest to adventurers, only civilian wares. Most of the people living on the West Side are middle class workers with jobs in North Town or the East Side Ruins. The Psykes are among the commuters who live in this upscale neighborhood, but commit most of their crimes in the other parts of the city. However, they do operate a few places on the west side and violence does follow them to their homes.

Highlights of West Side Juarez:

1. The Western Sky Hotel. A popular, luxury hotel with 240 rooms. All have private baths and security is top notch. The average room costs 150-200 credits per night. Bigger, nicer rooms cost 280-350 credits. Several spies for the Psykes work at the hotel.

2. Hotel Garage. This is the hotel’s parking garage with valet service and armed guards who care about their jobs and protecting people and their vehicles. There is less than a 2% chance of getting robbed in the parking structure or in and around the Western Sky Hotel.

3. The Three Armed Casino. A small, but nice, safe casino controlled (not owned) by the Psykes. All the usual slot machines, card, dice and parlor games common to gambling casinos are available. Good security; less than a 4% chance of getting robbed in or around the Casino.

4. The Portillo Estate. The estate of a wealthy business owner and one of the four partners of the Three Armed Casino. Rafael Portillo is a prominent member of the Psykes and his estate is a safehouse for the gang. Armed guards patrol the grounds and there always seem to be people visiting; mostly gang members and business associates, but also celebrities.

South Side Ciudad Juarez

The New Town District

New Town has the largest and prettiest haciendas – the homes of the rich and powerful. This is where most business people, sorcerers, government officials and corrupt police officers live. It is protected by the best the police have to offer as well as private guards and high-tech security systems. The area is mostly residential.

Highlights of the New Town District/South Side – Seat of the government and home to the wealthy

1. The Five Star Hotel. This is the biggest and most luxurious hotel in the city. All rooms have a large bed, sitting area with couch, easy chair and desk, private bathroom, local television and bar. 400 rooms are available in this 16 story, Mega-Damage edifice. The average room costs 400 credits a night, luxury suite 2,000 credits, penthouse suite 3,500 credits. The hotel also has a five star restaurant where the average meal is 75 credits as well as a hair salon, book and video disk store, clothing store, gift shop, lounge and two bars. Security is the best! Less than a one percent chance of being robbed or bothered by anyone in or around the hotel.

Walking along the tree-lined avenues around the hotel is a pleasant and safe way to get some exercise or find a nice store to shop or place to eat. The five small buildings behind the hotel and parallel to the walls, contain a number of other high-end stores and restaurants.

The four large structures behind #1 and #2 are large shopping malls that include a flower shop, market, bakery, café (serves coffee, wine and other drinks), wine shop, several clothing stores, a tailor, several jewelry stores, a toy store, stationary and gift card shop, three art galleries, music store, antiques store (pre-Rifts), massage parlor, healer, private medical clinic (top care and discreet medical services), hair salon, luggage store, a delivery service, courier service, a Merchant Pony Express office, and taxi service, among others. Security in this posh shopping center is excellent with only a 2% chance of being robbed or finding trouble.

2. New Town Health Spa. A luxurious health spa with an olympic size swimming pool, extra large gymnasium, eight large workout rooms, four saunas, four massage parlors, jacuzzi rooms, private showers, private lounges, etc. Prices are high.

3. Police Headquarters. The newly built administrative offices and police headquarters is a Mega-Damage structure (100 M.D.C. per 10 foot section). Police HQ is where the City Mayor of South Side Juarez (each of the four areas of the city have their own mayor), City-State of Juarez Police Commissioner and other top cops and elite members of law enforcement work.

There is a fleet of new hovercycles and hover patrol cars kept at this location, as well as a few Dog Boy units, a psychic unit, a magic unit, an armored division with 32 suits of power armor (half purchased from Bandito Arms) and 10 giant robots. The police force stationed here are assigned with patrolling the streets and neighborhoods of New Town with particular attention paid to the hotel district, government district and streets along the dividing walls that keep the riffraff from other parts of Ciudad Juarez out.

Rumor: It is said the Mayor of South Side Juarez has his offices at Police Headquarters to keep the department running like a top. Rumors, however, suggest the Mayor's massive gambling debt and/or a deal to double-cross someone in the (vampires') Executive Circle has him hiding at HQ where he can be protected.

4. Police Armory and Garage. Police weapon and vehicle storage and mechanics' garage. Heavily guarded, same M.D.C. structure as the police headquarters and contains another two dozen (Bandito Arms) suits of power armor, four tanks (Golden Age Armaments), and enough police body armor (Bushman), weapons and ammo to equip 1,620 men.

5. City Morgue. Numerous high-tech laboratories, forensics, pathology, chemical analysis, Body Fixers, Cyber-Docs, Psychic Sensitives, and similar personnel. A busy place.

6. City Jail and Interrogation Center. High security. 300 jail cells and 50 solitary confinement cells, plus interrogation rooms, torture room and offices.

7. City Services Buildings. Sewage, garbage disposal, street cleaning, electrical services, maintenance, restoration, dog catcher, and similar city services.

8. Criminal Court. What passes for a justice system takes place at this kangaroo court building. There is a bunker in the basement that serves as a sort of fallout shelter. There is also a small armory bunker with 24 energy rifles, 12 conventional rifles, 12 9mm pistols, silver rounds, extra E-Clips, a field radio, 100 gallons of water, and 12 suits of body armor (Urban Warrior). Security is excellent.

9. City Government Building – Ruling Body. This Mega-Damage building is where the ruling body and city-state legislature does their work. Offices are large and nice for the top administrators, small but nice for the lower level civil servants. Bribes welcome. Security is very good.

10. Civil Court. More of the same corruption and impropriety for those with the money to buy justice. This is where civil cases are decided. Very good security

11. Tax, Gambling, Merchant Administration and Licensing Bureau. If you need a business license these are the hands that get greased. It is also the base of operations for tax collectors. Good security.

12. Immigration. Ciudad Juarez tries to register D-Bees, psychics, practitioners of magic and foreigners coming into the city, but only 40% are accounted for. Surrounded by the city park. The black dots on the map indicate public fountains. Poor security.

13. City Administration Buildings. Includes private government library (books, videos, and artifacts), public records, health department, housing department, recreation department, water department and similar offices and departments. Good security.

14. City Governor's Estate. This is the home of the governor of the city-state of Juarez. Top security, heavily guarded.

15. New Town Library & Museum. This large, six story building is divided between a beautiful library containing new and old books, contemporary and pre-Rifts video and music discs, and a historical museum. The museum contains pre-Rifts relics and artifacts, modern artifacts, and ancient pre-Rifts artifacts (Aztec, etc.). Access to the Library and Museum is the exclusive right of the privileged and wealthy residents of New Town/South Side Juarez. Residents from other parts of the sprawling city-state and outsiders are forbidden access. Excellent security.

16. Police Station Precinct #20. A brand new police station charged with protecting the library and museum (#15), which has recently been subjected to vandalism by the Subs and others, as well as additional protection of the wealthy neighborhoods on this part of New Town. Police officers on hovercycles, jet packs and on foot patrol the area. Most of these officers are green recruits (1st and 2nd level), but well-armed and tend to shoot first and ask questions later.

East Side Ciudad Juarez

Old Ruin Slums – Subs & Skivers Turf

The “Old Ruin Slums” is the oldest, ramshackled and most dangerous part of town. It gets its name from the old thirty foot wall that once served as part of the city’s fortifications, but over the decades it has been subjected to Mega-Damage battles, gang wars, vandalism and deterioration. Huge gaping holes are everywhere. Half of the buildings should be condemned and rebuilt; many have been abandoned by their owners years ago and have become a refuge for the homeless, squatters and bandits. The government of Ciudad Juarez doesn’t care about this section of the city-state because it is the habitat of the poor, beggars, homeless and nonhumans. At least 70% of the population in the overcrowded streets of Old Ruin Slums are D-Bees.

Thousands live on the streets in the open, gathering as groups or gangs of beggars, homeless, or the Subs. The Subs is the D-Bee gang that dominates this part of the city. Needless to say, these people resent (many loathe) the wealthy and prettier humans and humanoid of Juarez, particularly those in New Town/South Side Juarez.

The Old Ruin Slums, with its thousands of homeless people, hoodlums and transients is also the area most victimized by vampires. However, even here, the undead try to prey upon outsiders rather than local inhabitants.

Highlights of the Old Ruin Slums:

1. The East Side Medical Center. Inside a rundown four story brick building is a medical team forced to attend to ten times more patients than they can possibly handle. Most of the staff and volunteers at this makeshift hospital are well-meaning and dedicated men and women of medicine, but are so overwhelmed, overworked and stressed out that they cannot give the people their complete or proper attention. Nor do they have sufficient medical supplies, equipment and beds to administer the care most patients need. Thus, mistakes are made and patients are lost due to errors, insufficient treatment and inadequate facilities.

Sutured wounds often leave scars (01-40% chance), bones may not be set correctly (01-20% chance), diagnosis or treatment may be incorrect (01-30%; general antibiotics and painkillers are prescribed for many ailments), and the average emergency patient has to wait 1D6 hours before he can be seen by a doctor. Considering the terrible conditions, the save vs coma/death ratio is an impressive 01-66%. Medical fees are a quarter of what the hospitals and other clinics charge. Many patients pay only what they can afford, which isn’t much, and 40% have no money at all. Locals and church communities do what they can to help the ESMC, but they have little resources themselves.

Heroes and do-gooders who learn about the clinic often make donations to the cause and try to help in other ways, but most are transients who come and go a few weeks at a time before vanishing once and for all. Doc Reid of Reid’s Rangers makes a regular and sizeable donation twice a year, and sends green Ranger recruits to spend a month working at the clinic for no pay, just room and board paid by Doc Reid. It is appreciated, but never enough to improve operations. Volunteers from all walks of life are always welcome, but doctors and healers are needed most. Even heroes, mercs and adventurers with no medical skill can be put to

work any number of ways, from making repairs and transporting patients, to guarding medical supplies, catching thieves and keeping defenseless patients safe from vampires.

The head of staff is Alaina Agulera, an 11th level Body-Fixer with psionic healing abilities; Principled alignment, I.Q. 14, M.E. 19, M.A. 10, P.S. 11, P.P. 17, P.E. 13, P.B. 10, Spd 9. She has Major psionics: 72 I.S.P., and all healing psi-powers except Resist Fatigue, Exorcism and Detect Psionics.

2. The Lopez Flop House. A ramshackle six story building that was once a boarding house is now a place to flop on the floor. Five credits gets the customer a blanket and spot on the floor for the night. Ten credits gets a cot and 15 credits a cot in a semi-private room shared by only 1D4+4 other people; no private rooms are available. An additional five credits buys a person access to the showers (cold water only). Three credits buys a plate of rice, refried beans, a slice of stale bread and a glass of water. A public restroom is found on every floor, but all are filthy, graffiti-covered and smell like ... well, stinks something horrible.

The place is always crowded with 2D6x1,000 people, with some even sleeping on the rooftop for half price. The place is run by the Lopez family and several uncles, aunts and cousins who live across the street. A quartet of 4th level City Rats led by a night watchman who is a retired mercenary provide security.

Papa Lopez is an 8th level Vagabond with a knack for business and shortcut strategies. He is also the mind controlled servant of a 5th level Secondary Vampire (once his friend) by the name of *Miguel Jose Sanchez*.

Mama Lopez is said to be a Witch, but is really a 4th level Mystic who works with the vampires of her own free will. She sees them as business partners who keep the peace at the flop house and help her business prosper. Miscreant alignment, I.Q. 9, M.E. 12, M.A. 11, P.S. 9, P.P. 12, P.E. 10, P.B. 12, Spd 14.

Psi-powers: 48 I.S.P., Astral Projection (8), Bio-Regeneration (6), Clairvoyance (4), Detect Psionics (6), Exorcism (10), Induce Sleep (4), Meditation (0), Object Read (6), See Aura (6), and Sixth Sense (2).

Magic: 74 P.P.E., Armor of Ithan (10), Befuddle (6), Blind (6), Chameleon (6), Cloud of Smoke (2), Fear (5), Energy Bolt (5), Impervious to Fire (5), Levitation (5), Paralysis: Lesser (5), See the Invisible (4), and Turn Dead (6).

The vampire Miguel is a 6th level Secondary Vampire of Diabolic alignment. He and 15 fellow Secondary Vampires live nearby and feed at the flop house. Five, including Miguel, live across the street in the house nextdoor to Papa and Mama Lopez. It is Miguel and the four vampires who are the night watchmen and his four assistants. All, other than Miguel, are 1D4 level vampires of Miscreant alignment. They and others feed on the sick and dying at the flop house. This has gone on for a decade with no one suspecting a thing. Miguel also takes half the money taken in every night, which is a considerable amount. He has a nest egg of 380,000 Universal credits, plus some magic items, energy weapons, a suit of Bushman body armor (painted like the Juarez police), a hover car and other odds and ends. Nobody, not even the other vampires know what his personal agenda might be. No one knows he is a spy from the Vampire Kingdom of Milta.

3. The Hole in the Wall Pool Hall. The Hole in the Wall is a favorite hangout for the Subs gang, hoodlums and hustlers. Drinks are big, strong and cheap at 2-4 credits each, and Subs always pay half price. There are 4D6 members of the Subs gang present at any time. All are bullies who hate humans and attrac-

tive D-Bees, and are always looking to put them in their place or for a way to make quick buck off of them. The typical Subs gang-banger is a City Rat, Vagabond, Mercenary Solider or criminal O.C.C. with 1D4+1 levels experience, Anarchist and Miscreant alignment, and a mean streak. Any of the brutish and least human-looking D-Bees can be a member of the Subs so there are plenty of Brodkil (sub-demon), Bruutasaur, D'norr Devilmen, Fingertooth Carpetbaggers, Larmac, Lyvorrk, N'mbyr Gorilla Men, Psi-Goblins, Tirrvol Sword Fist, and Vanguard Brawlers, as well as the occasional Flooper, N'retas, Ogre, Psi-X Alien, Slurmph, Spinne, Squilb, Tokanni, and outcasts, roughnecks and disfigured members of the handsomer D-Bee races.

4. Katie's. This is a drug den and house of prostitution populated entirely for D-Bees, making it another popular hangout for the Subs and other D-Bees. Gunfights, stabbings, and brawls are common inside and around Katie's.

5. General Store. A small, but fairly well stocked general store. Fair prices.

6. Butcher Shop. A popular store that sells beef, pig and poultry at low prices.

Rumor: Grave Ghouls come at night to eat the scraps and guts of the dead animals.

7. Power Man's Cybernetics – Body-Chop-Shop. A dark and grisly looking place of business that specializes in Black Market cybernetic weapons, disguises, cybernetics, and bionic arms and weapons. Cybernetics are 35% less than standard market value (50% are used/Cyber-Snatched) and bionics are 25% less. Also performs basic medical services for gang members and brigands at half of what the hospital charges and with no questions. However, there is a 40% chance of minor scarring from all surgery and a 35% chance of getting an infection from cybernetic surgery. The owners of this rat's nest are quick, sloppy, and compassionless. They purchase 50% of their product line from the

Skivers gang, other body-snatchers, crooks and vampires. The police are paid to look the other way.

8. The Stake & Mallet Tavern. A popular saloon and gambling hall, the Stake and Mallet has a headless skeleton with a stake in its ribs swinging from a rope over the bar. Drinks are 1-3 credits, the gambling is serious and the patrons, loud and tough. Knife throwing, darts, arm wrestling, craps, and card games are played in the main, smoke filled, tavern area. The high stakes games of cards and craps are on the second floor. Ladies of the night rent the 14 rooms on the third floor (30-50 credits gets a half-hour of the lady's time, a wash basin and cot; human and D-Bee females are available). The Stake & Mallet is the site of nightly brawls and trouble, and is a favorite hangout for Larmacs, Psi-Goblins, Vanguard Brawlers, N'mbyr Gorilla Men, Shapers, and members of the Subs and El Paso Trog gangs. No vampires allowed.

The owner is an Ogre Warrior covered in tattoos, who goes by the name *Death Grip*. He is a 7th level *Undead Slayer* from Atlantis, Anarchist alignment, I.Q. 11, M.E. 10, M.A. 9, P.S. 25, P.P. 20, P.E. 18, P.B. 7, Spd 13.

9. East Leather Goods & Accessories. A store that caters to the gangs and sells whips, ropes, manacles, handcuffs, nightsticks, nunchaku, knives, Vibro-Blades, M.D.C. chainsaws, hair dye, and a huge variety of leather clothing, jumpsuits, jackets, boots, hats, caps, gloves, belts, straps, bands, leashes and studded and spiked collars. Prices are average on the low side.

10. The Colorful Peacock Tattoo Parlor & Hair Stylist. The tattoo parlor is the official place to get "colorized" and offers a mind-boggling array of tattoo designs. It is another popular place for gang members and young toughs. A small tattoo about the size of a silver dollar costs 20 credits, medium (6-8 inches) 50-80 credits, large (12-15 inches) 100-200 credits. Special or intricate designs cost 50-100 credits more. The eight tattoo art-



ists are masters at their craft and the oldest is skilled in holistic medicine (7th level) and offers his medical expertise to those he likes (treatments costs one third of what the hospital charges, but he doesn't do surgery).

The second floor is **Adam's Chunk Out Hair Saloon** specializing in punk style hairdos, mohawks, spiked hair, hair dyes, make-up and piercing. A typical haircut costs 20-40 credits, while the more "creative Chunk-a-Do" stylings cost 60-120 credits.



11. Rickety Wall Dance Hall. A crumbling, four story edifice that serves as a dance hall, meeting hall and indoor arena. Every night, except Fridays, there is dancing on two of the floors. Alcohol is moonshine served for a credit mug.

Friday night is fight night! Typically, 2D4+6 different bouts take place. In another room is cock fighting, and down the hall is dog fights. Admission is 5 credits per person per event. Ample side betting with the house and fellow attendees is encouraged.

12. The Wizard's Hut. This store is run by a crazy old Wizard who sells healing potions, amulets, a small selection of magic scrolls, Techno-Wizard items, and magical services. The magic services are many, but here's the thing, the owner, Old William, is not a nice person, so he and his assistants may cast magic that is helpful, hurtful or manipulative.

Magic Services: Calling (100 credits), Cleanse (50 credits), Compulsion (1,500 credits), Cure Illness (500 credits), Cure Minor Disorders (100 credits), Cure Phobia (5,000 credits), Domination (3,000 credits), Exorcism (750 credits), Expel Demons (1,200 credits), Fortify Against Disease (300 credits), Fly as the Eagle (1,500 credits), Heal Wounds (150 credits per touch), Greater Healing (700 credits per touch), Locate (550-1,500 credits), Luck Curse (1,500 credits), Magic Pigeon (1,200 credits), Memory Bank (3,000 credits), Mend the Broken (300 credits), Minor Curse (4,000 credits), Negate Poison (200 credits), Purge Others (3,000 credits), Purification (200 credits), Remove Curse (10,000 credits), Restoration (500,000 credits), Restore Life (75,000 credits), Restore Limb (15,000 credits), Rift Teleportation (5,000 credits per person to be Rifted), Sickness (3,000 credits), Spoil (1,000 credits), Stone to Flesh (20,000 credits), Super-Healing (M.D.C.; 1,500 credits), Trance (1,000 credits), Watchguard (5,000 credits), and Words of Truth (2,000 credits). He or his staff also identify and appraise magic items for a cost of 100 credits per item (usually honest and accurate in their ap-

praisal), and consider buying or trading magic goods and services for items William knows he can sell for a profit or might want for himself and his henchmen.

The Wizard's Hut is also willing to place curses on people (2,000-8,000 credits; very discreet) and summon demons or monsters, usually to perform acts of vengeance, brutality and murder (costs 20,000 to 80,000 credits).

Old William the Wizard is a 12th level Ley Line Walker who looks to be over 100 years old, yet still has a bit of a spring to his step and an evil glint in his eye. He is of Diabolic alignment, has dabbled in the arts of Summoning and has a taste for dark power. I.Q. 20, M.E. 14, M.A. 8, P.S. 8, P.P. 11, P.E. 12, P.B. 7, Spd 8; Hit Points 62, S.D.C. 12.

In addition to the spells listed above (with the amounts he charges to perform them as a service to others in parentheses), Old William has 287 P.P.E., knows all First, Second and Third Level Spell invocations, all summoning spells, all protection spells, all control and domination spells, plus Animate and Control Dead (20), Apparition (20), Armor of Ithan (10), Blind (6), Create Magic Scroll (100), Create Mummy (160), Create Zombies (250), Call Lightning (15), Carpet of Adhesion (10), Circle of Flame (10), Dessicate the Supernatural (50), Mute (50), and Speed of the Snail (50), among many others.

Julia the Sorceress is a 6th level Ley Line Walker and William's young protege. She is of Diabolic alignment, 27 years old, and has adopted all of the Wizard's approaches to magic, philosophies and habits. I.Q. 19, M.E. 13, M.A. 15, P.S. 11, P.P. 15, P.E. 18, P.B. 14, Spd 12; Hit Points 42, S.D.C. 25. Julia has 132 P.P.E., knows all First and Second Level spell invocations, and all the spells listed above in the section about the store's services. She also knows all protection spells, all control and domination spells, plus Animate and Control Dead (20), Armor Bizarre (15), Armor of Ithan (10), Create Magic Scroll (100), Crushing Fist

(12), Electric Arc (8), Energy Disruption (12), Featherlight (10), Fly (15), Frequency Jamming (15), Invulnerability (25), Magic Net (7), Repel Animals (7), Superhuman Speed (10) and Swim as the Fish: Minor and Superior (6 or 12).

Old William's & Julia's Henchmen: Argyle Fuentes, a 5th Level Necromancer (Aberrant), Mad Marko, an 8th level Shifter (Miscreant), a Brodkil sub-demon (6th level) and three Psi-Goblins (7th level thieves) are his "helpers." William also commands a zombie and four mummies.

Rumors: Old William associates with a couple dozen different vampires including the current leader of the Night Masters and has the police in his pocket. It is rumored he has been blackmailing the police commissioner for years.

The Wizard is willing to sell his goods and services to anybody, human, D-Bee, vampire, or supernatural menace. Often requests payment in gold, silver, gems, magic items and blood rather than credits of any kind.

Word on the street is that Julia Cruse is Old William's illegitimate daughter, and is very fond of her, and she of him. Julia may even be Old William's heir apparent. She certainly has embraced his evil ways. It is said Old William is teaching her everything he knows.

The rumor that is whispered the least and spoke the most softly, says, at the age of 89, Old William managed to cut a deal with a dark god to grant him immortality. Some say that dark god is Camazotz, Lord of the Vampire Kingdom at Chichen Itza in the Yucatan.

13. Oloc's Armory. New and rebuilt weapons of good quality. Fair prices, no refunds.

Mega-Damage Body Armor: Used: Most of the armor is pretty battered and scarred, but a good substitute for warriors low on cash and in need of some protection. Selection is limited to Bandito Arms styles (see **Rifts® World Book 14: New West**), Northern Gun's Bushman, Gladiator, Crusader, Huntsman, Plastic-Man and Urban Warrior, Coalition Dog Boy armor, Coalition Dead Boy armor (mostly the old style, patched and repainted a tan color for desert travel), and the Triax Terrain Power Hopper. Armor with one third its original M.D.C. sells for 50% off the list price. Armor with half its original M.D.C. sells for 70% less than the list price for new. Also sells new suits of Northern Gun Bushman and Gladiator armor at a 10% discount.

Weapons: New and Used. Crude wood stake (12 for 5 credits), a variety of crossbows and bolts, bows and arrows, revolvers, automatic pistols, Coalition energy rifles and Vibro-Blades, and many Wilk's and Northern Gun weapons. New weapons cost the standard price, but refurbished used weapons sell for 25% less than the standard price. Has the occasional rail gun and TW weapon at a 50% mark-up on the full price.

14. The Ramirez Stables. Sells, buys, and stables horses and pack animals including donkeys, mules and oxen. Also offers veterinary services for horses, shoeing and grooming. Occasionally sells cattle and goats. Stabling a horse or mule costs 50 credits per day and includes basic grooming, water and hay. Better quality food costs an additional 20 credits per day. A typical workhorse costs 1,000-6,000 credits, pack mule 1,000-4,000 credits, a good, trained riding horse costs 6,000-24,000 credits, while a superior riding horse, warhorse, racehorse or Psi-Pony costs 20,000-80,000 credits.

Paco Ramirez and his family own and manage the stables along with 20 work hands, a third of whom are Psi-Stalkers. Paco

Ramirez is a 9th level Cowboy who loves horses and horse-trading.

The main showroom and stable for horses available for sale is #14-A, behind it are three smaller additional stables. Behind them is the livery stable and veterinary facility, and along its east wall are four additional livery stables.

15. Ramirez Blacksmith. The large blacksmith shop that is part of the Ramirez livery complex. In addition to showing horses, the blacksmith makes nails, chains, manacles, and maces. Prices are all average, quality is high. Ramirez employs a giant Jotan ironworker, two humans, four Dwarves and three Bruutas-aurs to work the smith.

16. Arena Mechanics & Gas Station. A competent mechanics shop able to repair most vehicles and perform minor repairs on robots and power armor. Reasonable prices for good work.

17. The Mayfair Club. One of the nicest places to eat and relax, entertainment includes quality bands, minstrels, singers, dancing girls and tasteful striptease acts. The food is excellent if pricy for this side of town (costs 18-35 credits a meal) and offers a nice selection of liquor, beer and wine for a cost of 3-6 credits a glass. The Mayfair Club is a hot spot in town for visitors, adventurers, city workers, and the better off residents. It is always packed on weekends and days the Juarez Arena has a major attraction or event.

18. Guarded Parking Structure. A pre-Rifts style parking structure with an armed patrol to keep vehicles safe. The structure can accommodate 1,100 vehicles, costs two credits an hour and offers 10 hours of valet parking for 15 credits. Security is good, so there is only a 5% chance of one's vehicle being stolen, stripped or vandalized.

19. The Juarez Arena! This is a place that attracts the rich and poor from all over Ciudad Juarez. Regular Admission is five credits for the cheap seats, 25 credits for the good seats, and 100 credits for front row seating. Monday is family night so the cost of admission is only 2 credits.

Monday night shows include practice horse races, practice gladiatorial fights and performing clowns, jugglers and tumblers.

Tuesday through Friday are the horse, dog, and dinosaur races. City run gambling is available near the arena entrance, but the wandering Black Market and Pyskes gang bookies outside the arena offer better odds and potentially bigger payoffs.

Saturday and Sunday are fight nights with 12-36 different fights including bullfights, monster fights (humanoid vs monster), monster wrestling, monster vs monster, and gladiatorial contests. The regular events are sometimes interrupted by public executions and parades. Both are crowd pleasers and only cost one credit for up-close bleacher seats.

20. Open Parking Area (And Place for the Homeless). A large open area that was once a residential section that burned to the ground. It is used as a parking lot during events at the arena, as well as a gathering place for residents. At night, it becomes a very different place as the homeless start to gather as soon as the majority of vehicles have left for the day. The homeless are allowed to set up camp and sleep under the stars at these Open Parking Areas, provided they pack up and leave by 6:00 A.M. This area is a very dangerous place during the night, as it is filled with homeless and desperate people, the mentally ill, drunks, criminals and adventurers down on their luck. The night squatters are sometimes bullied and roused by gang-bangers and young City Rats looking for some action and stalked by hungry vampires.

21. Open Parking Area (And Place for the Homeless). Identical to #20, above. Nearby, on the other side of the dividing wall, are the homes of the upper middle-class, wealthy and city government workers.

22. Police Station – Precinct #3. This was the old police headquarters before they moved to nicer quarters on the other side of the wall. The building is still one of the major police stations and is a Mega-Damage structure (50 M.D.C. per 10 foot/3 m section). Some of the meanest, toughest, most corrupt policemen in Juarez are stationed here. Many of the troublemakers are sent to this location as punishment. The main concern of the police at Precinct #3 is controlling the gangs and keeping crooks, gang members, and beggars out of neighboring New Town, home of the rich and elite.

23. East General Hospital. Basically the same as #72 in North Town, only a third its size. The two neighboring buildings are the professional building and the administrative offices.

24. Wagonsmith, Wainwright & Carpenter. A builder of barely adequate wagons, wheels, barrels, tables, crucifixes, furniture, and coffins. Unfinished products, items not yet stained, varnished or painted, are half price.

25. The Rio Apartments. A ten story apartment building for the poor working class residents of the East Side Slums. Security is poor, the apartments are small, cramped and dirty, city services are poor, and the police presence is minimal. Costs 700-800 a month to rent; few vacancies. **Note:** Many small, local shops are just east of the building, including a taxi service, general store, fruit market, butcher and dairy market, poultry market, bakery, fabric shop, hardware store, small CD shop, potter, clothing store (work clothes, shoes, boots and hats), and saloons.



Northern Mexico

The Great Deceit

The pre-Rifts Mexican Empire and Central America (Guatemala, Honduras, Nicaragua, Panama, etc.) are the **Domain of the Undead**. Wild tribes of vampires roam the northern deserts and plains like packs of wolves from the *Rio Grande River* to *Guadalajara*. Generations of people have spoken in whispers about the

great and powerful Vampire Kingdoms that exist to the south, but no man from the north is said to have ever seen fit to investigate. That is not true.

Numerous adventurers, Rogue Scientists and Scholars have traveled to Mexico to investigate the stories. The problem is, few are ever seen again. The survivors who do return tell fantastic stories people in the north cannot believe. They speak of the Wild

Vampires that roam the Mexican highlands and of the hardships endured by simple farmers, sheep herders and cattle ranchers upon whom the undead prey. They tell of human towns built on stilts or on boats and platforms on the water along the ocean coast and in lakes, for vampires fear water. They speak of the small villages and towns scattered across the plains and mountains, and of towns called “Desert Flowers” because sorcerers who command Elemental Magic and Biomancy have transformed small areas of desert into arable land. They share stories of courage and defiance by the people who try to carve out a life in Mexico, of *Vampire Hunters* who roam the land like knights-errant, and of gunfighters and strange D-Bees.

The stories take a dark turn as they tell of towns and villages dominated or enslaved by vampires. And darker still when they speak of how humans and D-Bees are made into pets and slaves for the undead, or worse, raised and penned as cattle to be fattened and fed upon – drained of blood by creatures of the night. They tell how humanoids are put to work building sprawling cities of stone, with temples and palaces for the Vampire Emperors and Kings. They tell of stone pyramids being erected like those of the ancient Aztecs, where blood sacrifices are made to the Vampire Intelligence locked within and dark magic is conducted. They speak of humans butchered like cattle, raped and beaten for pleasure, and used as playthings. The tales of atrocity and horror are stomach turning and endless, but they are generally dismissed as exaggerations, myths, lies and even the hallucinations of an addled mind. Indeed, half the survivors from the Vampire Kingdoms are traumatized by what they have seen or experienced and are never the same.

The civilizations in the north do not want to believe that kingdoms of vampires could exist. It sounds preposterous and too horrible to imagine. Surely, after all these years, if such kingdoms really existed, the Coalition States, Lazlo or some northern civilization would know about it. Or so the thinking goes. This makes the existence of the Vampire Kingdoms one of the best kept secrets in North America. This is not just foolishness or denial on the part of outsiders. It is part of a carefully orchestrated deception on the part of the vampires.

By sending *Wild Vampires* into the northern deserts and scrublands, the savage *Wild Ones* become the face of the vampire threat. Since Wild Ones appear to be primitive barbarians with a low intelligence and little military capabilities, who seldom use weapons and hunt and live in packs like wolves, they are grossly underestimated. In northern Mexico, a visitor can search thousands of square miles and find no vampire cities or kingdoms, just Wild Vampires running through the wilderness like coyotes. While they are dangerous, they are not the perceived danger of one or more organized “kingdoms” of the undead. As a result, the vampire threat is underestimated and ignored. Stories of Vampire Kingdoms are dismissed as lies and tall tales. Meanwhile, the real face of the enemy – Secondary Vampires and their kingdoms – is concealed. Likewise, tales of cunning, intelligent Secondary Vampires living in Ciudad Juarez, El Paso and other places are mostly just that, stories and anecdotal evidence – isolated incidents not to be concerned about. The reality of the vampire danger is further blurred by claims from Ciudad Juarez that it is vampire free and any reports of vampires in Juarez are rare exceptions or outright lies.

This is exactly what the Emperors and Kings of the Vampire Kingdoms want. They want people to think the vampire threat

is overblown and exaggerated. They want people to be afraid enough of the vampire savages of Northern Mexico to have no desire to travel further into the depths of Mexico. They want them to stop within a thousand miles (1,600 km) from the north and say, “This isn’t worth it,” and turn back.

The Wild Vampires of Northern Mexico. Northern Mexico is part rocky desert and part vast savanna of grasslands and scrub broken by rolling hills and mountains to the west. The native people are predominately low-tech farmers and animal herders. The primary crops are maize (corn), wheat and cotton. Livestock include goats, sheep, some cattle, some pigs, some donkeys, mules, horses, ducks and chickens. The inhabitants of Mexico learn vampire lore at an early age – most of it reasonably accurate. The youngest child knows the threat vampires represent and also knows how to defend against the undead, as well as the methods to destroy them. Most men, women and children wear crosses or amulets, and sometimes garlic, to protect themselves at all times. Every village has a church. Wooden knives, clubs, staves, spears, crossbows or short bows are the most usual anti-vampire weaponry among the common people.

Even armed with this knowledge, it is the farmers, ranchers, settlers and ordinary people who are the primary targets of the marauding **Wild Vampires**, for their numbers are too many and their power too great to stave off on an indefinite basis. The other main targets of Wild Vampires are adventurers, warriors and travelers. Farmers are hunted because they are easy and plentiful prey. Adventurers and outsiders are hunted because they are few in number and have limited resources, but mainly because the Wild Ones have been *told to do so* by their undead superiors. The leaders of the Vampire Kingdoms don’t want outsiders and heroes making their way down south to where the true *Kingdoms of the Dead* are located, and where vampire civilization – if you can call it that – is out in the open. The Lords of the Vampire Kingdoms want humanoids to underestimate them. They like that people are afraid, but they don’t want them too afraid. As witnessed by the Coalition States Siege on Tolkeen, when humans and other mortals are too frightened they lash out to destroy what they fear. But if they are only a little afraid and feel no immediate danger, they’ll leave things as they are. And that’s exactly what the vampires have achieved.

The Coalition States

The CS response is typical of the outlook from northern civilizations

In recent years, the stories of vampires have reached the ears of the paranoid Coalition States, inciting them to conduct their own investigation. Thus, far, they have only been able to confirm the existence of an alarming number of Wild Vampire tribes in Northern Mexico. The official position of the Coalition Military High Command is summed up by this statement:

“We see no reason to waste men and resources on a wild goose chase in a distant land. We have many more pressing concerns at home, such as the escalating number of *Xiticix bug men* in the Midwest, *Federation of Magic*, Tolkeen expatriates and terrorists bent on our destruction, and the magic using, anarchist, D-Bee lovers of Lazlo, to name but a few. Vampire barbarians virtually a world away is of little consequence. Building up Coalition military and colonial operations in the **States of Lone Star** (Texas)

and **El Dorado** (Arkansas) should provide a sufficient barrier of entry to any tribe of vampire savages that happen to make their way past the misanthropes of the *Pecos Empire*. It is our final assessment that the vampire threat is exaggerated and represents no clear or present danger to CS interests.”

This assessment is based on a half dozen, limited, long-range reconnaissance excursions into Mexico by the Coalition Army. Two CS expeditions reported “sane and organized” vampire villages near the pre-Rifts cities of Tampico and Veracruz before contact was lost. Most other reports focus on the limited threat of “barbarian vampires.” One reconnaissance team claims to have made it to the ruins of pre-Rifts Mexico City, where they reported the largest tribe of Wild Vampires and a permanent “barbarian vampire city.” However, only one third of the team returned, and many parts of their reports and recollections are sketchy, as if they cannot remember details. Yet, the details about the barbarian city seem too vivid. This has suggested to Doc Reid and other experienced Vampire Hunters that the surviving members of this secret Coalition expedition (two-thirds perished in the journey) are victims of vampire Mind Control, i.e., the story was implanted via Hypnotic Suggestion or other, more invasive psionic alteration, perhaps by a Mind Bleeder or Mind Melter henchman. Soldiers who were too resistant to psionic manipulation were kept captive or slain. Only the third whose minds were sufficiently malleable were sent back to the CS to file their report that no civilized Vampire Kingdoms were found in Mexico.

Despite the Coalition’s “official position” on the vampires of Mexico, the government continues to maintain something called **Operation Nightowl**. This is a covert operation in which Coalition Military Specialists secretly work out of *Lone Star*, *El Paso* and *Ciudad Juarez* to investigate the vampires of Mexico. As part of the operation, a half dozen CS spies had infiltrated the notorious *Reid’s Rangers*. Two perished fighting vampires with the Rangers, three went AWOL from the CS to become full-time Rangers dedicated to the destruction of the undead, and one returned to Chi-Town with stories about Secondary Vampires, the vampires of Ciudad Juarez, and stories (but no firsthand experience) about the Vampire Kingdoms in the south. All operatives undercover with Reid’s Rangers have reported the confirmed existence of *Secondary Vampires* and firsthand encounters with them. They also confirmed the existence of the *Master Vampire* via anecdotal evidence, but none have had a direct encounter to corroborate the stories. Many details of Doc Reid’s own studies and torture of vampires were also submitted to CS authorities.

Since winning the siege on the Kingdom of Tolkeen, increased trouble at home, and an influx of demonic forces in the ruins of Detroit, Windsor, the Magic Zone and even the ruins of Old Chicago, the Coalition High Command has divided on the issue of vampires in Mexico. Part of them are more committed than ever to finding the truth about the Vampire Kingdoms, and part of them feel like they have all the information they need. Most of the CS brass has decided vampires are not a threat to the Coalition States and any further investigation is a waste of time and resources needed to secure the home front.

Coalition officials and scientists cannot bring themselves to believe that the undead, though their numbers may be disturbingly high, are intelligent or organized enough to function as anything more than a tribe of barbarians. This is the pervasive attitude even after intercepting Doc Reid’s report on the undead in Tolkeen. The reasoning is that Doc Reid is clearly a zealot and a lunatic,

and the Coalition’s own research cannot confirm the existence of any true Vampire Kingdoms. Quite the contrary, the CS Army is satisfied that the millions of square miles of Northern Mexico are inhabited by the animalistic, Wild Vampire tribes. That the largest tribe or two are found in the lush south, and the undead are primitive savages content with their existence in Mexico. By their estimation, the number of intelligent vampires is minuscule, as few as one in fifty. A mistake that could spell the Coalition’s doom if they were to wage a military campaign in Mexico. Furthermore, Mexico’s distance from the hub of Coalition society in the north and the, again, erroneous assumption that Mexico offers few resources to the Coalition States, make it a place of little interest and even less strategic importance.

In fact, one assessment suggested, “The vast range of vampire barbarians that extends from one end of Mexico to the other, creates a “buffer zone” that should block and dissuade the largely unknown people and civilizations of South America from pushing northward. In short, the “vampire barbarian hordes” in Mexico help protect the rest of North America from potential invasion by unknown forces in South America. The official CS study concludes, “These brutish creatures protect our interests, not jeopardize them. This committee’s recommendation is to let sleeping dogs lie.”

Though this is the consensus among most Coalition military and scientific minds, there remains enough paranoia to keep a modest, halfhearted investigation going under Operation Nightowl. All that has been provided to the Op is one mixed company (120 troops). Other than patrols and long-range reconnaissance, 40 officers are undercover as adventurers, mercs, Vampire Hunters and local townspeople.

Typical Villages & Towns

Note: The following data pertains to the “typical” villages and towns scattered across Mexico and the American Southwest. Most of them are agrarian in nature and low-tech, or low tech with a handful of high-tech items like a hover truck, electrical generator, M.D. energy rifle, and so on. There are other types of towns, but they are the exception, not the norm. The following data covers the typical small, rural communities of Mexico. Much of their information can be extrapolated into other types of towns.

Until one travels south of what used to be *Guadalejara* and *Guanajuato*, the northern two-thirds of Mexico is mostly arid desert, prairie, grassland, scrubland and mountains. Along the coasts the land is greener with light tropical forest and grassland. This is thousands of square miles of wilderness dotted with hundreds of tiny to medium-sized farm communities, villages and towns. Cities are a rarity, but there are a few.

Villages and towns in Mexico and the American Southwest are nothing like our modern towns and cities with homes and businesses clustered together in a tight grid of streets and alleyways. A village or town in Rifts Mexico and the border States is likely to have homesteads and farmers scattered across many miles. There is likely to be a centralized “town” or “downtown” area; the heart of town where commerce and meetings are held. This is where a visitor is likely to find the courthouse, general



store, trading post, farmers' market, school, church and similar meeting and business places, but even they are likely to be spread out, not placed on a grid work of streets. The rest of the village or town consists of homesteads, farms, ranches and mills within a 3-12 mile (4.8 to 19.2 km) radius of the "downtown" area. The next nearest village or town is likely to be 20-30 miles (32 to 48 km) away.

Farming in Rifts Mexico. Farming, ranching, and the trade that comes with it are the primary resources that support most communities.

Vegetable crops common to the region include rice, beans, barley, blue agave (to make tequila), chili peppers, cilantro, corn, coffee, olives, peppers, tomatoes, sugarcane, sorghum, wheat and a wide range of other crops provided the environment allows it.

In fertile green areas in southern Mexico, and along coastal regions and the Yucatan, is where vineyards, fruit trees and orchards are commonplace. Notable types of fruit include avocados, bananas, grapes, guava, jicama (related to the turnip), lemons, limes, mangoes, nopal/paddle cactus, quince, oranges, papayas, tomatillos (related to the gooseberry), watermelon and other tropical fruits and grapes; Mexico, has a long tradition of making wine.

Non-food crops may include cotton and tobacco.

Ranching in Rifts Mexico. Ranching is primarily cattle, though in Mexico, "cattle" may include a number of herbivorous dinosaurs. In fact, close to half of the ranches divide their "cattle" between traditional bovine and dinosaurs, particularly those in the *Nodosaur family*: *Nodosaurus*, *Panoplosaurus* and *Silvisaurus*. A full 20% raise only *Nodosaur* "cattle." The three dinosaurs in the *Nodosaur family* have proven to be delicious meat: *Nodosaurus* and *Silvisaurus* both taste like Angus beef, and *Panoplo-*

saurus has a flavor akin to buffalo. All are easy to domesticate as loyal work animals and have an intelligence equivalent to that of a horse, along with the strength of an entire team of mules or oxen.

Life in Mexico can be good. Outsiders assume life in Mexico is all terror and death. This is not true. Many communities are happy and self-sufficient. They may be small and low tech, but low tech often means they are off the radar and left alone by vampires, bandits and would-be conquerors. What world-beating overlord wants to be king of a farming village, small ranch community or cluster of a dozen self-sufficient homesteads? That brings little power, wealth or prestige.

Adventurers and modern city dwellers are used to an entirely different lifestyle, so the farming and ranching may seem unappealing, but people used to a simple agrarian life are satisfied with the way they live. All any villager and townspeople wants is a safe environment to raise their families and find a little happiness and comfort. Sure they wish the vampires were not around, but every community has its challenges. Any community is a potential target, but vampires tend to be attracted to the larger towns and cities.

Size of the Rural Community

In all cases, villages and towns are made up of families.

01-20% Small Village: 20-80 people.

21-40% Medium Village: 81-200 people.

41-60% Large Village: 300-400 people.

61-80% Small Town: 450-600 people

81-90% Medium Town: 700-900 people.

91-00% Large Town: 1,000-4,000 people.

Homes and Dwellings of a Typical Village/Town

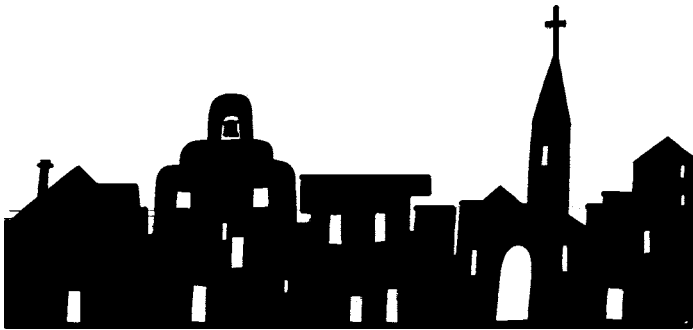
A typical village or town in Mexico, especially Northern Mexico and the American Southwest, has the following common buildings, businesses and communal features. One to several families may live and work on a farm or ranch.

Homes in town. 2D6+6 homes in the downtown/central village area, each on 1D4 acres of land.

Farms around town. 2D6+6 farms each with 4D6x10 acres of land located in the outlying village community scattered around the central town area. These are what modern people might think of as “the neighborhoods.” Rural neighborhoods are acres apart and down the road a piece, but are still a vital part of the village or town.

Ranches around town. 1D6+3 ranches with 1D6x100 acres of land located in the outlying community around the central town area, same as farms.

Note: See *Major Industry of Village or Town*, as this may increase the number of homes, farms, ranches and facilities in town.



Businesses and Community Features in the Downtown Area

Each of the following is usually found in the center of a village or town, and may be considered the “downtown area.”

Blacksmith. Medium and large towns always have a blacksmith. 01-50% chance in a smaller town or village.

Carpenter, wheelwright and lumberyard. Prepares, cuts, and sells lumber and wood materials for construction and building, making wagons, wheels, barrels, crates, fences, furniture, etc.

Church. A place of worship. Yes, even vampire occupied and controlled villages and towns are likely to have a church or temple. The undead have learned that there is no harm in letting people have faith and pray. These people live in the community and are not going to abandon it. They cannot hide inside a church forever, and most Secondary Vampires have learned to let lowly humans maintain the illusion of freedom and a god they can pray to. If having a place to worship to what the vampires will decry as a false or impotent god keeps the people submissive and subservient, so be it. Besides, a church is a great way to conceal the presence of the undead from Vampire Hunters and adventurers. The building may even lure “new meat” into a vampire trap. Visitors are welcomed so they can be captured and made prisoners in a forced labor camp or become a delicious late night meal.

Church as a sanctuary from the undead: The interior of a church or temple works like a giant circle of protection’ preventing a vampire from entering. The undead are held at bay by the

“holy symbol” of the building itself and the iconic images inside. However, the people inside are not safe from attack. The undead can smash out the glass of the church windows, throw things through the shattered frames at the people inside, cast magic upon the building or people inside, shoot at the building and the people inside, or set the building on fire, and vampires can also send in wolves, dogs, bats and vermin. If they really want to, vampires can send in Chupacabras, servants and henchmen to drag the people out or kill them inside the church.

If a vampire, be he a Wild One, Secondary or Master, is dragged inside a church, he suffers burning pain and 2D6 points of damage per melee round. The damage is low, so his regenerative powers can easily keep up with the damage inflicted, but the pain is unrelenting. **Penalties** from pain due to being inside a holy place causes the undead to lose all but two attacks per melee, all combat bonuses are reduced by half, skill performance is reduced by half, and all the vampire wants to do is leave the premises as fast as possible. **Note:** Even the ruins of a church or temple of light cannot be entered by a vampire. Church grounds, convents, and cemeteries are not the same as the church, and have no adverse effect on the undead, though a chapel inside does. **Church Combat Note:** Just because there is a church in town doesn’t mean there aren’t vampires living within or even controlling or enslaving the community. Vampires love to play mind games, and are happy that a building with a cross or other holy symbol can trick naive outsiders into lowering their guard and feeling safe in town.

Doctor. The village has a Medical Doctor or Holistic Doctor, Psychic Healer or mage with healing magic. The doctor/healer tends to the ill and injured, delivers babies, mends bones, and performs autopsies and practices general medicine and healing.

Farmers’ market. This is an area with many huts and open spaces where farmers can set up and sell their wares and produce. The market is usually located somewhere on the edge of the downtown area. They sold livestock (chickens, ducks, goats, sheep, pigs, etc.), fresh eggs, fresh butchered meat, jerked and smoked meats, fish, fruits, vegetables, canned produce, honey, jam, fresh baked pies and breads, tobacco, live and cut flowers, baskets, and similar items.

General store. Most have a grain silo, fruit cellar, shed, a small barn and corral behind the store. The owner’s home may also be behind the store, above the store, next door or across the street. A general store sells supplies needed and wanted by the local community such as tools and equipment for farming, planting seed, fertilizer, insecticide, rope, wire, nails and basic building materials, tools, knives, fishing gear, guns and ammo, oil lamps, oil, saddles, bridles, sewing materials, fabric for making clothing, jars and supplies for canning, spices, sugar, rice, beans, corn, flour and processed grains for cooking, kitchenware, blankets, baskets and other items that the locals need.

Imported and special items are minimal and limited. They focus on popular items and gifts affordable for the community such as fancy linen and clothing fabrics, dress clothing, electric generators, electronics, silver bullets, E-Clips, Mega-Damage weapons, Vibro-Blades, medical equipment and medicine, and similar products.

Grain Silos: 1D4+1 silos that are 12 feet (3.6 m) tall, 8 feet (2.4 m) in diameter.

Restaurant: Possibly the only one in town. Serves local cuisine.

Saloon: Possibly the only tavern/saloon/neighborhood bar in town.

Schoolhouse: An all ages schoolhouse. Depending on the community, school may focus on farming, animal husbandry and other career areas or trade school type classes, or teach a good range of education from mathematics and botany to reading and writing. **Note:** An impressive 50% of humans and D-Bees in Mexico can read and write at a 5th grade level. Isolated from the rest of North America, the stigma of being literate is much less in Mexico. Rogue Scholars and Scientists are welcomed.

Town Square: Typically a 2D4 acre park or garden at the center of the village or town. It may also be used for town meetings, festivals, bake sales and other community events.

Town meeting hall or courthouse. Either may have a small jail as part of its service to the community.

Trading post with corral and barn. This is separate from the general store, though it may offer similar items, its focus is on wilderness, trapping and hunting gear, and a wider range of weapons and exotic items. This is exactly what it sounds like: a retail facility that “trades and barter” goods in exchange for other goods. This is where adventurers, explorers, mercenaries and bandits are likely to go to trade items they have “acquired” in combat, raids and adventuring to get wilderness provisions, alcohol, recharge E-Clips, and even find armor, M.D. weapons, vampire hunting gear, horses, dinosaurs and other exotic riding animals and the occasional magic item.

Veterinary Clinic: Animal doctors are important members of any farm, cattle or livestock community. Most can also manage First Aid for people or know a little Holistic Medicine for two-legged and four-legged patients. A veterinary clinic is likely to have a small corral, animal pens, small barn and shed in the back.

Well for drinking water. A well accessible to the public is typically located near the center of town, often in the town square.

Amenities at a Typical Village

Roll for each. The percentile number indicates the likelihood of having each particular type of amenity that city folk take for granted.

01-35% Indoor plumbing. Probably connected to an underground well.

01-60% Energy generation for the entire village. One of the following – electrical, liquid fuel (gasoline, oil, etc.), magic, micro-nuclear, solar, water or wind – generate power to the downtown area and 2D6+80% of the homes in the outlying community. **Note:** Micro-nuclear refers to the nuclear power supply of most high-tech suits of power armor, robots, and hover vehicles. One such power supply can power a small to medium-sized village for 10-15 years, and a large village or a medium-sized town for 3-5 years.

01-20% “Official” law enforcement officers, sheriff’s office and jail. Meaning a Sheriff and 1D4 Deputies, and a jailhouse probably connected to or next door to the Sheriff’s Office. The jail usually has 1D4+1 prison cells and a cellar for solitary confinement.

01-50% Military militia or designated team of protectors. The latter are typically ex-military, mercenaries and other fighters looking to settle down, but may be a mage, dragon, other creature of magic, monster or even 1D6 Secondary Vampires!

May also be a standing militia of community citizens who are all farmers, laborers or ranchers, with maybe 1D4 having some kind of combat or adventuring experience.

01-06% Public transit system. Stagecoach, bus, TW train, etc., that has a regular route and schedule for taking townspeople to key locations in and around town (i.e., the general store, doctor’s, cider mill, etc.) as well as to one or two nearby (within 50 miles/80 km) towns.

01-35% Mega-Damage Building – One. Typically the courthouse or town hall, sometimes the church or a defensive bunker.

01-15% Mega-Damage Buildings – 1D4x10% of the buildings in town and 2D6% outside of town are made of M.D.C. materials.

01-05% Mega-Damage Buildings – All. All the buildings in the town are made of M.D.C. materials and 5D6% of the buildings around the village or town are also M.D.C.

Major Industry of Village or Town

The major industry represents 1D4x10%+20% of the workforce, job opportunities and products sold. Industry may expand to provide additional town features and more homes and businesses as indicated below.

01-05% Brewing: Beer (May substitute for Tequila). Double the number of homes in and around town. Add 1D4 saloons, a wagonwright, some warehouses and one or two boarding house.

06-10% Brewing: Wine. Has vineyards. Double the number of homes in and around town, double the number and size of farms (these additional farms are all vineyards) and add 1D4 saloons and wells, a wagonwright, irrigation system for the vineyards, some warehouses and one or two boarding houses.

11-15% Carpentry/Woodworking. Has a mill and lumberyard, and makes and trades cut and processed lumber, and/or wagons, wheels, barrels, crates, unfinished furniture, wood related tools, varnishes and paint.

16-20% Mining. Mexico has its share of mineral resources including natural gas, oil, silver, iron, copper and others. Double the number of homes in and around town. Add a doctor, a second schoolhouse, saloon, wagonwright, some warehouses, one or two boarding house and, of course, a mining or drilling operation. **Note:** Vampires tend to ignore all types of mining except silver mining. Avoid silver mining or do it in secret, and the community should not be targeted for destruction or enslavement.

21-25% Coastal Fishing. Any variety of fish including red snapper, sea bass, octopus, crab, crayfish, shrimp, and similar. Triple the number of homes in and around town. Add a doctor, a saloon, wagonwright, some warehouses, an ice house, some docks and a fleet of 2D6+6 fishing boats.

26-30% Crop Farming: Cotton or Tobacco. Double the number of homes in and around town. Add a doctor, schoolhouse, a saloon, a wagonwright, some warehouses and one or two boarding house. If a large town or small city, there will be a cotton processing plant and perhaps one or more cotton textile factories (make fabric and clothing). If tobacco, the processing plants and factories make and package cigars, cigarettes, loose smoking tobacco, chewing tobacco, and pipes.

31-35% Farming: Drug Trade. Coca/cocaine, cannabis/marijuana, and/or Cactus (Peyote or Mescaline). Double the number and size of farms. Double the number of homes in and

around town, and add 1D4 saloons, a second boarding house and trading post, a wagonwright, and some warehouses.

36-40% Farming: Sugarcane or Corn. Double the number and size of farms. Double the number of houses in and around town and add a second schoolhouse, doctor, saloon, restaurant, a wagonwright and some warehouses.

41-50% Farming: Vegetable Crops; Mixed. Double the number of farms and number of homes in town, add a second church, saloon and restaurant, a wagonwright and 1D6 warehouses.

51-60% Farming: Fruit; Mixed. Double the number and size of farms, add a second church, saloon and restaurant, a wagonwright and 1D4 warehouses.

61-65% Livestock: Chickens and/or Other Fowl (ducks, geese, etc.). Double the number of farms with the additional farms all being chicken farms, add a poultry processing plant/slaughterhouse, saloon, restaurant, a wagonwright and 1D4 warehouses.

66-70% Livestock: Pigs. Village or town will include pig farms and at least a couple of slaughterhouses. Double the number of farms. In town, add a second church, veterinarian, saloon, a restaurant, a wagonwright and 1D6 warehouses.

71-80% Livestock: Mixed; a little of everything. Double the number of farms. In town, add a second church, veterinarian, saloon, a restaurant, a wagonwright and 1D6 warehouses. Village or town will include 1D4 slaughterhouses.

81-90% Ranching: Cattle. Double the number and triple the size of ranches. In town, triple the number of homes, add a second church, trading post, a general store that specializes in leather goods, veterinarian, saloon, a restaurant, boarding house, and wagonwright. Add a tanner, tailor, more corrals and 1D6 warehouses along with at least 1D4+1 slaughterhouses. **Note:** In Pre-Rifts Mexico, one-third of the country was designated as grazing land of cattle (and sheep).

91-95% Ranching: Riding and Work Animals, such as horses, mules, donkeys and/or dinosaurs, or all. Double the number and double the size of ranches and corrals. Double the number and triple the size of ranches. In town, add a second church, school, trading post, general store that specializes in riding gear, cowboy gear and clothing, and wilderness and camping gear; also add a second veterinarian, saloon, a restaurant, boarding house, and wagonwright. Add more corrals, barns, hay fields, and 1D6 warehouses.

96-00% Ranching: Sheep and/or goats. Double the number and size of ranches and corrals. In town, add a second church, veterinarian, saloon, a restaurant, boarding house, wagonwright and 1D4 warehouses.

Level of Technology

Regardless of tech level, the vast majority of villages and towns in Mexico are agrarian in nature, raising crops and livestock. Even those with other industries (mining, lumber, etc.) are likely to have 30-50% of their community devoted to farming or ranching.

01-40% Simple, Low Tech Agrarian. This community looks like any farm from the middle ages to the 19th Century. Think Amish. Fields are tilled by hand and with work animals. Lights are probably provided by oil lamps, heat by a fireplace, water carried up in buckets from the creek or river. Lucky farmers

have their own well. Tools are simple and handmade, houses and buildings are made of S.D.C. wood and mud, or brick and mortar.

High-tech items are relegated to 1D4 wheeled or hover vehicles, a generator for one or two ranches/farms or a few of the businesses. Not more than a dozen M.D. energy weapons and a few partial suits of M.D.C. armor exist throughout the entire community.

41-70% Moderate Mixed Technology. At first glance, this community also looks like any farm from the middle ages to the 19th Century. However, closer inspection reveals 20th century innovation, including fields that are tilled by both hand and with work animals as well as machines like tractors, tillers, back-hoes and similar. Irrigation systems are more advanced, S.D.C. weapons are common, tools range from simple and handmade to modern steel and electric powered tools and equipment. Though most houses and buildings are made of S.D.C. wood and mud, or brick and mortar, some are made of concrete and steel, and some have at least a wall or two made from salvaged or purchased Mega-Damage material. While for the majority, lights are still provided by oil lamps, heat by a fireplace and water carried up in buckets from the creek or river, one third have generators, electric lights, and indoor plumbing. There might even be a mage or two in town.

High-tech items are still very limited, but there will be one or two dozen M.D.C. wheeled or hover vehicles, some businesses and homes with modern appliances, electronics, video-players, music and audio disk players, modern medicine, and medical robot repair kits. One third of the residents own an M.D. energy rifle and half own S.D.C. rifles and handguns. There may be a few magic weapons and items, a dozen suits of full environmental M.D.C. body armor, a few dozen partial or non-environmental suits of M.D.C. armor, and maybe even a couple suits of power armor or a giant robot to defend the community.

71-75% Hardware Tech. This community looks like a Moderate Mixed Tech community on steroids. While many of the farms and ranches look simple and basic, 1D6x10%+30% use advanced farming techniques and irrigation, and have their own energy supply, electric lights, indoor plumbing, indoor heating and cooling and a handful of modern farm vehicles and machines. Everyone has a truck and a hover vehicle, and half the families have an S.D.C. and M.D. rifle and at least one suit of M.D.C. non-environmental or full environmental body armor. The town Body Fixer and the veterinarian have modern medicine and medical machines. 1D6x10% of the downtown area businesses are made with Mega-Damage building materials as well as 1D4x10% of the homes, farms and ranches. Energy is probably supplied by obvious wind, water or solar driven systems, augmented with generators. There is a small chance they pump and use fossil fuels (oil or gas).

76-80% Survivor Tech. This is basically a Moderate Mixed Tech community when it comes to farming, ranching and living, but high-tech when it comes to defending the community. Every family has 1D4+1 M.D. energy weapons, the adult males have a full or partial suit of medium M.D.C. full environmental body armor. Women and teens may have partial, non-environmental armor. 4D6% of the weapons and armor are magical. Of those, most are Techno-Wizard. Every family has a hover vehicle, half have an additional hovercycle or two, one third have an armored vehicle, and all have a backup generator. There are a dozen power armor suits, and 1D6 giant robots, tanks or Iron Juggernauts to

protect the town or additional 2D4 suits of power armor. Adventurers, mercenaries, and heroes are welcome and there is a large trading post, maybe two. In short, everyone in this community is willing and able to bear arms and fight.

81-90% Magic Tech. At first glance, the community might look like a Simple Low Tech Agrarian community or a Moderate Mixed Technology community. And in many respects, it is, but half of the advanced technology has been replaced with magic and Techno-Wizard devices. Techno-Wizards, Elemental Fusionists, Native American Shamans, Warlocks, Ley Line Walkers and Mystics are common residents, leaders, protectors and benefactors of Magic Tech based communities. Elemental magicks are especially helpful in the arid north country to help crops grow and farms prosper, but any magic can be of great benefit.

Biomancy and Splugorth magic items are also surprisingly common thanks to the Splugorth's quiet efforts to undermine the vampires by allowing the inhabitants of Mexico to acquire Atlantean tech and magic items. Lemurians, recognizing the danger of the Vampire Kingdoms are quick to help residents of Mexico and use their knowledge and magicks to help people. Towns influenced by Lemurians are recognizable by the small stone pyramid and other Mayan style stone architecture and the presence of beautiful gardens in the town square.

91-00% Native American, Mixed Tech. Two-thirds of the Native American communities look like low-tech Agrarian communities and the rest like Moderate Mixed Technology. Both are much more than they appear, with ample amounts of Shamanic magic. Plant Shamans help tends to crops, Animal Shamans handle livestock and hunting, while Mystic Warriors, Totem Warriors, Spirit Warriors and Paradox Shamans provide defenses against mortal enemies and monsters.

General Alignment of the Community

Here we use Palladium's alignment designations as a barometer to indicate the general morale and ethical nature of the majority of the people (65%). Though the majority of people may fall into a particular category, there are always a good percentage (35%) who differ. These people run the gamut of other possible alignments. These same tables can be applied to indigenous people.

01-20% Principled (Good). The majority of townspeople are hardworking Boy Scouts with good hearts and the best of intentions. They always try to take the high road and care about their community, the environment and finding a way to maintain peaceful and prosperous relations with those around them. They try to treat outsiders with kindness, fairness and tolerance. Law and order are a necessity they work hard to maintain. Crime and corruption are minimal.

21-50% Scrupulous (Good). These good, hardworking people have good hearts and good intentions, and try to live in peace and harmony with everyone. They try to treat outsiders with kindness, fairness and tolerance. Order and personal freedom are important to maintain. Crime and corruption are minimal.

51-60% Unprincipled (Selfish). Hardworking people who mean well and try to do the right thing, but they tend to be focused mainly on the welfare and survival of the community above all others. Personal freedom and civility are important to maintain. Crime and corruption are low, but the town has a little bit of a Wild West feel to it. They are a bit wary and suspicious of

strangers and brook no trouble from outsiders. Still, they try to be fair-minded and reasonably tolerant to strangers.

61-70% Anarchist (Selfish). These people have endured their share of hardship, seek a new and better life and are willing to do whatever it takes to succeed, even if is at the expense of outsiders and/or the environment. For many of these people the welfare and survival of the community is all that matters, and for some, that means the end justifies the means. If they have to bend a few laws, reshape the world to their desired image, and take advantage of (or downright swindle) visiting outsiders who they'll probably never see again, so be it. These townspeople are pragmatic and ruthless in the defense and prosperity of their community, and no outsider is going to tell them what to do or how to live. Personal freedom and prosperity are important to maintain. Crime and corruption are moderate in general, but serious crime (murder, rape, and kidnaping) does occur and is relegated mainly toward outsiders. The colony has a chaotic, Wild West atmosphere where life is hard, people are needy and everyone is working an angle. These communities usually have a large trading post and other businesses that adventurers find appealing. Visitors need to be careful.

71-80% Aberrant (Evil). These people believe in law and order as much as the next guy, but it is their laws and survival that matter. They'll do whatever is necessary to tame and shape their environment to their needs and specifications, and aren't afraid to take and fight for what they believe is theirs. This is their home, and visitors need to live by their law or suffer the consequences. That's probably a stiff fine and being escorted out of town by the barrel of a gun. They regard visitors as trouble, take a hard line with them and are intolerant of their insolence or horseplay. Order is firmly enforced and personal honor is important to maintain. Crime is low, and corruption and vice are a gentleman's game with unspoken rules and decorum.

81-90% Miscreant (Evil). These townspeople are opportunists and scallywags. They are ruthless in their business practices and see themselves as the ones in power and in control. The end's justify the means, and the law, morality and protocol are niceties for the big city, not here. The people of this community are about survival and prosperity at all cost and they do whatever it takes to get by. They have little to no regard for the environment and see outsiders as a mark to use and exploit. They do whatever benefits themselves, their business and their community. All the better if that comes at the expense of outsiders. These people have a "them or us" attitude and outsiders and independents, and especially do-gooder heroes are "them." As a result, most outsiders and all Vampire Hunters, lawmen and heroes are regarded as troublemakers and enemies. The town has a sinister and dark atmosphere, and it becomes quickly apparent to visitors that this is a cutthroat, dog eat dog society. Visitors need to be very careful. This is a community that is also likely to turn a blind eye to a Secondary Vampire or small clan of vampires living in town, provided the vampires don't make a spectacle of themselves and help the town to prosper.

91-00% Diabolic (Evil). Half the community is a den of thieves, cutthroats and bullies, the other half are their victims and the weak, though some of them are no better than the rest. Might makes right in this village and those in power take what they want. The most ruthless, brutal and cunning of the lot tend to hold the reins of power and function as tyrannical leaders, the heads of corrupt businesses and crime rings. These townspeople like mak-

ing their own rules and being away from the laws and morality of “civilization.” They live in a dog eat dog society and do whatever it takes for them (not the community as a whole) to survive and profit. Most are willing to do whatever it takes to succeed, including cheat, lie, steal, kill and make deals with Secondary Vampires (or, in the alternative, hunt vampires like game animals and slaughter them without hesitation). The weak always fall to the strong. It is the way of the jungle. Crime, corruption and vice are high. Murder, rape and theft are commonplace. This village or town is likely to have dealings with bandits, raiders, Simvan, Horune Pirates, criminals and other cutthroats as well as mercenaries, adventurers and independents looking for a base of operation or place to trade goods where no questions are asked. They will also deal with vampires and other forces of evil. The atmosphere is that of a den of thieves where life is cheap and one can acquire just about anything if the price is right. It has the Wild West feel of the worst places like Deadwood and Tombstone before the Earps cleaned it up. Those in power or with the right connections, or enough money, can usually get away with anything, including murder. Visitors need to exercise extreme caution.

Trade Policies

Roll percentile dice for a random determination of the predominant type of business practices, or pick one. Random rolls may be modified by the alignment of the community. Thus, a town that runs everything “by the book,” but is Miscreant or Diabolic, only does so on the surface or only enough to fool visitors or lawmen. Under their clean facade is the dark underbelly of a thriving criminal underworld and corrupt government and law enforcement that is either complicit in the underworld operations or takes payoffs to look the other way. Good, bad or indifferent, there may be exceptions to the rule, especially at the larger towns.

01-20% By the book. Everything is done by the book. The cost of business and the price of goods and services sold, purchased or traded are fair and reasonable. Most community businesses pay 40% of the market price when buying or trading goods from outsiders (+10% for premium items and necessities). The town does *not* trade in illegal goods, slaves or contraband, nor items that *may* have been stolen or have no clear paper trail regarding legal ownership. Bills of sale, receipts, contracts and proof of ownership are required. NEVER deal with vampires, Splugorth Slavers, Horune Pirates, bandits or criminals and cast a wary eye upon mercenaries and adventurers.

21-40% Fair and reasonable. Business is open and legitimate, but the law and standards may be bent a little, especially if the goods are important to the welfare of the village or town. The cost of business and the price of goods and services sold, purchased or traded are fair and reasonable. Most community businesses pay 30% of the market price when buying or trading goods from outsiders (+15% for premium items and necessities). Items offered for sale or trade should have a reasonably clear and legitimate looking paper trail regarding legal ownership, but exceptions may be made. Bills of sale, receipts, contracts and proof of ownership are the norm, but deals under the table are possible, especially if the seller has an honest face. Businesses and government avoid dealing with known or obvious bandits and criminals, and seldom buy goods that *appear* to have been stolen or are of questionable origin. The town NEVER makes deals with vampires, Splugorth Slavers, Horune Pirates, bandits

or known criminals. Fairly open to dealing with mercenaries and adventurers, provided the goods being offered for sale or trade appear to be legitimate.

41-60% Flexible and pragmatic. Business is open and legitimate for the most part, but the townspeople are realists and may bend the law and standards, or turn a blind eye when it is convenient and the risk of getting into trouble is low. Some deals can be made under the table and goods that have a questionable pedigree or stolen from a rival or enemy *may* be purchased with no questions asked. The cost of business and the price of goods and services sold, purchased or traded are usually fair and reasonable. Most community businesses pay 30% of the market price when buying or trading for legitimate goods from outsiders (+10% for premium items and necessities). However, if the goods are suspected of being stolen and the buyer might be at risk, the business offers only 20 or 25% (+5% or 10% premium if the item is something that can command big bucks or is desperately needed). The community does not openly trade in illegal goods, and never in slaves, but some contraband, drugs and stolen goods with no clear paper trail regarding legal ownership are available if one knows where to look. This community tries to avoid dealing with known pirates, bandits and criminals, but may do so from time to time, especially if their survival hangs in the balance. The community is open to dealing with mercenaries and adventurers, and don’t ask too many questions about the goods being offered for sale. They never knowingly trade with vampires or their servants.

61-80% No questions asked. This village or town is not necessarily corrupt or involved in crime, but the badlands are a harsh and lawless place where people have to make do with what they can get, when they can get it. If good opportunity comes their way they aren’t going to pass it by. Or it may simply be that in this town a man is taken by his word, no questions asked. A body’s word is as good as any paperwork and deals above and under the table are made with a handshake. No questions asked allow them to purchase or trade for goods that *may* have been stolen, with a clear conscience and a nice profit. The *trade* of goods and services for goods and services (i.e., the equivalent of cash deals) means nobody has to know about the transaction other than the parties directly involved, and there is no pesky paperwork or evidence of the transaction to worry about. This very much appeals to adventurers, mercenaries and Lemurian traders as well as bandits, raiders, thieves, pirates, and Minions of Splugorth. However, the village or town business people refuse purchases or trade of items that are obviously stolen goods, acquired through blood, or too “hot.” They are not criminals, they do not engage in flagrant illegal activity, and will not be party to obvious wrongdoing. Sellers of ill-gotten gains must try to be discreet or lose a sale. Furthermore, the villagers are not likely to trade directly with vampires or slavers, but may do so through an acceptable middleman (vampire servant) who doesn’t speak about the origins of the trade goods or who the sale benefits. Again, this is the advantage of not asking too many pesky questions. Outsiders with something to offer the community are very welcome.

On the other hand, the village or town might be hardened survivalists who don’t care about where the goods have come from as long as it benefits them. This community has the attitude that “one man’s loss is another man’s fortune,” and takes things as they come. The worst may strike a partnership with bandits, raid-

ers, pirates or vampires, and function as a front for them, with their stolen goods sold at the well-stocked trading post and other town businesses.

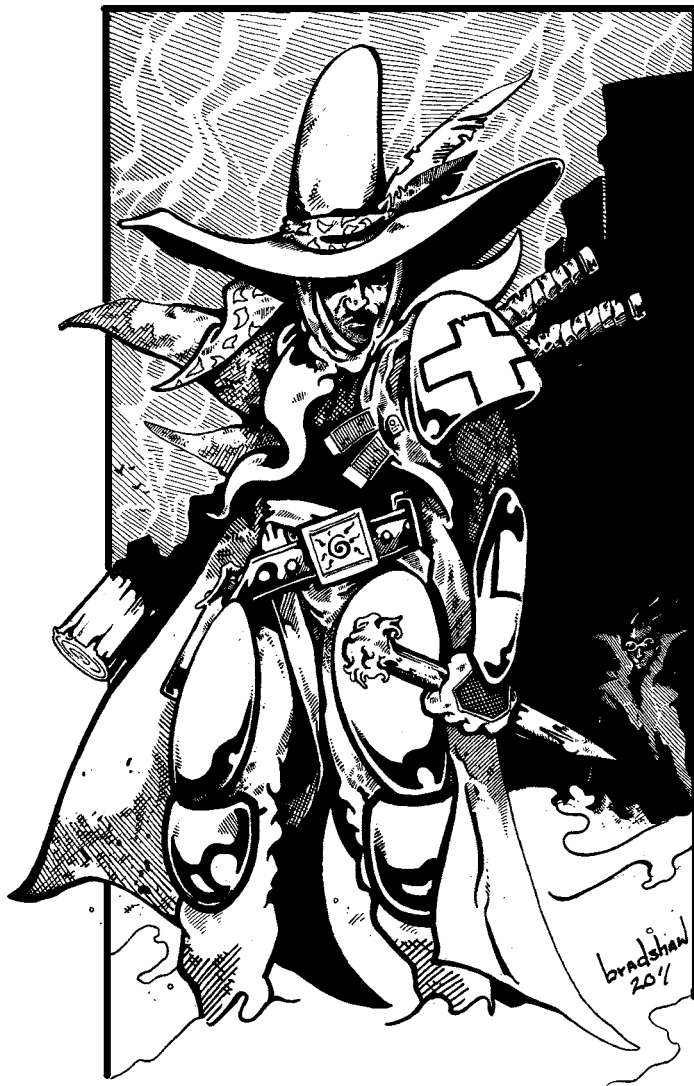
81-00% Down and dirty. The businesses and even the ruling body of this community have little to no regard for the law, morality or fair business practices. They deal in vice out in the open, trade with anyone, invite pirates, brigands and lowlifes to do business with them and turn a blind eye to criminal activity or openly engage in it. The community not only asks no questions, but even when it knows an item is stolen or illegal, they'll take it anyway. Such towns encourage trade in stolen goods and contraband, including the slave trade. They trade with enemies of humanity such as vampires, Horune Pirates, the Splugorth and their minions, demons, Deevils, and monsters as well as known raiders, bandits and other criminals, and may be in direct cahoots with them as a valued trade partner, and even give them a hiding place in town, alibis and other support. Such a community may seem ordinary, but most are obvious dens of iniquity and havens for bandits and lowlifes.

Attitude Toward Vampires

This represents the majority of people in town, not everyone. Thus, there may be individuals with opposing or different views which could be a help or hindrance to heroes and Vampire Hunters. G.M.s, pick the one that is most appropriate or roll for random determination as necessary.

01-20% Hate vampires, but are afraid of them. The people of this community recognize vampires as horrible monsters that need to be destroyed. However, they don't think anybody can do so, and to oppose them is a death sentence. As a result, they try to stay a neutral party' neither opposing or accepting the undead. They hope vampires never infest their town, pray nobody notices them and leaves them alone, and dream of someone, somehow destroying the undead and making Mexico a better place to live. However, that someone is not them, and please don't ask them to be – not even a little. They are too scared of what the monsters would do to them if they found out anyone in the community opposed their rule or helped their enemies. This community becomes nervous and uncomfortable when Vampire Hunters and heroes come to town. They never offer them discounts or deals, never volunteer information or help, and when they feel guilty or pressured to do the right thing, the villagers help in subtle ways, like slipping them information under the table or whispering them a piece of information when nobody is looking or listening.

21-40% Hate vampires, but hesitant to oppose them. These townspeople welcome vampire slayers and heroes as they would anyone else. The majority of residents hate and fear vampires, but they may be poor, simple farmers or people out of the loop who lack the resources and/or information to be of any real help. They'll assist when and where they can, and will offer shelter, food, rumors and information, but not at discount prices. They also prefer to conduct any business involving fighting vampires or rescuing slaves from the Vampire Kingdoms, quietly and discreetly, not out in the open for the world to see and hear. They are even likely to lie to vampires and their servants to protect heroes or cover their trail. However, they will oppose and fight the undead only when their backs are against the wall. This community is, understandably, a little frightened and paranoid about the undead and the village's future.



41-60% Despise vampires and openly oppose them. This town shows Vampire Hunters and heroes great respect and appreciation. They give the heroes their best accommodations at a 50% discount, sell silver at a 30% discount, and sell food, goods and services at a 20% discount. The townspeople are willing to provide the heroes information and any other reasonable resources they can afford to offer. This includes hiding them and/or runaway slaves, providing them with medical care, covering for them and providing alibis, warning them about 'strangers' asking about them, pointing out suspected vampires, letting them sneak out the back way, and so on. If given the opportunity, most of these villagers are ready to stand against and fight vampires to protect the innocent as well as their own town.

61-70% Secret Resistance. The people of this community pretend to fear and obey vampires, or even openly embrace and cheer vampires, but secretly support the fight against them. This is a dangerous shell game, because when vampires are in town, they must act loyal and obedient, to the point of perhaps turning in heroes and enemies of the undead to protect their own secret operations against them.

This is dangerous on both fronts, since zealous freedom fighters, heroes and Vampire Hunters might do things to hurt and undermine the town because they believe them to be traitors to humanity. Yet in reality, these resistance fighters are likely to be part of the underground railroad that helps smuggle slaves and



humanoids designated as cattle out of Mexico or to communities where they can make a new life. Likewise, the secret resistance always tries to feed heroes and Vampire Hunters valuable information, warnings of danger and traps, identify vampire collaborators/servants and spies, reveal enemy locations and vampire lairs, and, sometimes, even provide them with the means and opportunity to hurt or kill the enemy. If feasible without blowing their cover, a resistance fighter may also provide heroes, Vampire Hunters, and slaves on the run, with a safe house to hide in, a secret tunnel to make good an escape, and so on.

All of this is usually done via one individual or a small cell of 2D4 members of the resistance who claim to be the exception, not the norm within a village that is either indifferent or collaborates with the undead. This is not true, of course, but since nobody can be trusted, even the members of the resistance don't know who is a vampire sympathizer and who is not. Everyone is secretive and assumes the worst of his neighbor. The resistance uses the classic "cell" system of operatives, with each cell an autonomous entity working alone. Nobody knows who else is part of the resistance outside their own unit (cell), or only knows about one other cell, not the entire operation. This way, a captured member of one cell cannot rat out all the other cells (or in this case, the whole village). There will be a main leader and a secondary leader who secretly coordinates operations, but his identity is a carefully guarded secret.

In addition, cells of vampire resistance fighters are scattered across one third of the villages and towns of Mexico, and within the Vampire Kingdoms, where they really are lone operatives functioning as, or supporting, underground railroads, Coyotes (human traffickers who smuggle people out of the Vampire Kingdoms), spies, assassins and vampire slayers.

71-90% Acceptance and indifference. Yes, vampires are demons and cruel tyrants, but are they really any worse than any other conquering army? If you can't fight them, then accept them and make the best of it. These people are not willing servants, but they will not raise their hand against the undead. The villagers refuse to help Vampire Hunters, heroes and fugitives from the Vampire Kingdoms. Nor will they sell them supplies or available goods, claiming they are out of this or that, or charging exorbitant prices. A hero in need of a riding animal, for example, might see a corral full of horses or Nodosaurus and be told, "I'm sorry, all of them animals have been spoken for." Or "I'm sorry, those animals are not ready for sale." No amount of pleading or bribery is likely to secure a change of heart. Of course, the people of this community insist they don't know anything about vampires, or the location of their Kingdoms or lairs, can't identify towns controlled by them or vampire activities, armed forces, henchmen, whereabouts, nothing. "Haven't seen anything. Don't know anything. Sorry, can't help you. You should be moving on now, eh?"

In short, the people with an accepting attitude toward vampires are not going to do anything that might get them in trouble. Their attitude is, they've come to terms with vampire influence or rule, and they aren't going to stick their necks out for any outsiders. Heroes have a bad habit of passing through only long enough to stir up trouble and cause locals grief, and they won't have it. It's a cold, self-serving attitude, but it's pragmatic and works for them.

If there is any good news, it is people indifferent about vampires are not fond of them either. They dislike and resent the undead and wish things were different, but they see no other choice but to accept their power over them. This means the villagers do *not* go out of their way to help the undead in any way. They play the same, "I don't know nothin'" game with vampires. However, to keep vampires off their backs, they will tell them enough information to keep the demons happy. Information that could be damaging to heroes and vampire slayers. Info such as roughly how many are in their group ("Can't be sure, but I'd say four, maybe six of 'em."), where they were going ("I don't recall them saying where they was headed, but I seen 'em headed south."), whether a particular hero of renown was among the group of heroes ("Can't be certain, but, yeah, she might have been one of them.") and so on. Of course, when push comes to shove, most people accepting of vampires spill their guts, or do whatever they are told to do by the undead to avoid their wrath. They may feel bad about it, but they convince themselves they had no other choice, and the heroes brought any trouble upon themselves by sticking their noses where they don't belong.

91-00% Vampire collaborators and servants. The majority of people in this town see no chance to defeat the vampire legions and no hope for freedom. Rather than be forcibly conquered and live as slaves or be taken to the food pens to be slaughtered, they have chosen to accept the undead as their masters. They see themselves as a conquered people. They believe resistance is futile and accept their fate. According to these sad people, the *new world order*, at least in Mexico, is that vampires rule and humans must be subservient. To their way of thinking, it's better to be second-class citizens living under tyranny than slaves or cattle. Vampires appreciate this acknowledgment of their superiority, and let such collaborators have a certain amount of autonomy, provided they display fierce loyalty and service to them. The undead do so in the hopes that other human and D-Bee communities see the advantage of the situation and follow suit to join them.

Loyalty and servitude means turning in enemies, being ever vigilant for spies and assassins/Vampire Hunters, reporting suspicious activity by outsiders and the presence of heroes and Vampire Hunters. More than that, it means capturing or killing said enemies themselves. That means betraying their fellow humans and D-Bees, including fellow residents of the community who might sympathize and help vampire fighters. It also means accepting any edict or command issued by a ruling Vampire Lord no matter the consequence to the community. If lives must be sacrificed, they are to be sacrificed without question or argument. It is the duty of those who accept vampire rule to do as they are told like obedient dogs, or expect severe punishment.

Vampires Around Town

This is a new problem for the community. Nip it in the bud and the town should be fine. Game Masters, roll on this table to determine what type of vampire problem might exist for a rural community.

01-20% No vampire problem exists within the community, but there have been rumors or evidence of vampires in the area. This might include: a sighting of one or more strangers who might have been vampires or other threat (demon, Deevil, were-beast, etc.); sighting of one or a small pack of Wild Vampires; discovery of a dead body that appears to have been killed by a vampire; an attack by a vampire but the fiend was chased off; and similar things to give the community reason for concern. Roll again to see what the community may have to face.

01-10% False alarm fueled by fear; no vampires.

11-20% It's not a vampire it, simply one or two Chupacabras who killed and drank the blood of a sick or injured traveler who couldn't fight back. The monsters remain in the area where they feed upon livestock, but are a danger to children, the elderly and inebriated.

21-30% It's not a vampire, it's an Ahuizoti/Sun Dog that's moved into the local river, lake or swamp. In the alternative, it could be a Lesser Demon or Deevil, or sub-demon or Deevil Host, or some other monster.

31-50% One Wild Vampire is on the prowl and targeting the community.

51-70% One Secondary Vampire is on the prowl and targeting the community.

71-90% A small pack of 1D4+2 Wild Vampires are on the prowl and targeting the community.

91-00% No vampires, it is 1D6+4 bandits, or Simvan, or Psi-Stalkers, or Mercs camped or operating near the community. They killed a lawman, adventurer or local resident, and made it look like a vampire did it so they do not get blamed.

Or they are trying to scare the community so they can ride in and offer *their protection* for a reasonable fee plus free room and board, or offer to track down and exterminate "the bloodsucking fiend" for a reasonable fee plus room and board. Either way, the bandits have a place they can lay low for awhile and hide from the authorities, or just to get a little rest and relaxation. They may also case the community for a possible raid at a later time or be looking for a place that knows them where they can trade goods in the future.

21-30% No vampire problem in the community itself, but 1D4+1 Chupacabras or werebeasts have moved into the area.

They prey on livestock and the occasional person who gets in their way.

31-40% A small band of 2D4+1 Wild Vampires has moved into the area. Their small numbers keep them from raiding the community on a regular basis, but they do come into town sometimes to prey upon or harass the community.

The Wild Vampire clan is quick to attack outsiders who travel within 30 miles (48 km) of the community, which may cause a problem with trade if word gets out. Worse, when they can't find prey in the wilderness, one or more hungry Wild Vampires come into town or attack a farm or ranch. The Wild Ones also like to leave the corpses of their victims on the main road or in the town square for shock value. From time to time, the Wild Ones attack 1D6+1 villagers, but usually leave their victims alive so they can come back and feed again. 01-66% the victim survives the attack. 67-00% the victim is slain.

A few times a month, the Wild Vampires like to terrorize a part of the community. Roll percentile dice to see what part of the village or town is set upon:

01-20% One or two of the farms.

21-40% One of the ranches.

41-60% 1D6 of the homes in the center of town.

61-80% 1D4 businesses in town.

81-90% Threaten and stir up the entire downtown area.

91-00% Threaten the church and churchgoers, or the school and children.

Note: A night of terror is the Wild Vampires' idea of a night on the town at other people's expense. Acts of terrorism by a band of Wild Vampire may involve threats, cat-calls, scary noises, startling encounters, chasing people or animals down the street, running through town as wolves, sending wild canines running through town or surrounding a home, farm or ranch and behaving menacingly, sending a flock of bats or a horde of mice or rats at people or inside a building, frighten and stampede or scatter livestock, slaughter livestock, threaten and beat up 1D6 people and similar things you might expect from a gang of bullies.

41-50% 1D4+1 Chupacabras have been sighted or have made a few attacks on animals at farms and/or ranches in the community. The little monsters are not vampires, but they are often associated with them, so the townspeople are worried there may be a pack of Wild Vampires or a Secondary Vampire new to the area. Roll on the following table to determine the chance of this being the case and who or what is out there:

01-40% *No vampires*, just the 1D4+1 Chupacabras that have found this village to be a good hunting ground.

41-50% A lone Wild Vampire stalks the area.

51-60% A band of 3D4 Wild Vampires have moved into the area. They have yet to attack anyone in town, but the townspeople have every right to be worried, as it is only a matter of time.

61-70% A large pack of 2D4x10 Wild Vampires traveling across Mexico have stopped for a few days near the village or town. 1D4+1 Chupacabras have wandered off and found the village. So far, the Wild Ones don't know about the community. With any luck it will stay that way, otherwise the village could get raided or become part of the pack's feeding circuit.

71-80% A lone Secondary Vampire has moved into the area. He likes this town and plans to move in.

81-90% 1D4 Secondary Vampires are passing through the area. They may be staying in town right now. As soon as they move on (2D6 days) the trouble stops.

91-00% 1D4+1 Secondary Vampires have moved into town. They are considering whether or not they should make this community their new, permanent residence or move on. Routing them now keeps the community vampire free.

51-60% A vampire is suspected, but nobody knows who he is. Recently, a couple people have gone missing and *Old Man Sanchez* died in his sleep. Closer inspection of the kindly old fella shows he was drained of blood by a vampire. People fear someone in their community may have fallen victim to the undead and turned into a vampire. They don't know how to find the creature responsible and are a bit paranoid. Roll percentile to see who the culprit really is:

01-10% Old Man Sanchez's son or daughter or sibling, who had moved away a few months ago. He or she is a Secondary Vampire that has made a lair someplace at the, now abandoned, farm or home.

11-20% A Secondary Vampire has found the community to be a good hunting ground. He actually makes his lair in a cave or ruin a few miles outside of town. He would rather victimize outsiders, but when pickings are thin, the villagers/townspople are targeted.

21-30% The widower who recently bought and moved into the Sanchez farm or home is a Secondary Vampire and very discreet. He's also the one who slew the old man.

31-40% One of the new work-hands hired by one of the ranchers or businesses in town is a Secondary Vampire. Obviously, he must work a night job or travels a lot. He actually makes his lair in the cellar, basement or hut at the place where he works. Though he's always "running off" and hard to find during the day, nobody suspects him of being a vampire. He tries to victimize outsiders and nomads, but when pickings are thin, the villagers become his prey.

41-50% A Secondary Vampire in a town or village as far as 60 miles (96 km) away comes to prey upon the people of this community so the folks in his town have no idea a vampire lives among them. The trip takes him two hours one-way as a wolf or a bat, but he finds it worth the trip to remain anonymous. He also victimizes outsiders and nomads when he comes across them, so attacks may seem to stop and start depending on the availability of other prey.

51-60% One or a few (1D4) Secondary Vampires are members of the traveling show, merchant caravan or band of wandering nomads (migrant workers, adventures, mercs, bandits, Psi-Stalkers, Native Americans, etc.) parked on the outskirts of town. The vampire(s) prey on members of the community wherever they travel. Thankfully, they don't linger for more than a week before moving on. **Note:** The non-vampires in the nomadic band may or may not know there is a vampire(s) among them.

61-70% A drifter/squatter who has made a shack on the outskirts of town is a Wild or Secondary Vampire. He would rather target outsiders, but when pickings are thin, the villagers/townspople are targeted.

71-80% The family that recently bought and moved into the Sanchez farm, home, or business are all Secondary Vampires and very discreet. There is the male and female head of the vampire clan and 1D4+1 others.

81-90% A traveling merchant, adventurer, bandit or even a Vampire Hunter has become a vampire via the Slow Kill. In life, the deceased had visited the town a few times, and now the vampire, drawing upon his memory, has come to stalk the commu-

nity. The Secondary Vampire is not a known resident and may make his home/lair in the cemetery or an abandoned dwelling, cave or ruin. However, Secondary Vampires like to live in style, and this one is probably vying for time until he develops a plan to take over the town and become its king. This means he'll start to make an appearance here and there at night, and be seen watching people and eyeballing businesses. Stop him now, before he makes more vampires obedient to him and he tries to claim the town as his private little empire or first conquest.

91-00% *Old Man Sanchez!* The old fella was the victim of a Slow Kill. The vampire who made him has since moved on, but the vampire who has stolen Old Man Sanchez's identity now prowls the night preying upon his old neighbors. The Sanchez vampire makes his lair and sleeping place at his home, someplace on his farm or in his own coffin at the cemetery. 01-50% Sanchez is a Secondary Vampire. 51-00% He is a Wild One.

61-70% A lone, traveling Secondary Vampire (1D4+2 level of experience) comes to town. In his arrogance and malevolence, he does as he pleases, crippling or killing anyone who crosses his path. Until he chooses to leave, or is destroyed, the vampire will cause trouble and even mass chaos, hurting people, threatening lives, manipulating folk into doing bad things, and generally making life miserable for the townsfolk. To the vampire, it is all fun and games – like pulling the wings off flies. The vampire may be completely alone or accompanied by one or two mortal Mind Slaves or servants.

71-80% A lone Secondary Vampire just passing through (1D4+2 level of experience) has been smitten by someone in town and wants that individual for himself. The seduction begins, as does the Slow Kill to make that innocent person into a new vampire and his special someone. Kill the vampire and the monster is prevented from killing the individual he covets, and turning him/her into a new vampire. Quick action also stops the murder of other villagers, as the vampire will have to feed at least once before the Slow Kill process is a success.

81-90% A band of 4D6+8 Wild Vampires has moved into the area and the community is located in what they consider to be their territory. The town's troubles are just beginning.

91-00% First there was one Secondary Vampire in town. Though scary, the vampire kept to himself and there were no problems. Now 1D4 others have joined him, they walk around town like they own the place, and a few townspeople have gone missing. There have also been reports of travelers, nomads and outsiders going missing near the town. The villagers want the vampires gone but don't know what to do.

Towns Under Vampire Rule

An estimated 35% of towns in Mexico and 2% in the American Southwest are secretly or openly ruled and dominated by the undead. That number increases to 70% in Southern Mexico, and is 30% in the Yucatan and Central America. Vampire rule can mean one or two Secondary Vampires who hold the positions of powerful business people or political leaders, or who rule as a demonic king. Or it can mean a small band or gang of vampires are running the show. Or a large clan or tribe of vampires and their henchmen rule the village or town. Sometimes the village is overrun with vampires with half the population being undead. There are even communities that are entirely undead where any humans or D-Bees are slaves and food stock. The type of vampire rule

varies widely from community to community. Below are some of the most common. **Note:** Half the communities free of vampire rule in the wilds of Mexico are regularly raided, harassed and victimized by Wild Vampires, as well as bandits, Chupacabras and other demons and monsters. The remaining 40% live a surprisingly quiet and ordinary existence free of vampires and violence.

01-10% The village or town is troubled or raided by vampires (probably Wild Ones) on a regular basis. The villagers are likely to speak openly of vampires and warn strangers that there are vampires in the area and that it is not safe to walk the streets at night.

11-20% The village or town is plagued by one or a few vampires who take what they want. Probably Secondary Vampires, this clan of undead terrorizes and controls the community in a similar way as a street gang or bandits might ride into town, make threats, create a ruckus, hurt and intimidate people, and lord over the community. The vampires claim the town as theirs', see the people as weak and helpless, and do as they please. However, they don't live in the community, but rather come and go. The vampires may function as rustlers, bandits, or mercenaries with business and lairs away from town, but come back to town on a regular basis to feed, relax and have fun at the townspeople's expense. The vampires may demand supplies, pleasure and tribute every time they arrive. Tribute is likely to include volunteers to be bled and abused, sexual favors and other vampire decadence and cruelty.

To strangers and visiting heroes, the townspeople are likely to be subtle and secretive about their vampire problem. They try to hurry "visitors" out of town before nightfall and are inhospitable to make people leave. Failing that, they try to settle visitors indoors before nightfall, and encourage them not to go out at night. A few of the braver villagers may speak about vampires in whispered tones or at a location they consider safe from prying eyes and ears to warn strangers to hide and stay quiet, or leave before sundown. The villagers are NOT likely to embrace the idea of the outsiders killing the vampires. They fear if the heroes should fail, the vampire(s) will come back and extract a terrible revenge upon them for trying to kill him. Even if successful, word might spread and attract other vampires to come to town and teach them a lesson or claim the community for himself. As a result, most villages in this situation are not keen on fighting or killing their vampire tormentors.

21-30% Symbiotic Vampire Rule. Willing servants of vampire masters. This is a symbiotic relationship built over years or generations. As per the *Fair and Just* scenario above, except over generations, the townspeople have become loyal servants of the vampires in their community. Life has been better since the vampires came. They've come to rely upon the undead who rule them, and in the wilds of Mexico, they'd rather live with the devil they know than the one they do not. As a result, the villagers think of the vampires as a necessary evil, or as a benevolent dictator, or even a friend and protector – a paternal figure. To a paternal vampire, he is the Shepherd and the mortals are the flock he cares for. Of course, the Vampire Lord sees the humanoids very much as sheep in every sense of the word. Still, life is good and most townspeople protect the Vampire Lord and his minions. **Note:** In communities such as these, there is a Vampire Overlord or Lord who runs the town and 1D6+4% of the resident townspeople are Secondary Vampires created by the Vampire Lord.

When outsiders visit, the villagers conceal the presence of vampires and don't let on that they run the town. Villagers may do things to make outsiders feel unwelcome to get them to leave before there is "an incident." However, it is more likely they may encourage visitors to stay, make them feel comfortable and either bushwhack them or leave them for the vampires to deal with when nighttime comes. Even if the townspeople do not directly attack visitors and hold them for the vampires, they are complicit in the injury or murder of visitors. For these people dependent upon the vampires for their survival, it is better to sacrifice strangers to them than their neighbors. Thus, towns that develop a symbiotic or co-dependent relationship with the undead, often help their masters lure prey into town, and even help capture them. The villagers don't necessarily like hurting people, but they've decided this is what they must do to survive. As part of this sick relationship, the vampires are likely to stalk travelers, adventurers, mercenaries and heroes, feed on them and bring the people of the town the loot (weapons, vehicles, credits, etc.) to make life better for their chattel. In the most extreme circumstances, the townspeople may even keep human food pens where they keep prisoners and care for them until the vampires are ready to feed or slaughter.

When push comes to shove, the majority of villagers who rely on their vampire lords will side with them. Rather than work with outside heroes to destroy the undead, they help the vampires by sending outsiders away, capturing them to be fed upon, or kill them. And if a band of Vampire Hunters succeeded in wiping out the vampires in town, the villagers would be lost, confused and terrified without them.

31-40% A fair and just vampire overlord. The village or town is claimed and dominated by one or several vampires (probably Secondary Vampires) as if by a conquering tyrant who rides in with an army or band of powerful warriors, settles in and says, "I own you. This town belongs to me, now. Do as I say or die." This type of takeover happens all the time, be it at the hands of vampires, a warlord, bandits, mercenaries, a dragon, a monster and so on. Such a village or town may be ruled fairly and with justice or with an iron fist or cruel intention.

Not all vampires are tyrannical fiends who abuse their chattel. A fair and just vampire overlord may allow the town to function as always and prosper. The vampire and his undead clan are likely to serve as the village's protectors and keep other dangerous gangs and monsters from harming the villagers. Though afraid of their vampire lord and the undead and henchmen who serve him, the townspeople may come to accept and even appreciate their vampire overlord. Life can become safer, and better under vampire rule.

As true as that may be, the people resent being enslaved by monsters, and the Overlord and his servants do engage in practices that can be detrimental to residents. For one, they feed regularly. This may be from volunteers or anyone the vampire and his undead associates choose. They may beat, cripple or kill townsfolk in anger or in pleasure, and the vampires live in luxury while the rest of the villagers may live in poverty.

When visitors come to town, the people may be unfriendly and do things to chase them away. In some cases, the people may speak openly about the vampire menace to get them to leave before they fall victim to the vampire(s). Or they may be hesitant or too frightened to speak up. Instead, they offer cryptic warnings about how the streets aren't safe at night or to be as far away

from town as possible before nightfall. While these people do not willingly assist their undead masters against outsiders, most are too afraid to raise a finger to help them. To do so has terrible consequences and they have their own lives and families to worry about. There may be one or a few brave individuals, but even they can only do so much. Most townsfolk avoid disobedience, violence and speaking openly.



41-50% Vampire King. Think medieval king. The Vampire Lord is the King. The Secondary and Wild Vampires who accept him as their leader are his knights, and the mortals are his peasant serfs. The peasants do all the work, maintain the community and the king and his knights reap the benefits. In this case, the Vampire King and his court live very much like royalty and may

have an estate and even a castle or castle-like edifice built. Like a medieval king, the people are his to own and command as he chooses, and most are treated like slaves, even though they are, technically, free.

51-60% Surrogate of a Vampire King. Same as the Vampire King, above, except the vampire and his undead court find the little town out in the wilderness beneath them and much too boring. So the Vampire King leaves the town in the hands of a trusted steward or governor, and goes off to make more conquest, seek adventure, slaughter humanoids, or engage in other decadent fun. Thus, the town may be one of several holdings of the King.

The Surrogate King who rules in the Vampire Lord's stead, is likely to be another vampire, but can be almost anyone from a demon or Deevil to a mage, monster or mortal. In some cases, the Surrogate King is appointed as a joke or as part of some mind game. The Surrogate King is likely to have 1D4 Secondary Vampires or 1D6 Wild Vampires left at his disposal to maintain rule. The surrogate may also have his own team of mortal enforcers and henchmen (mages, mercs, etc.) to keep order.

61-70% Tyrant Vampire Lord. A Tyrant Vampire Lord who rules the village with an iron fist. Everything must be done his way, and he must be acknowledged as king and treated with fear and respect. Anyone who speaks out against him is punished or drained of blood. This vampire dominates, bullies and abuses the villagers out of sheer cruelty and to remind them that they are insignificant. They live or die at his hand. These people hate the vampire tyrant and they would rise up against him and his minions if led by heroes who they thought had a real chance of success. Likewise, the people will risk their lives to hide and protect innocent visitors and heroes from the undead. The Tyrant Vampire Lord is likely to have only a small number of other vampires under his command: 1D4 Secondary and/or Wild Vampires subservient to him. He is too insecure to have any more than that, as he sees any undead as potential rivals. However, he may have a small group of 3-8 mortal underlings (or monsters) – any combo of O.C.C.s provided the characters are all evil alignments.

71-80% Vampire Slave Master. The village or town has been enslaved by vampires. The Vampire Slave Master see humans as having value only as food and slaves. Consequently, he and his vampire underlings have usurped control of the entire town and enslaved the people. The mortal residents have no say in the affairs, business or running of their town. They are expected to do anything the vampires tell them to do. Thus any sugarcane plantation, farming, ranching, mining, etc. is decreed by the vampires. The vampires pick the work force, set the work hours and dictate all matters of life in this town. Those who defy the undead or try to escape are hunted down and punished severely. Such towns often have the bodies of the defiant hanging from trees and buildings, heads mounted on poles, and similar public warnings. Living conditions can range from fair to deplorable, usually the latter. Any outsiders who come to town (it looks normal) are captured, enslaved and put to work or shipped to the Vampire Kingdoms as slave labor. Troublemakers are used as food. First, fed upon by the undead, and when slain, cooked and served to the other slaves.

These people hate their Vampire Slave Master and would rise up against him and his minions if led by heroes who they thought had a real chance of success. Likewise, the people will risk their lives to hide and protect innocent visitors and heroes from the undead. If given the chance, these people would rise up to overthrow

and destroy the vampire slavers. Only 4D6+4 Vampires run the slave operation. The rest is handled by 1D4x10+20 monsters like Witchlings, Brodkil, etc., lesser demons or mortal minions and henchmen who don't mind subjugating their own people.

81-90% Village is overrun with vampires. Half the population is undead. Half of the mortal humanoid population is enslaved. These people are prisoners or mind controlled slaves and helpless to rise against their demonic masters. Those not enslaved live as second-class citizens who are routinely harassed, victimized and hunted by the undead. The people who still have free will despise the undead and will warn outsiders to flee, help vampire hunters in any way they can, and are willing to do anything to undermine or destroy the vampires, provided there is a good chance of success, or that they won't get caught and punished. If given a real chance to overthrow or destroy the undead who make their lives misery, they'll take it.

91-97% Lord of the Damned. This Vampire Lord and the Secondary and Wild Vampires subservient to him have turned the town into a cattle range. The livestock: humans and D-Bees raised for food and shipped back to the Vampire Kingdoms. This is a mostly vampire run operation. Less than 5% of the mortal population serve the vampires, the rest are food stock. Worse, the vampires send Wild Ones out to capture new humanoid "livestock." Women and men are forced to mate and there are several ranches dedicated to "breeders" and newborns. This is as terrible and disgusting as vampire domination gets. 1D4x10 vampires run the entire operation. There are also 2D4x10 Chupacabras who help wrangle the humanoid cattle and chase down runaways.

These mortals in this community are desperate and despise the vampire cattle masters and they would rise up against him and his minions in a heartbeat and die fighting if led by heroes who they thought had a real chance of success. Likewise, the people are willing to try to make a mass escape if someone would lead them and create the opening. The trick is preventing the vampires and their Chupacabras from chasing them down and forcing them back into captivity.

98-00% Vampireville. A village or town in which the majority of the population (1D4x10%+40%) is undead. Humans and/or D-Bees present are pets, slaves and food stock.

Variant Types of Towns

And the slang to describe them

The following is the slang used by locals to describe certain types of towns by their orientation, population or location. Such communities can be the same as the rural villages and towns described in this section and variations of them, or something completely different. The percentile number is presented so that Game Masters can make a random roll to determine the type of village or community.

01-05% Coast Town. A town located along the Mexican ocean coastline. Primary industry is fishing, but there is also farming and livestock.

06-10% Corn Town. A village that is nothing but farms and has little of interest for adventurers. Synonymous with quiet and boring.

11-15% Dead Town. A community in which 50% or more of the population are vampires. Also know as *Vamp Town* and *Vampireville*.

16-20% High Town. A village or town located in the mountains.

21-31% Hero Town. A name that refers to villages and towns that openly oppose vampires and welcomes heroes and anyone who fights vampires.

32-35% Market Town. A town that has been established by or whose main industry is selling Black Market goods. These Black Market operations are typically found along the northern coast of Mexico and along the border near the Rio Grande.

36-40% Monster Town or D-Bee Town. A village or town whose population is predominantly (60% or greater) D-Bees and/or other nonhumans.

41-45% Paradise Town. A community located in an area that is a tropical paradise. It has lush, green forest, fruit trees, exotic flowers, and sandy beaches. Primary industry is farming, but there are also fishing and livestock. May have a vineyard and wine making. Found along the coasts, southern Mexico, the Yucatan and Central America.

46-50% Pirate Town. An outpost for the Horune and/or other pirates along the coast and Gulf of Mexico.

51-55% Romp Town. This is a community that is lawless and out of control. The town may have started out a quiet farm or ranch community, but for some reason (probably location or pure chance) it has become the watering hole and hot spot for adventurers, bandits, cowboys, gunslingers, gunfighters, mercenaries, Psi-Stalkers, and other roughnecks. Think the legendary towns of the Old West like Deadwood, Dodge City and Tombstone before they were tamed or went bust.

The surrounding neighborhoods are still farms and ranches, but the downtown area and heart of the community have turned into a wild place with 1D4+1 additional saloons, a dance hall, a gambling hall (the saloons also have gambling), two large trading posts, a Black Market or Northern Gun Outbacker store, hotel, ladies of the night, and 1D6 dens of iniquity of various types (brothel, drug den, mini-arena for blood sport) and so on. A Romp Town is not necessarily a haven for bandits, but a rough and tumble town where fighters and adventurers come to get drunk, dance, gamble and have some boisterous fun. Romp Towns always attract vampires, crooks and trouble, but can be a good place to get information, resupply, trade goods, meet with other adventurers, let your hair down and enjoy a hot bath and a little rest and relaxation.

56-65% Safe Town. Slang that refers to a village or town that is known to be vampire free and safe. Safe towns are usually populated by people of a good alignment and may include any type of community from farmers and ranchers to miners, fishermen, etc. For example, a Hero Town or a Monster Town may also be a "Safe Town."

66-70% Slave Town. This may refer to a village enslaved by vampires (or other monsters) and forced into hard labor. It may also refer to a Splugorth Slave outpost found along the Atlantic coast of Mexico. The later is usually designated as a *Spluogee Slave Town* or *Spluog Town*.

71-75% Smirk Town. A name for a town whose residents try to stay neutral and take neither the side of humanity or the undead. Most adventurers and vampire slayers smirk, shake their heads, and groan at such communities, hence the name.

76-80% Spook Town. A town that didn't survive and has become a ghost town. Its population was either wiped out or they abandoned the site and fled. Sometimes refers to ancient, pre-

Rifts city ruins. Spook Towns are so named because they are said to be haunted by Entities and/or vampires and other monsters. Not safe at night. If there aren't 4D4 Wild Vampires living in a Spook Town, it is inhabited by 2D4 Haunting Entities, 2D6 Poltergeists, and 1D4 Possessing or Tectonic Entities – or by other monsters, wild animals, humanoid fugitives or reclusive folk who don't like people. **Note:** See **Rifts® Dark Conversions** for Entities and other supernatural monsters.

81-90% Trade Town. This community welcomes outsiders and is oriented to trading with adventurers, mercenaries, travelers and outsiders as well as locals. A Trade Town has a big trading post (or two), and other businesses geared for commercial trade: stores, taverns, one or more boarding houses, a vehicle repair garage, and various shops and services.

91-95% Traitor Town. A community of humanoids that willingly support and serve vampires/vampire collaborators.

96-00% War Town (also known as Bunkerville) – This town is more like an armed camp or fort. Adventurers, Mercenaries, Vampire Hunters and other warriors may use this town/fort as a base of operations. The place runs more like a military compound than a civilian town. The military force that founded the War Town runs the show, with the farmers, ranchers and civilians having only so much input. War Towns are an uncommon but welcome sight. The fort or military base itself is high tech and M.D.C. all the way. Farms, ranches and civilian population areas outside the fort (which is usually half) are Moderate Mixed Technology or Survivalist Communities.

War Towns have a company of 80-160 armed troops. Half the War Town exists as a sort of volunteer militia that protects the civilian town where they are based, and other communities, farms, ranches and homesteads within a 100 mile (160 km) radius of them.

The other half of War Towns see themselves as a military operation against vampires and engage in raids upon vampire held villages, towns, cities and outposts, stealing from the undead and their henchmen, wiping out packs of Wild Vampires and destroying vampires and their minions at every opportunity. They also attack, raid and destroy bandits, Simvan, Minions of Splugorth, Horune Pirates and other monsters and evildoers. This latter style of War Town is constantly besieged by Wild Vampires and has an average life expectancy of 1D4+3 years before being overrun and destroyed, or forced to abandon the site with civilians in tow.

Who runs the fort:

01-45% chance of being established and run by *Reid's Rangers*.

46-70% chance of being established and run by *Shemarrians*.

71-75% chance of being established and run by a *mercenary company*. There are a lot of Combat Cyborgs, Headhunters, Gunfighters, Cowboys, Wilderness Scouts, and other fighter O.C.C.s, but there are likely to be some adventurer types, mages, psychics and Native Americans.

76-80% chance of being established and run by *Cyber-Knights* or *Justice Rangers*.

81-85% chance of being established and run by *Lemurians*.

86-90% chance of being established and run by *True Atlanteans*.

91-93% chance of being established and run by *Mages*.

94-95% chance of being established and run by *Pecos Raiders* or other *criminal/rogue group*.

96-97% chance of being established and run by *Native Americans*.

98-00% chance of being run by *Horune Pirates*, or alleged runaway Splugorth Slaves or rogue minions, but in reality is a secret, Splugorth sponsored operation against the Vampire Kingdoms.

The Cavalry

If the player characters get in over their head, here are some ways to get them out of trouble. Since Mexico is connected to the New West and has a Western feel, it makes sense that *the cavalry* might come to their rescue. There is no U.S. Cavalry on Rifts Earth. I'm talking about the "proverbial cavalry" – a band of warriors who ride in out of the blue to chase away vampires and rescue innocent humanoids, in this case, the player characters. A band of 2D6+6 Reid's Rangers Vampire Hunters (or mixed group of Rangers and heroes) can be substituted for any of those listed.

Game Master Note: Game Masters, you may adjust the numbers within the descriptions of the proverbial "cavalry," below, up or down as you deem fit, or introduce *your own cavalry*.

G.M.s should also consider the *further consequences* of such intervention. The cavalry isn't going to just ride in, save the day and ride away. The cavalry itself might get wiped out, but may give the player group a chance to get away or rescue a bunch of innocent people. Or the cavalry may question our heroes or condemn their actions. Or the cavalry might help them in other matters (like leading innocent people or runaway slaves out of Mexico, point them to a safe town, warn them about other danger, etc.). Depending on the alignment and nature of "the cavalry," their rescuers might turn around and shake them down for money, weapons and/or valuables, or try to rob them of most of their gear, capture and imprison them (slave stock?), press them for information, insist the heroes now help them in a matter (maybe a quest, special mission, something silly), camp and hang for awhile, get drunk together, escort them to a Safe Town, and so on. Play smart, be inventive and always consider the consequences of the group's action and interaction with other characters and groups.

01-05% Brodkil. 1D6+4 of the sub-demons who have a hate for vampires. May substitute with other sub-demons, Daemonix, or Lesser Demons or Deevils.

06-10% Cyber-Knights. 1D4 Cyber-Knights lead a band of 1D6 Dog Boys or Lyn-Srial, 1D4 Vampire Hunters, 2D4 warriors (any combination of Men-at-Arms and/or Adventurer O.C.C.s), 1D4 practitioners of magic, and 2D6 Psi-Stalkers.

11-15% Bandits or Pecos Raiders. 2D6+6 of them. They may be scallywags and robbers, but they hate vampires as much as anybody. They couldn't abide standing by and watching fellow humanoids get taken down by them.

16-20% Adventuring group. A band of mixed O.C.C.s who could not stand by idly and watch vampires kill their fellow humanoids.

21-25% Native Americans. 1D6 Totem Warriors, 1D6 Spirit Warriors, 1D4 Mystic Warriors, and 1D6+4 Tribal Warriors or Psi-Stalkers led by a Paradox Shaman. See *Rifts® World Book 15: Spirit West* for complete details about the Native Americans, their warriors, magic and culture in the New West.

26-30% Local resistance fighters or Justice Rangers. 1D4x10 of them, happy to help heroes and innocent people in need.

31-40% Psi-Stalkers. 2D6+10 of them. May have 1D6 other types of D-Bees or O.C.C.s with them.

41-45% Reid's Rangers and friends. 1D6+4 are Reid's Rangers Vampire Hunters, 1D4 are practitioners of magic, 1D6+2 are Native Americans or Psi-Stalkers, and 1D6 are other combat O.C.C.s. May substitute with a different band of Vampire Hunters or warriors.

46-50% Mercenaries. A band of mixed combat O.C.C.s who could not stand by and watch vampires kill their fellow humanoids.

51-55% Mages. A band of mixed practitioner of magic O.C.C.s who are either out fighting vampires themselves or could not stand by and watch vampires kill fellow humanoids. These mages could be from Tolkeen, or looking for artifacts from Tolkeen, bandits or local men of magic.

56-60% Dog Boys. A band of 1D6+4 Dog Boys and 1D6+2 D-Bees common to Mexico intercede to help the player group.

61-65% Necromancers and/or Shifters. A small band of Necromancers and/or Shifters with their own unholy legion intercede on the player group's behalf. Yes, many Necromancers have no love for the undead. In fact, many loathe them and seek their destruction or enslavement. Likewise, Shifters, who consort with demons and monsters, realize the great danger the undead represent, leading some to go to war against them.

66-70% Lemurians. 2D4+6 Lemurians of the same or different O.C.C.s and 1D6 local Mercenaries, Gunfighters, Wilderness Scouts or Vampire Hunters of other races. The forgotten people of Lemuria are exploring the globe and making contact with the new people and civilizations of Rifts Earth. Lemurians recognize the danger vampires represent and have taken an active hand at sending warriors and mages to join the battle in Mexico. So far, this is not all out war with Lemurian armies, only batches of heroic individuals, pairs, squads (6-10 Lemurians) and platoons (20-40 Lemurian troops) as well as explorers. Lemurians are starting to show up across Mexico, but are found in greatest numbers along the Pacific coast and in land bordered by the Gulf of Mexico.

71-75% Shemarrians. A band of 2D6+6 Shemarrian Warriors led by a Shemarrian War Chief or War Goddess. All are prepared for combat with the undead and have appropriate weaponry.

76-80% D-Bee Rescuers. Perhaps Poptal Dragon Slayers come to the rescue, or 1D6+6 Lyn-Srial Sky Knights, or a band of 4D6+6 Cactus People or Fennodi, or other band of D-Bees.

81-85% Dragon. One or two dragons (hatchlings or adults) appear out of nowhere to join the battle. The dragon is not likely to stick around for 'thank you's or chit chat. May be substituted with 1D4 other creatures of magic with a hate for vampires or who like humans.

86-90% Local Villagers. 1D4x10 villagers rush to help. They may only have wooden clubs and spears, revolvers and shotguns with silver bullets or bows and arrows, but they charge to the rescue to save fellow humanoids from the hated undead.

91-95% Minions of Splugorth. Probably Kydians or Kitanni, or a Slaver and Blind Warrior Women. The Splugorth hate vampires and see them as loathsome rivals to be destroyed. May substitute with 2D6+6 Simvan Monster Riders or other unlikely band of monsters or monstrous D-Bees.

96-00% Coalition Soldiers. A mixed platoon (20-40 troops), but will include some Dog Boys, SAMAS, and ground forces. One third are Skelebots with silver weapons. All troops are prepared for combat with the undead and have appropriate weaponry. They don't stick around because the CS has no "official" presence in Mexico. They may even be half-heartedly disguised as deserters from the Tolkeen War or bandits in used CS armor and gear.

D-Bees of Mexico

The following D-Bees *live* in the American Southwest and Mexico. Some, like Psi-Goblins, represent additional dangers to humans. Others are present in very small numbers and are seldom encountered. Of course, a member of an adventurer group, mercenary squad, or heroes who have come to fight vampires or explore Mexico can be from anywhere and be of any race. However, they are not residents of Mexico, they are visitors. For example, Minions of Splugorth conduct trade and slave operations in Mexico, while Lemurians and Atlanteans are in the country to fight vampires, but none of them are residents of the Mexico. **Note:** Descriptions and stats for all the D-Bees in the list, are described in **Rifts® World Book 30: D-Bees of North America.**

- Aviane (Winged Warriors) – pages 31-33.
- Bruutasaur – pages 37-40.
- Cactus People – pages 41-44.
- Crab Warriors – pages 48-51.
- Darkhound – pages 54-58.
- Dog Boys & Lone Star Mutants – page 71.
- D'norr Devilmen – pages 71-72.
- Fennodi – pages 83-85.
- Floopers – pages 87-89.
- Ganka – pages 93-95.
- Grackle Tooth – pages 97-98.
- Iktek Diggers – pages 106-109.
- Kremin Cyborg – pages 111-114.
- Larmac – pages 118-120.
- Lyvorrk – pages 130-133.
- N'mbyr Gorilla Man – pages 143-144.
- N'retas – pages 146-149.
- Poptal Giants – pages 156-159.
- Psi-Goblins – pages 164-166.
- Psi-Hounds & Psi-Stalkers – page 166.
- Quick-Flex Aliens – pages 168-170.
- Septumbran Witch Wolves – pages 177-179.
- Shapers – pages 182-185.
- Shemarrian Warriors – pages 185-188.
- Slurmph – pages 190-193.
- Spinne – pages 193-198.
- Squibs – pages 198-200.
- Tirrvol Sword Fist – pages 201-203.
- Tokanii – pages 203-206.
- Trimadore – pages 206-208.
- Vanguard Brawler – pages 208-210.
- Vernulians – pages 210-212.

Uncommon or Visiting D-Bees

These D-Bees exist in small numbers in Mexico, or visit for one reason or another, probably to conduct business, engage in trade or fight vampires. Still, they are notable enough to mention.

Some, like the Altara and Horune, are frequent and significant visitors and traders.

Amana (Rare) – pages 18-21.
Altara, Blind Warrior Women – pages 15-18.
Cyber-Horsemen (Rare) – pages 51-54.
Dirari Ecto-Men (Rare) – pages 66-71.
Horune Pirates – pages 100-103.
Lemurians – See Rifts® World Book 32: Lemuria.
Lyn-Srial (Rare) – pages 127-130.
Psi-X Aliens – pages 166-168.
Roane Pipers (Rare) – pages 170-173.
Simvan Monster Riders – pages 188-190.

Monsters of Mexico

Agenor River Serpent

The rivers, lakes and oceans of Rifts Earth are filled with what can only be considered sea serpents and sea monsters. Some are dinosaurs brought back through time by the Rifts, while others are creatures from alien worlds or creatures of magic, and even supernatural creatures. Some are intelligent, but most are animal predators.

The Agenor River Serpent is one of the animalistic sea serpents from an alien dimension. They have adapted well since the Coming of the Rifts and are common to the many rivers of South America, Central America, the Yucatan and Mexico. However, they are most common in the south and are found only in rivers, seldom lakes and never in swamps. Though the serpent is long, they can navigate in deep rivers and water as shallow as five feet (1.5 m) deep. The Agenor River Serpent eats all types of marine life, including young Agenor, but also preys upon humanoids, cattle, horses, deer, otters, seals, other large mammals and dinosaurs that come to the water's edge. Likewise, the Agenor is happy to gobble up swimmers, but is likely to ignore an individual swimmer, as instinct has them looking to target schools (groups) of two or more swimmers and large prey. Aggressive and dull witted, Agenor River Serpents are quick to attack first without thinking about whether the target is suitable prey or not. As a result, giant robots, power armor, fishing boats, barges, submarines, and other water vessels are often assailed by these serpents. Agenor may be dumb, but they are smart enough to have figured out that "boats" have food (people) onboard, so the monster may pop up and try to snatch crew and passengers from the deck. The serpent may even slither into the belly of the vessel to find people to eat. Agenor River Serpents are aquatic, but can breathe air and survive on dry land or the deck of a boat for 1D4 hours.

As humans in Mexico and Central America become more and more aquatic oriented, traveling and living near, on and in the water to avoid vampires, they become victims of the Agenor and other sea monsters.

Agenor River Serpent NPC Animal/Monster

Alignment: Animal predator, considered Anarchist or Miscreant.

Attributes: I.Q. low animal intelligence, M.E. 1D6+6, M.E. 1D4, P.S. 2D4+30, P.P. 1D6+17, P.E. 1D6+22., P.B. 1D6+6, Spd Swimming: 1D4x10+30; half on land.

Size: 1D4x10+30 feet (12.2 to 2.1 m) long, can be twice as thick as a man's body and weigh 4-6 tons.

Average Life Span: Unknown, 4D6+30 years.

M.D.C.: 4D6x10

Horror Factor: 14 (-4 to a character inside a robot vehicle).

P.P.E.: 4D6. **I.S.P.:** None.

Disposition: Agenor are calm and easygoing, even sluggish, when full, but aggressive hunters when they are hungry. When the serpent attacks prey it goes into a hyper-feeding frenzy for 1D6+2 melee rounds, attacking over and over until the prey is dead, swallowed or torn into chunks and eaten. If the prey (like a giant robot or vessel) can survive the onslaught and appear strong, the serpent gives up after awhile, and swims away in the opposite direction in search of easier prey. However, if a battle ensues and the Agenor River Serpent loses half or more of its M.D.C. in the skirmish, it goes berserk and fights to the death; its own or its prey. This applies to large individual targets and groups of man-sized prey. The Agenor keeps attacking until it has eaten its fill of small prey, like humanoids, or until they are all eaten, it is killed in combat, or they manage to hide or subdue the sea monster. Again, Agenor are dull-witted and impatient, so if characters can hide for 2D4 melee rounds, the leviathan swims away in search of new prey.

Natural Abilities and Equivalent Skills: Dowsing 91% (can sense and locate water up to two miles (3.2 km) away, Land Navigation 60%, Swim 98%, Nightvision 2,000 feet (610 m), polarized second eyelids drop down to filter out sunlight and glare, keen vision underwater and above the waves. Recovers from damage at a rate of 6D6 M.D.C. per 24 hours.

Agenor can and do, on occasion, come onto dry land, mainly to hunt. The creature can breathe air and survive on land for 1D4 hours without adverse effect. After that time, the serpent experiences some difficulties (reduce speed, equivalent skills and bonuses by half), but can survive another 1D4 hours before it becomes severely dehydrated, weak (one attack per melee and no bonuses) and dies.

Attacks per Melee: Three.

Damage: As per Supernatural P.S., which is typically P.S. 32-35 with the results below; +1D6 for those with a P.S. of 36-38.

Bite: 4D6 M.D.

Body Slam/Ram: 4D6 M.D.

Head Butt or Tail Slap: 4D6 M.D.

High Speed Water Ram: 6D6+8 M.D., counts as two attacks.

Crush/Squeeze: 3D6+2 M.D. per each constriction of its body to inflict damage via wrapping around and crushing it/him. 01-60% chance of pinning/incapacitating entangled prey, plus the Agenor Serpent can still bite at its entangled prey.

Suffocation: Can slay some prey by coiling or biting and holding on, and dragging the prey underwater until it drowns.

Bonuses: +3 on initiative, +6 to strike, +8 to automatic dodge underwater (the act of dodging does not use up a melee attack), +4 to entangle, crush/squeeze attack (each constriction counts as a melee attack), +8 to save vs poison/drugs, +8 to save vs



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magic, +3 to save vs psionics, +8 to save vs Horror Factor and is difficult to mind control.

Magic: None, but is +3 to saves against the Repel Animal spell and magical mind control.

Psionic Abilities: None.

Habitat: Prefers to live in fast moving bodies of water, mainly rivers, but can survive oceans and seas. Despite that, Agenor are only known to exist in the rivers of Mexico, Central America, South America and the ocean waters along the Atlantic coast of South America, the Carribean Sea, the waters around Cuba and the Carribean islands, but no farther north than the *Demon Sea* (Bermuda Triangle). Agenor are NOT found in the Gulf of Mexico, nor the Rio Grande, Colorado River, Mississippi or any northern rivers.

Allies: None. A solitary hunter, they don't even associate with their own species except during mating season and when hunting young, smaller Agenor.

Enemies: Humanoids and most animals larger than a coyote are seen as prey. Will eat fish of any size, gobbling up schools of them whenever they can.

Value: None. The serpent's rubbery, eel-like, M.D.C. hide quickly deteriorates after its death, and the monster is not good eating for humanoids.

Chupacabra

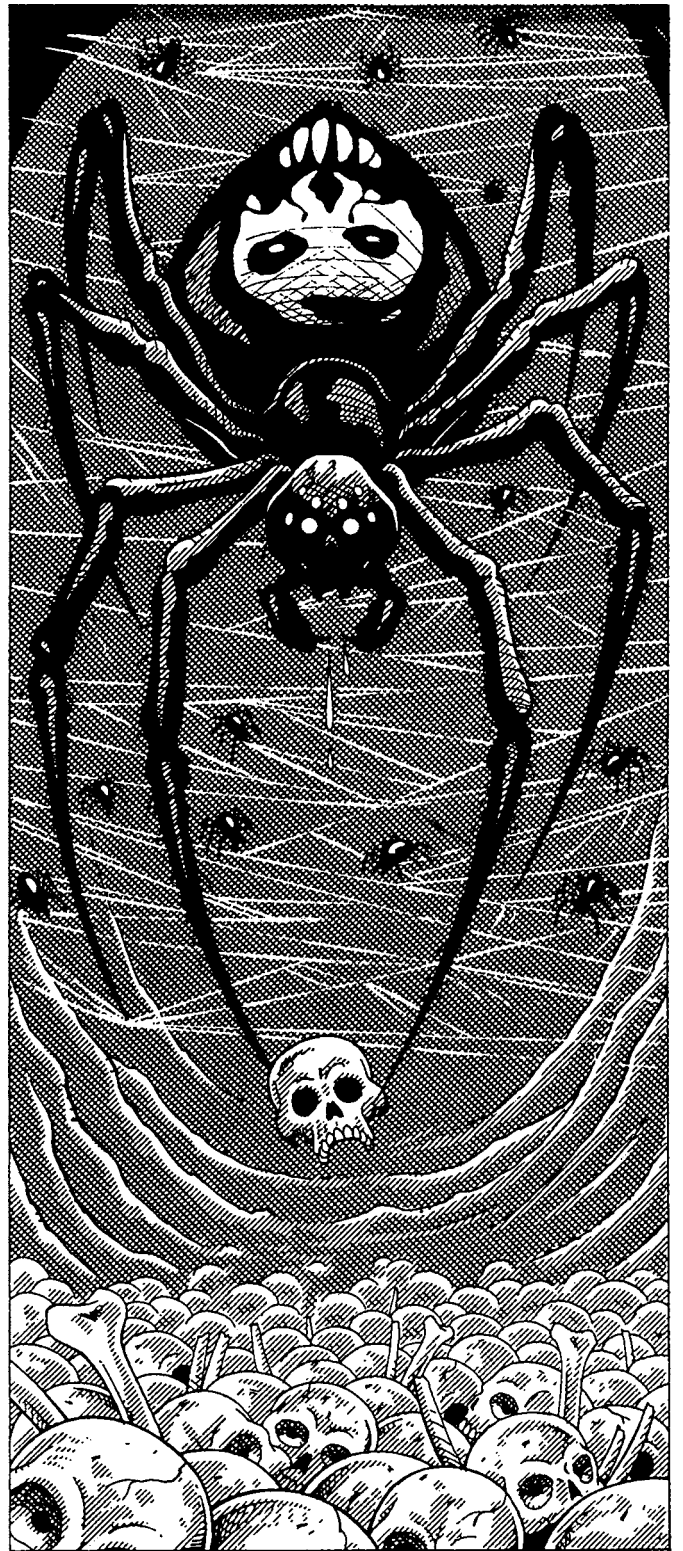
See the description under *Vampire Protectors*.

Death Weaver Spider Demon

Long before the Coming of the Rifts, the Cunto Indians of South America knew of the "Death Weaver" Spider Demon. A vile supernatural being that appears as a giant black spider with a hideous, half human head and a death's skull emblazoned on its hindquarters. The Indian legend says that the Death Weavers were overlooked by the gods who mistook them to be lowly predators of vermin. The Spider Demons were, however, much more intelligent than anyone suspected, and stole the gods' secrets of magic, throwing them to the wind, and scattering magic across the world where mortal man could learn it. For eons ever after, the Spider Demons are said to have searched the globe, retrieving the magic and mastering its secrets so they might become gods themselves.

With the Coming of the Rifts, the Spider Demons have returned to Rifts Earth more powerful than ever, and anxious to learn more secrets of magic and acquire magic artifacts both great and small.

Death Weavers prefer hot, steamy jungles over cooler climes, but travel north during summer months and hot spells. For this reason, they are primarily found in places like the Yucatan, South America, Africa, India, Asia, Malaysia, and parts of China. The incredible amount of ley line energy makes the Yucatan, India and China very appealing, but the Yucatan most of all. As the legend implies, Death Weavers are masters of magic and hoard magic knowledge, books, artifacts and paraphernalia, and the Spider Demons will stop at nothing to obtain new magic items



and forbidden knowledge. Many Death Weavers use the Yucatan as a base of operations for all efforts in the Americas. They like it because of the many ley lines and the fact that the Yucatan Peninsula itself straddles more than a few different dimensions. There are also ancient ruins, stone pyramids to use for travel and weaving magic, and many places to hide. Centrally located, the evil demons can keep an eye on developments in Biomancy in South America and among the Lemurians who visit Mexico. When one can ride the ley lines or use them to teleport in the blink of an eye, the ruins of Tolkeen and the factions of the Federation of Magic are just seconds away.

A number of Death Weavers have been reported among the ruins of Tolkeen and Freehold, presumably on a quest to recover some of the legendary magic items the leaders of the fallen kingdom had gathered to use in their fight against the Coalition States. Indeed, the magic artifacts collected by the Tolkeenites are of greatly desired by the Death Weavers. With Tolkeen gone and so many forces making a grab for the mystic relics, the artifacts are much more attainable as they are in transit from one place to another. Each change of hands makes them vulnerable to capture by the Demon Spiders.

Another rumor claims a Death Weaver has managed to live in the steamy bowels of *Chi-Town* for at least 30 years now. If true, what it may want in the great city is a mystery, though most assume it seeks to locate *Chi-Town's* fabled *Black Vault* where the CS is said to lock away powerful magic items that have fallen into the Coalition's clutches. The Black Vault is an urban legend and nobody knows if it really exists or not (it does; see **Rifts® Adventure Sourcebook: Black Vault**).

Death Weaver Spider Demons are cunning, ruthless and more than a little insane. They are so selfish, greedy and cruel that they see each other as rivals and refuse to work with other Spiders no matter how great the reward may be. Thus, one never encounters more than one Death Weaver and they never share their secrets or knowledge with anyone. Unlike the vampires and many other demons, at least they do not try to destroy each other, but they do take delight in undermining each other's schemes as well as stealing secrets and magic items from one another and any mage they can.

Humans and their D-Bee kin are of modest interest to these demons, but ultimately useful only as food, pawns and a source of Potential Psychic Energy. Over the passage of time, the Spider Demons have often manipulated primitive people to worship them as Death Gods or Demon Lords, have established a number of secret death cults worldwide, and have been the root cause for many bloodbaths throughout history. The Mayan and Aztec death cults and traditions of human sacrifice were both the handiwork of Death Weavers.

Death Weaver Demon Spiders

Alignment: Diabolic (50%), Miscreant (45%) or Aberrant (5%).

Attributes: I.Q. 1D4+12 (average I.Q. 14), but very devious and cunning; M.E. 2D6+10, M.A. 2D6+8, P.S. 2D6+10, P.P. 3D6+6, P.E. 2D6+10, P.B. 1D6, Spd 3D6+12.

M.D.C.: 2D4x10+30. (Has 1D6x10+20 for Hit Points, 1D4x10+10 S.D.C. and an A.R. of 10 in S.D.C. settings.)

Horror Factor: 16

P.P.E.: 1D4x100+100 on Rifts Earth; they love it here. (1D4x10+10 in S.D.C. settings where magic energy is minimal, such as 21st Century Earth; double the amount in the Palladium World.)

Size: Stand 6-8 feet tall (1.8 to 2.4 m) and equally long. Weighs 600 to 1,000 lbs (270 to 450 kg).

Disposition: Devious, cunning and unpredictable on many levels. Death Weavers always seem to be working on a half dozen different agendas. One is always the acquisition of magic items. Another is learning new mystic knowledge. In fact, Death Weavers love all types of secrets. They also enjoy encouraging mortals to inflict suffering, murder and genocide upon their fellow mortals, and are often the inspiration or leaders of new death cults. Death Weavers, like the undead, love to

feast on the blood and flesh of mortals, keeping their skulls as souvenirs to line the floors and walls of their lairs.

Insanities: In addition to being narcissists and sadistic monsters, Death Weavers are obsessed with the acquisition of magic items, magic knowledge and secrets. Speaking of secrets, Death Weavers are secretly envious of humans, which is why they enjoy devouring and tormenting them so much.

Life Span: Immortal.

Level of Experience: 1D6+1 and typically a Ley Line Walker or Shifter, or as desired by the G.M.

R.C.C. Skills: Astronomy 88%, Literacy in Dragonese 89%, Holistic Medicine 50%, Identify Plants & Fruits 60%, Land Navigation 88%, Lore: All 89%, Mathematics: Advanced and Basic 98%, Prowl 80%, Radio: Basic 88%, Tracking (humanoids) 50%, and can learn to speak 1D6 different languages, and Literacy in 1D4 written languages (+20%).

Natural Abilities: Supernatural P.S. and P.E., impervious to disease, poisons and drugs. Can walk, run, climb on most surfaces with amazing speed (15-20 mph/24 to 32 km), upside down, along walls, and so on, just like a real spider. Only smooth, glassy surfaces impede its movement (half speed). Nightvision 200 feet (61 m), see the invisible, see in the infrared and ultraviolet spectrums of light, and Bio-Regeneration 1D4 M.D.C. every hours, and can regrow lost limbs within 36 hours.

Webbing (special): Can spin a web for climbing and ensnaring at a rate of 200 feet (61 m) per melee round (15 seconds). The web is tough, like light M.D.C. rope, but deteriorates quickly within 4 minutes (16 melee rounds) unless a bonding resin is secreted from the Spider Demon's mouth over the web. Death Weavers can also use the web as a rope to entangle and tie up captives. Each thick strand has 1D4 M.D.C.

Attacks per Melee: Five physical or via magic or psionics.

Bonuses: +2 to strike, +4 to parry, +4 to automatic dodge (the act of dodging does not use up a melee attack), +4 to save vs magic, +3 to save vs psionic attacks, +5 to save vs possession, and +10 to save vs Horror Factor.

Damage: As per Supernatural P.S., but the mandible bite does 3D6 M.D. and the hideous thing can entangle in its web.

Web Entanglement (special): This entanglement attack does no damage, but has a 01-69% chance of incapacitating its target. The victim is pinned, cannot move or attack, until the character can untangle himself (takes 30 seconds/2 melee rounds) or until the webbing dissolves (takes 1D4 minutes). Entangled victims are vulnerable to cocooning and other attacks while incapacitated. When the demon uses this attack, roll first to strike an opponent with the web, then roll percentile dice to see if he is entangled (01-69% means yes). An entanglement attack can be attempted only once per melee round and counts as one of the demon's attacks.

Web Cocoon (special): No damage, but completely encases the victim in a web cocoon straitjacket. The trapped individual is completely immobilized, unable to perform any physical actions. The only way to get free is to be cut or torn out by a comrade or wait until the webbing dissolves (1D4+4 minutes for all the M.D.C. layers to vanish). Cutting a victim loose can be dangerous and time consuming. The average cocoon has 2D4x10 M.D.C. While an untreated cocoon (no resin) will deteriorate within 1D4+4 minutes, a cocoon treated with the spider's bonding resin does not deteriorate and the resin adds

an extra 10 M.D.C. to the silky encasement. The cocoon is porous and allows air to pass through its walls, so even a person encased from head to toe can still breathe. The Spider Demon can secrete a different resin that causes any cocoon, even one made permanent, to dissolve in 30 seconds. Unfortunately, it usually only uses this chemical to get to the victim inside for interrogation, torture or eating.

Magic (typical knowledge): A Death Weaver may practice any type of magic, from spell casting to Shifting or Temporal Magic, or a little of each.

A typical Death Weaver knows all Protection Circles and Protection Magic (like Sanctum), Summoning Magic (rituals), and the following spells: Armor of Ithan (10), Breathe Without Air (5), Close Rift (200+), Dimensional Portal (1,000), Float in Air (6), Invulnerability (25), Invisibility Simple (20) and Superior (60), Mystic Portal (25), See the Invisible (4), as well as *four* invocations selected from each level 1-8 (32 spells total), and one selected from each level 9-15 (7 additional). Older, more experienced Death Weavers may know a few more spells or other areas of magic, with *Bone Magic*, *Ley Line Magic*, *Necromancy*, and *Temporal Magic* being among their favorite areas of magic (G.M. discretion). Spider Demons are fascinated by Biomancy and Techno-Wizardry, and love to possess items created by both, but lack the mental discipline to study and master either one. They'd rather manipulate or extort services from others.

Psionics: I.S.P.: 2D4x10. Powers are limited to Hypnotic Suggestion (6), Presence Sense (4), Sense Dimensional Anomaly (4), Sense Time (2), and Total Recall (2), but is considered a Minor Psychic.

Habitat: Jungle and tropical forests anywhere. On Rifts Earth, Death Weavers are known to exist in Mexico, the Yucatan, Central America, South America, Africa, India, Asia, Malaysia, and parts of China. The Yucatan is a favorite place and there are more Death Weavers (19) operating from there than anywhere else in the world.

Allies: Most mortals are seen as pawns or food. Spider Demons operate as lone individuals, never associate with their own kind, but may have mortal or supernatural underlings and minions, sometimes getting entire populations to worship them as gods. Will sometimes join forces with powerful practitioners of magic, evil creatures of magic or evil supernatural beings, usually Lesser Demons. Death Weavers prefer to be the leader or top dog in any alliance or partnership. They find the vampires' bid to control this part of the world interesting, but of little importance.

Enemies: Humans are among the most hated, with the Splugorth and their minions next in line. The latter because the Death Weavers are jealous of their vast mystic knowledge, the former because such puny and worthless beings know and practice so many different types of magic.

With the Minion War spilling onto Rifts Earth, Death Weavers are almost certain to be targeted by Deevils, if not demons as well. Both sides in the war are looking for magic items to destroy the other with. Since Death Weavers collect magic items and know the latest rumors of where magic items are hidden, the Deevils may try to steal their magic artifacts and press them for the location of others.

Weapons and Technology: Death Weavers prefers to use magic and magic items rather than technology and weapons, but can use weapons if so desired.

Mexican Wolf

See the description under *Vampire Protectors*.

Nodosaurus

By Matthew Clements

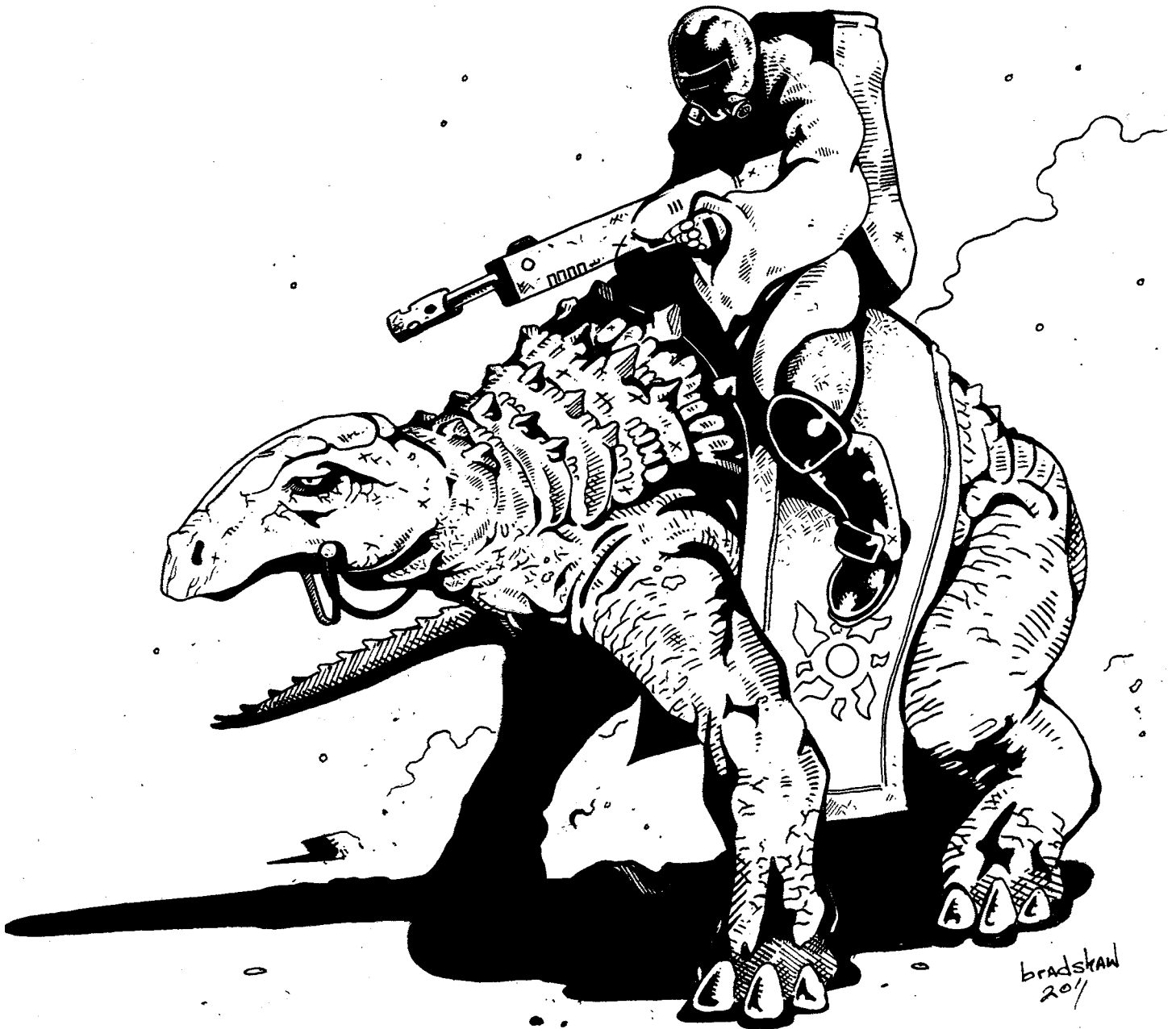
Since the Coming of the Rifts, northern Mexico and the American Southwest have been inhabited by several species of dinosaurs. Among them a family of armored dinosaurs known as *Nodosaurus*.

The Nodosaurus is the best known, and many people lump all similar dinosaurs together under the single name. There are three distinct species found in large numbers in Mexico and the New West. All of them have become popular with farmers and ranchers due to the ease with which the animals can be domesticated, and for their strength and endurance, but mostly, because of the delicious, beefy quality of their meat.

The Nodosaurus is the most numerous and widely-ranched of the three different dinosaurs in the Nodosaur family. It lives in large herds (2D6x10 animals) that roam across the desert and scrubland, moving from one watering hole to the next. Like camels, they can go for long periods without drinking, and eat virtually anything that grows. While the Nodosaur population of animals on Rifts Earth have learned to avoid cacti, they will dig up roots, snap at tumbleweeds that pass by and crunch through tree trunks, bark, dead trees, bones of dead animals, and garbage and S.D.C. junk left behind by travelers. Their hardiness and endurance makes them desirable riding animals, easy to care for and maintain. And while it might not feature the heavy bone plates of other related dinosaurs, the Nodosaurus is a superior distance runner while still retaining a tough hide studded with small bone structures called *osteoderms*.

Nodosaurus are somewhat passive creatures, similar to cows. They take well to domestication and follow commands readily. When confronted by a predator it cannot outrun or when displaying stubbornness, however, a Nodosaurus plops down on its stomach and tucks its head and feet in tight to present a fully armored defense, similar to a turtle or armadillo.

As riding animals and cattle, Nodosaurus are well-suited to the desert, scrubland, prairies and the hostile environment of Rifts Earth. The market for Nodosaurus meat in Mexico and the American Southwest is expanding swiftly, as is their use as riding animals and beasts of burden. Nodosaurus steaks have much in common with high-quality Angus beef, and a single animal produces a large amount of usable meat equal to 2-3 steers. Dinosaur ranchers have been marketing Nodosaurus heavily as an alternative to beef and it has become a common sight in tacos and burgers, especially in areas too sparse and dry to support normal cattle ranching. Nodosaurus lucky enough to be raised on grass and corn become fat and rich, though their meat has less of the signature flavor that has made it so popular, leading some farmers



to experiment with mixtures of acorns, hay, dry roots, branches, and other diverse types of feed.

Nodosaurus NPC Animal/Monster

Also known as Nodo, Nodo-Steed and Desert Walker.

Alignment: Considered Unprincipled or Anarchist.

Attributes: I.Q. Medium Animal Intelligence, M.E. 1D6+2, M.A. 1D6+6, P.S. 2D6+24 (Robotic equivalent), P.P. 2D6+4, P.E. 23+1D6, P.B. 2D6, Spd 3D6+38 (average speed is 32 mph/51 km).

Mega-Damage by Location:

*Head – 100

Forelimbs (2) – 150 each

Hind Limbs (2) – 180 each

Tail – 150

*Underbelly – 120

Main Body – 1D4x100+90

* A single asterisk indicates a small or difficult target to hit and requires a Called Shot at -3 to strike.

Horror Factor: None.

Size: 13-20 feet (4-6.1 m) long, 6 feet (1.8 m) tall at the shoulders.

Weight: 3-4 tons.

Average Life Span: 40-50 years.

P.P.E.: 3D6

Disposition: Calm and relaxed. Domesticated animals are loyal, obedient and well behaved.

Natural Abilities: Unafraid of water and can swim at 55%, can run at top speed for up to two hours and can go without food or water for up to three months without noticeable effect.

Attacks per Melee: Four.

Mega-Damage: Stomp and Tail Slash Attacks: As per Robotic equivalent P.S. (typically 26-30) and does 1D6 M.D. with a 01-40% chance of knocking down a human-sized target.

Kick: 2D4 M.D. with front leg, 2D6 M.D. with hind leg.

Power Stomp or Kick: 3D6+6 M.D. Rears up on hind legs and comes down hard for a Power Stomp. Leans forward on front legs and kicks with rear legs for a Power Kick. Each type of

attack counts as two melee attacks and both have a 01-70% chance of knocking down a human-sized target.

Bite: 1D6 M.D.

Head Butt: 1D6 M.D.

Body Block/Ram (Blunt Attack): 2D6 M.D. with a 01-60% chance of knocking down a human-sized target.

Restrained Butts, Bumps and Bites: 3D6 S.D.C. from domesticated animals, 5D6 S.D.C. to 1D4 M.D. from wild Nodos. Think of this as when a dog or horse is annoyed and nips at you.

Bonuses (in addition to any attribute bonuses): +1 on Perception Rolls, +2 to automatic dodge (the act of dodging does not use up a melee attack), +5 to roll with impact and +3 to save vs Horror Factor.

Magic: None.

Psionics: None.

Enemies: Large predatory dinosaurs and monsters, as well as human and D-Bee poachers and cattle rustlers. Nodosaurus hate Wild Vampires and Chupacabras, both of which are regarded as predators and natural enemies, but don't seem to notice the more sophisticated Secondary and Master Vampires.

Allies: Associates readily with humans, Psi-Stalkers, Simvan Monster Riders, other Nodosaurus and domesticated dinosaurs and cattle.

Value: 1,000-2,000 credits for a calf or young juvenile, 3,000-4,000 credits for an adult, depending upon size, health and age. Nodosaurus meat sells for approximately 10 credits per pound to wholesalers and restaurants, but may go for twice as much at a farmers' market and north of Lone Star. The flexible, bone-studded hide of a Nodosaurus can be made into effective body armor (1D6+45 M.D.C., -10% to Prowl and other movement penalties) or cut into armored strips or sheets. Hides go for 1,000 credits each and finished suits of Nodosaurus hide armor can sell for up to 10,000 credits.

Habitat: Nodosaurus has the widest range of the three animals in the Nodosaur family, encompassing most of Mexico north of the jungles and reaching up into New Mexico, Texas, Arizona, Oklahoma and other parts of the American West considered the "New West." They travel vast distances and are comfortable in open deserts, grasslands and scrubland. Nodosaurus tend to shy away from jungles, forests, marshland and mountainous regions, preferring open country where their speed, endurance and numbers give them an advantage over predators and hunters.

Panoplosaurus

By Matthew Clements

The heavily armored Panoplosaurus is the ox of the Nodosaur family. It is a strong, sturdy beast with virtually impenetrable bony plates that protrude at sharp angles along its shoulders and upper back. Farmers and ranchers have taken a particular liking to the Panoplosaurus for several reasons. First, its immense strength and tenacious attitude make it a living tractor, able to drag giant plows, uproot trees and overturn rocks. The "Pano" is a more hostile and aggressive creature than the other Nodosaurus, so when properly trained and harnessed, it can release that energy in the form of hard work.

The second reason farmers like to keep Panoplosaurus is that their signature bony plates can be used to fashion plowshares. A Panoplosaurus killed for its meat will have its valuable spiked plates removed whole and turned into the Mega-Damage plows that its fellows pull behind them. Some farmers with access to heavy machine tools will remove the pointed outer sections of the plates while the Panoplosaurus is still alive, both to avoid killing the animal and as a precaution to make it safer to handle and work with.

Third, the flesh of a Pano has the same succulent, beef-like quality of its brethren, only with a lighter character. Panos are all muscle and their meat is lean and low in fat, leading many diners to compare it favorably to buffalo. Panoplosaurus has become very popular amongst health-conscious eaters who want red meat but without all the cholesterol, and is a special treat and fixture at upscale restaurants in Ciudad Juarez, El Paso, the Pecos Empire and as far north as the Colorado Baronies. It commands a higher price than other Nodosaurus, not only for its unique taste and texture, but because Panoplosaurus are very valuable as work animals and rarely raised just for the slaughter. While a large dinosaur ranch may have whole herds of Nodosaurus and Silvisaurus, there will usually be fewer than a dozen Panoplosaurus. As a result, there are a number of methods for seasoning more common dinosaur meat to make it seem more like Panoplosaurus in an effort to scam potential customers or wholesalers. A good butcher or keen-eyed gourmet should be able to tell the difference, however, especially if the meat has thick bands of marbled fat in it, uncommon in the lean Pano and impossible to cleanly remove.

Panos are rarely used as riding animals, especially over long distances, though some Simvan will ride them into battle like warhorses. In the wild, they gather in small family groups rather than herds, with males sometimes living alone. Like rhinos, they are very defensive and charge predators and perceived threats, goring them with their rows of massive pointed plates and spikes along the sides of their bodies. They also make very loud vocalizations, scaring off enemies with a natural trumpet-blast. Panos like water and are thirstier animals than the other dinosaurs in the Nodosaur family. They enjoy wallowing in mud-holes or standing in shallow lakes and rivers like water-buffalo. Farmers who raise them often dig ponds and pools or hose the creatures off frequently to keep them happy.

Panoplosaurus NPC Animal/Monster

Also known as Pano, Buffalo Dinosaur and Side-Splitter

Alignment: Considered Anarchist.

Attributes: I.Q. Medium Animal Intelligence, M.E. 1D6+2, M.A. 1D6+6, P.S. 2D6+34 (Robotic equivalent), P.P. 2D6+4, P.E. 1D6+24, P.B. 2D6, Spd 1D6+16 (typically about 11 mph/17.6 km).

Mega-Damage by Location:

*Head – 140

*Body Spikes (typically 10) – 45 each

Large Back Plates (1D6+6) – 30 each

Forelimbs (2) – 175 each

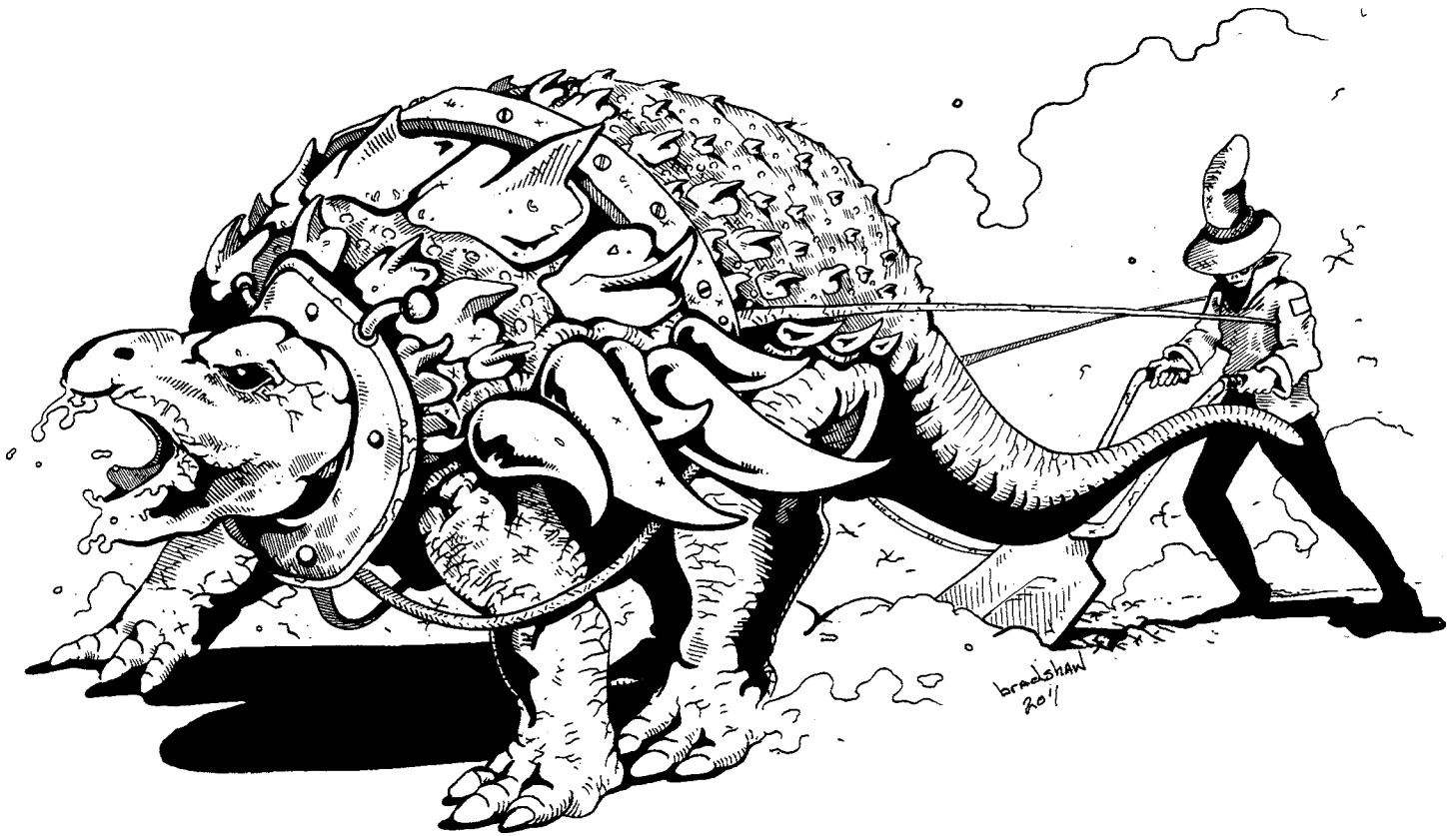
Hind Limbs (2) – 200 each

Tail – 180

*Underbelly – 180

Main Body – 1D4x100+500

* A single asterisk indicates a small or difficult target to hit and requires a Called Shot at -3 to strike.



Horror Factor: None.

Size: 15-25 feet (4.5-7.6 m) long, 5 feet (1.5 m) tall at the shoulders.

Weight: 3-5 tons.

Average Life Span: 50-70 years.

P.P.E.: 4D6

Disposition: Panos don't mind hard work, and are strong, steady animals. However, they can be grumpy and are more aggressive than the other domesticated dinosaurs of Mexico. When frustrated, tired or overheated (it wants to be hosed down or sit in a lake), the animal simply stops and refuses to move, groaning loudly until it is allowed to go to rest in water. When angry it lets loose with a series of short, loud honks and/or a long, rumbling growl. If pressed when angry the Pano snorts, snaps at whoever is bothering it, and may deliver a head butt or stomp attack with its feet, both of which can inflict serious damage if they hit an ordinary person. When angry or defending itself, the animal charges and either rams with its head or turns in such a way as to sideswipe its attacker/threat, slicing and goring with its massive side spikes. An attack is foretold by snorting, growling, the stomping of feet and pawing at the ground like a bull or rhinoceros.

Natural Abilities: Able to eat almost anything. Possesses fair speed, can charge at full speed for up to five minutes or run at half speed for up to an hour, likes to wade in water and can swim at 70%, hold breath underwater for 1D6 minutes and can go without food or water for up to two months without noticeable effect.

Attacks per Melee: Three.

Mega-Damage: Stomp and Tail Slash Attacks: As per Robotic equivalent P.S. (typically 43) and does 3D6 M.D. with a 01-50% chance of knocking down a human-sized target.

Bite: 1D6 M.D.

Head Butt: 2D6 M.D.

Body Block/Ram (Blunt Attack): 4D6 M.D. with a 01-80% chance of knocking down a human-sized target.

Body Block/Ram with Spikes: 5D6 M.D. with a 01-50% chance of knocking down a human-sized target.

Restrained Butts, Bumps and Bites: 4D6 S.D.C. from domesticated animals, 6D6 S.D.C. to 1D4 M.D. from wild Panos. Think of this as when a dog or horse is annoyed and nips at you.

Bonuses (in addition to any attribute bonuses): +8 to roll with impact, +10 to save vs poison/toxins and disease, and +5 to save vs Horror Factor.

Penalties: -1 on initiative and -2 to dodge.

Magic: None.

Psionics: None.

Habitat: Panoplosaurus have a smaller range than their cousins, limited to within twenty miles (32 km) of rivers, lakes and other sources of water. This makes them rare within the Mexican interior and American Southwest, though domestication has changed that somewhat. Panos have spread further east than the other Nodosaurus, however, and may be encountered in New Mexico, Texas and as far as Louisiana and Dinosaur Swamp, where they fare well in the marshlands and bayous. They are also found in the Yucatan and Central America. Panos require water, but are not picky, so even a simple mud-hole suits their needs. Unlike the other Nodosaurus, Panos are *not* intimidated by forests or jungles and are often used like elephants for clearing trees.

Allies: Associates readily with humans, Psi-Stalkers and Simvan Monster Riders.

Enemies: Large predatory dinosaurs and monsters, as well as human and D-Bee poachers, Splugorth Slavers, Horune Pirates and cattle rustlers. Panos are wary around Wild Vampires and

Chupacabras but don't seem to notice the more sophisticated Secondary and Master Vampires.

Value: 2,000-4,000 credits for a calf or young juvenile, 5,000-10,000 credits for an adult, depending upon size, health and age. A well-trained Pano "warhorse" may sell for up to 60,000 credits and is a rare find, usually only trained by the Simvan. Panoplosaurus meat is a known delicacy and sells for approximately 30 credits per pound to wholesalers and restaurants, but may go for twice as much at a farmers' market and to buyers in the north. Panoplosaur osteoderms (bone plates) sell for about 300-500 credits each as high quality plowshares, and a commercial Pano-bone M.D.C. plow runs 1,000-2,000 credits.

Silvisaurus

By Matthew Clements

The Silvisaurus is the smallest of the Nodosaurus. It is a compromise in many ways between the desert-ranging Nodosaurus and the more water-bound Panoplosaurus. It has a more modest version of the Pano's spiky armor, yet is more friendly and sociable, like the Nodosaurus. Unlike its cousins, it also has teeth instead of an armored beak, and spends long hours chewing on thick underbrush. Like goats, many farmers use Silvies as giant, living lawn mowers, letting them trim down areas that are overgrown or feed on thorny plants and weeds.

Wild Silvisaur form small herds of 4D6 individuals. They band together for mutual defense and to help protect the young. Their little groups are headed by alpha males that tend to a number of female mates and their offspring. The animal is also quite territorial. Dinosaur farmers have learned their lesson and have developed a number of techniques to convince Silvisaur alphas that they are leading the group when moving from pasture to pasture. This habit often makes the dinosaurs easy to handle; simply convince or cajole the alpha male into doing something and the rest of the herd follows close behind.

Silvie females kept separate from males also produce unfertilized eggs, just like chickens. While they lay the eggs much more rarely, with a clutch of 4D4 eggs every two or three months, Silvisaur eggs are huge, tasty and rich in nutrients. A single Silvie egg is equal to one or two dozen chicken eggs. They fetch a high price amongst distinguished restaurants and to customers with sophisticated palates. Various recipes for hard-boiling, poaching and creating giant omelettes have led to a whole range of dishes that use Silvisaur egg as a primary ingredient. Their meat is very similar to the Nodosaurus, though with a slightly more gamey, free-range taste to it.

Silvisaurus NPC Animal/Monster

Also known as Silvie, Silvis and Silver Mule.

Alignment: Considered Anarchist.

Attributes: I.Q. Medium Animal Intelligence, M.E. 1D6+2, M.A. 1D6+6, P.S. 2D6+20, P.P. 2D6+8, P.E. 1D6+20, P.B. 2D6, Spd 1D6+24.

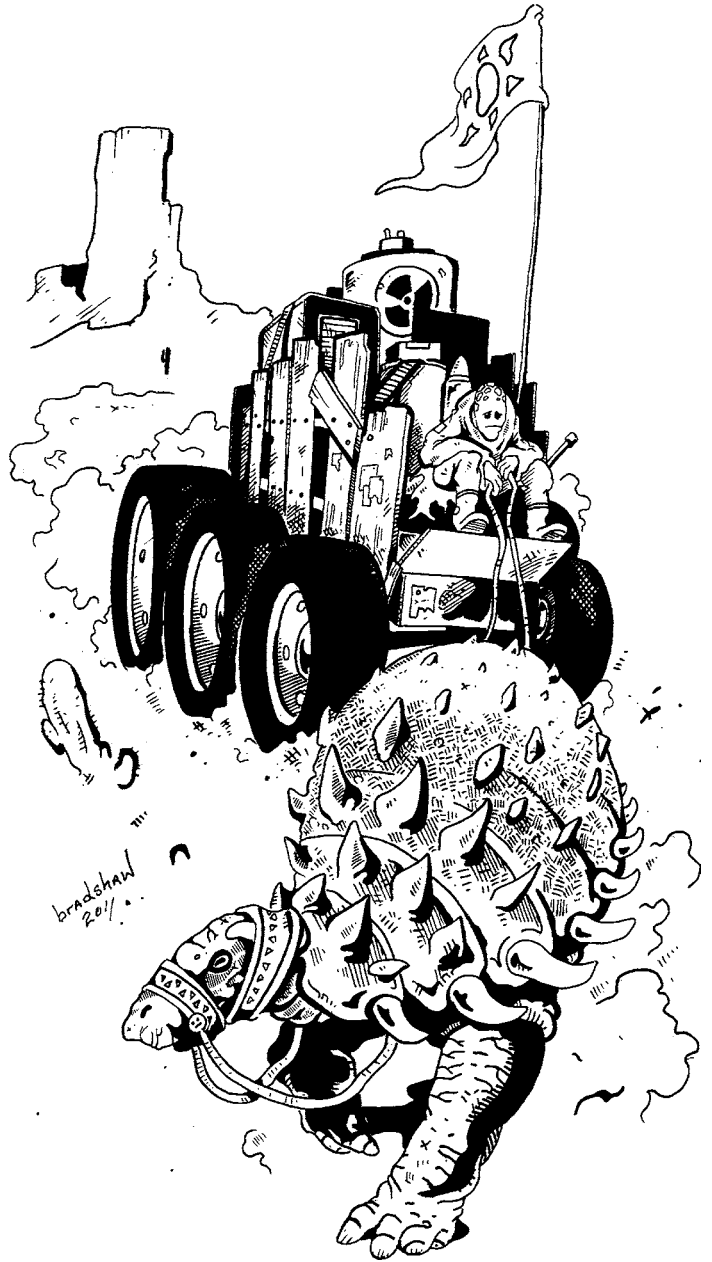
Mega-Damage by Location:

*Head – 90

Forelimbs (2) – 140 each

Hind Limbs (2) – 160 each

Tail – 150



*Underbelly – 150

Main Body – 1D4x100+200

* A single asterisk indicates a small or difficult target to hit and requires a Called Shot at -3 to strike.

Horror Factor: None.

Size: 10-15 feet (3 to 4.5 m) long, 4 feet (1.2 m) tall at the shoulders.

Weight: 2.5 to 3 tons.

Average Life Span: 40-50 years.

P.P.E.: 3D6

Disposition: Though calm and relaxed, Silvies have a desire to roam and like to wander off. Domesticated animals are loyal, obedient and well behaved.

Natural Abilities: Able to eat almost anything, swim at 60% and can go without food or water for up to three months without noticeable effect.

Attacks per Melee: Three.

Mega-Damage: Stomp and Tail Slash Attacks: As per Robotic equivalent P.S. (typically 26-30) and does 1D6 M.D. with a 01-40% chance of knocking down a human-sized target.

Kick: 2D4 M.D. with front leg, 2D6 M.D. with hind leg.

Bite: 1D6 M.D.

Head Butt: 1D6 M.D.

Body Block/Ram (Blunt Attack): 2D6 M.D. with a 01-50% chance of knocking down a human-sized target.

Restrained Butts, Bumps and Bites: 3D6 S.D.C. from domesticated animals, 5D6 S.D.C. to 1D4 M.D. from wild Silvies. Think of this as when a dog or horse is annoyed and nips at you.

Bonuses (in addition to any attribute bonuses): +1 on Perception Rolls, +1 to automatic dodge (the act of dodging does not use up a melee attack), +7 to roll with impact and +5 to save vs Horror Factor. +7 to save vs poison/toxins and disease.

Magic: None.

Psionics: None.

Habitat: Silvisaurus has a very similar range to the Nodosaurus, covering much of Mexico and the American Southwest. Unlike the Nodosaurus, however, Silvisaurs are more sure-footed and willing to inhabit uneven country such as the foothills of mountains and low mountain valleys. They climb above the desert heat to eat vines and tough shrubs, and groups of them can be found in inhospitably rocky portions of the Chihuahuan and Sonoran Deserts.

Enemies: Large predatory dinosaurs and monsters, as well as human and D-Bee poachers and cattle rustlers. Silvisaurs hate Wild Vampires and Chupacabras but don't seem to notice the more sophisticated Secondary and Master Vampires.

Allies: Associates readily with humans, Psi-Stalkers, Simvan Monster Riders, other Nodosaurs and domesticated dinosaurs and cattle.

Value: 1,000-2,000 credits for a calf or young juvenile, 3,000-5,000 credits for an adult, depending upon size, health and age. Silvisaurus meat is similar to Nodosaurus but with a slightly earthier taste, and sells for approximately 8 credits per pound to wholesalers and restaurants, but may go for twice as much at a farmers' market and to buyers in the north. Silvisaur osteoderm plates are too small to be turned into plowshares, but make fine heads for axes and hoes, usually worth 30-50 credits each. Silvisaur eggs usually sell for 15-25 credits each.

Sun Dog

Also known as the Ahuizotl

By Braden Campbell and Kevin Siembieda

The Sun Dog, or Ahuizotl, is a vicious, savage predator that resembles a hairless, medium-sized dog with black skin and a strange appearance. Though the head resembles that of a coyote and the body that of a dog, the paws are those of a monkey (four fingers and an opposable thumb) and its long, thick tail more resembles that of a chameleon and tapers toward the end. Even more bizarre, the tail ends in a *human hand* that is capable of full articulation. The tail is prehensile and can curl, grab and entangle like that of a monkey. The human-like hand at the end of the tail is used to grip and hold prey as well as assist in climbing and balance.

Sun Dogs apparently existed on Earth prior to the Coming of the Rifts as the creature is described in the ancient myths and

legends of the Aztecs, Mayans, Hopi Indians of Arizona and New Mexico, the Shasta Indians of northern California, and the Sumu Indians of Nicaragua. Furthermore, it is said that explorer, Christopher Columbus, reported in a letter to the King of Spain, an encounter with such a beast that strangled and killed a wild boar before his men killed it with arrows. With the Coming of the Rifts and the return of magic to the world, the Sun Dog likewise reappeared, and in far greater numbers than ever before.

The Sun Dog of Mexico is a small but ferocious and feared monster. It has a Mega-Damage hide and a taste for humanoids. It can live in and under water, usually in underwater caves or underneath a pile of debris swept up by the river. Sun Dogs can also live in shallow burrows on dry land, but always near a river or lake. Its monkey paws and nimbleness enable the creature to run along narrow river banks, scramble across fallen trees, leap over rocks and logs, and even climb low trees and steep embankments. The Sun Dog feeds on animals of almost every variety – frogs, turtles, lizards, water fowl, rabbits, rodents, otters, monkeys, dogs, coyotes, wild boar – just about everything except fish.

The Sun Dog is a problem for people because the creature will attack livestock, gorge itself on chickens and other fowl, and eat the eyes, tongues, teeth and hooves of sheep, goats, and calves, and mutilate the rest of the carcass before running off to its watery lair. As a Mega-Damage creature, a Sun Dog could kill cattle, horses and other large animals, but they leave them alone. Worst of all, Sun Dogs have a taste for humans and D-Bees. Whenever an easy opportunity arises, the monster takes it and strikes, usually picking off a person who has wandered away from the rest of his group or at the water's edge. Its favorite method of attack is to sneak up on people from under water, or from behind on dry



land, and drag them into the water. The hand at the end of the monster's prehensile tail is used to grab, hold and pull prey below the water's surface, where they drown or are bitten repeatedly until dead. However, the Sun Dog is a capable and vicious fighter on land as well as under water, biting and clawing at adversaries until it can escape or slay them. Once prey has succumbed to its vicious attack, the Ahuizoti drags the body to shore or to its lair to feed. The strange beast eats only the eyes, tongue, teeth (some say the entire face), and fingernails, and sometimes, the fingers of its victims. When done eating, the monster pushes the remainder of the corpse into the water where it floats away.

The Sun Dog spends most of its time in and under water. It leaves the safety of the depths only to sun itself on a log, rock or shoreline like a lazy turtle, and to hunt. When on the prowl, the predator lies in wait along the shore of the waterways, ever on the lookout for unwary travelers and fishermen. When the creature is ready to strike, it sneaks up from behind or swims close just below the surface of the water, and then lashes out. In water, that may be with a bite attack, like an alligator, or more likely with its hideous, elastic, monster's tail, the hand grabbing and yanking the unsuspecting victim into the water from shore or off of a boat. This happens so fast, the animal never risks exposing its body. Victims are often caught totally unawares by this sneak attack, and are under the waves before they know what hit them. The only way to get free from a Sun Dog's hold is to either best its Supernatural Strength, or inflict enough damage that it lets go. Most let go when M.D.C. is reduced to one third. Fortunately, these monsters are solitary hunters, and at worst, are encountered in a group of only 1D4 members.

Sun Dogs cannot be domesticated, even by vampires, and run wild. In fact, if there is anything redeeming about the horrid creatures, it's that they target the undead as well as other humanoids. On dry land the Sun Dog bites off the fingernails and fingers of the undead and, if given the opportunity, will eat their eyes, tongue and teeth. This may be a quick few bites before the Sun Dog runs away, but if possible, a Sun Dog will fight until a vampire is reduced to a coma state. When that happens, the animal eats the parts it likes and then it drags the undead to water and pushes the corpse in, where it dissolves.

Whether Sun Dogs think vampires are just another humanoid for eating or whether they dislike vampires is unclear. Doc Reid and many others suspect Sun Dogs and vampires are natural enemies and that an ancient priest or Shifter may have brought them to Earth as a means to battle and destroy the undead. As anecdotal evidence of this, Wild Vampires are known to slay the animals on sight, and Sun Dogs hold onto vampires pulled underwater until they are completely destroyed. Rumor has it, however, that the Ahuizoti (that's the Aztec name for the animal) fear the Mayan God of Bats and Darkness, *Camazotz*, and never attack him and seldom attack his undead legions. But then, *Camazotz* is *not* a Vampire Intelligence, but an ancient Mayan god with the power to dominate and control a limited number of vampires.

All this time we've referred to the Ahuizoti or Sun Dog as an animal. That's because, for the most part, Sun Dogs behave as an animal predator. However, they possess either a high animal intelligence or a modest human intelligence that makes them more than a mere animal. They can recognize vampires over mortals, recognize all types of weapons, understand the spoken word of all languages, use sneak attacks, and basic hunting and combat strategies, and recognize and respect creatures of magic. A Sun

Dog also seems to have an understanding of magic, can cast a small selection of magic spells, and tends to avoid practitioners of magic and exhibits submissive behavior when contact is made. Mages are never attacked unless they attack the Sun Dog first, and are allowed to pet them and rub their bellies. Sun Dogs are happy to become a companion or Familiar to Shifters, Ley Line Rifiers, Water and Air Warlocks, and Necromancers (who, ironically, often fight vampires). Though a Sun Dog cannot speak words, their bark and whining often has clear meaning, their eyes reflect a human level of intelligence and understanding, they can follow complex commands, and when the creature whimpers or cries, it sounds like a weeping infant. A sound it often uses to lure humanoids to their doom.

Sun Dog

Also known as Ahuizoti and Water Dogs.

Species: Unknown. Some believe the Sun Dog is a Lesser Demon or Sub-Demon of some kind, while others believe it is a malevolent creature of magic like the Black Faerie or Witchling. **Note:** Sun Dogs have Supernatural P.S. and as such, can hurt vampires.

Alignment: Anarchist (25%), Miscreant (45%) or Diabolic (30%).

Attributes: I.Q. 2D4+3 (low to average human equivalent intelligence), M.A. 1D6, M.E. 2D6, P.S. 2D6+9 (Supernatural), P.P. 1D6+9, P.E. 2D6+7, P.B. 1D6, Spd 2D6+4 on land, but an astounding 1D4x10+50 in the water.

M.D.C.: 1D6x10+19

Horror Factor: 11

Size: Three feet (0.9 m) from snout to rump, plus the tail which appears to be equal to about the length of the body but can actually stretch out to three times the body length, giving it a reach of 9 feet (2.7 m).

Weight: 50-60 pounds (22.5 to 27 kg).

Average Life Span: Unknown. 2,000+ years at least.

P.P.E.: 2D4x10+P.E. attribute number.

I.S.P.: None.

Equivalent Skills: Magically understands all languages (illiterate), Climb 90%/80%, Land Navigation 90%, Prowl 60% (+20% in water), Swim 96%, Tailing 86%, Tracking (humanoids) 78%, and Wilderness Survival 90%.

Natural Abilities: Keen vision and can see underwater and in murky water without penalty up to 1,000 feet (305 m), Night-vision 300 feet (91 m), see the invisible, Supernatural P.S., do not require air to breathe, and Bio-Regenerates 1D6 M.D.C. per melee round.

Resistant to Magic (special): Magic weapons and spells are half as effective against Sun Dogs; half damage, penalties and duration.

Impervious to Vampire Mind Control (special): The Hypnotic Suggestion and Mind Control powers of the vampire do not work on the Sun Dog.

Vulnerabilities: The Ahuizoti need three times as much water as a dog to stay hydrated and prefer moist, wet environments. Love it underwater and spend 75% of their time submerged in water. Unless a Sun Dog can spend at least 12 hours per day in water, its power of Bio-Regeneration stops working and reduce M.D.C. and Spd by 5% for every six additional hours denied being submersed in water. An Ahuizoti dies in a matter of a few days in the desert. The creature takes double damage

from the Desiccate the Supernatural spell, and M.D. fire does 50% more damage.

Attacks per Melee: Four.

Mega-Damage: As per Supernatural Strength from physical attacks including tail swipes, claw strikes, and crush/squeeze attacks (each constriction/squeeze counts as one melee attack). Bite attacks inflict 2D4 M.D. All attacks do full damage to vampires.

Bonuses: +2 on Perception Rolls to recognize vampires and whenever in water, +1 on initiative, +3 to strike, +2 to parry and dodge, +4 to dodge when in the water, +2 to roll with impact, +3 to entangle and pull punch/bite, and +3 on all saving throws.

Magic: The Sun Dog can cast the following spells equal to a 4th level Ley Line Walker; doesn't improve with experience. Befuddle (6), Blinding Flash (1), Chameleon (6), Cleanse (6), Death Trance (1), Escape (8), Globe of Daylight (2), See Aura (6), Sense Evil (2), and Sense Magic (4). P.P.E.: 2D4x10 +P.E. attribute number.

Psionics: None.

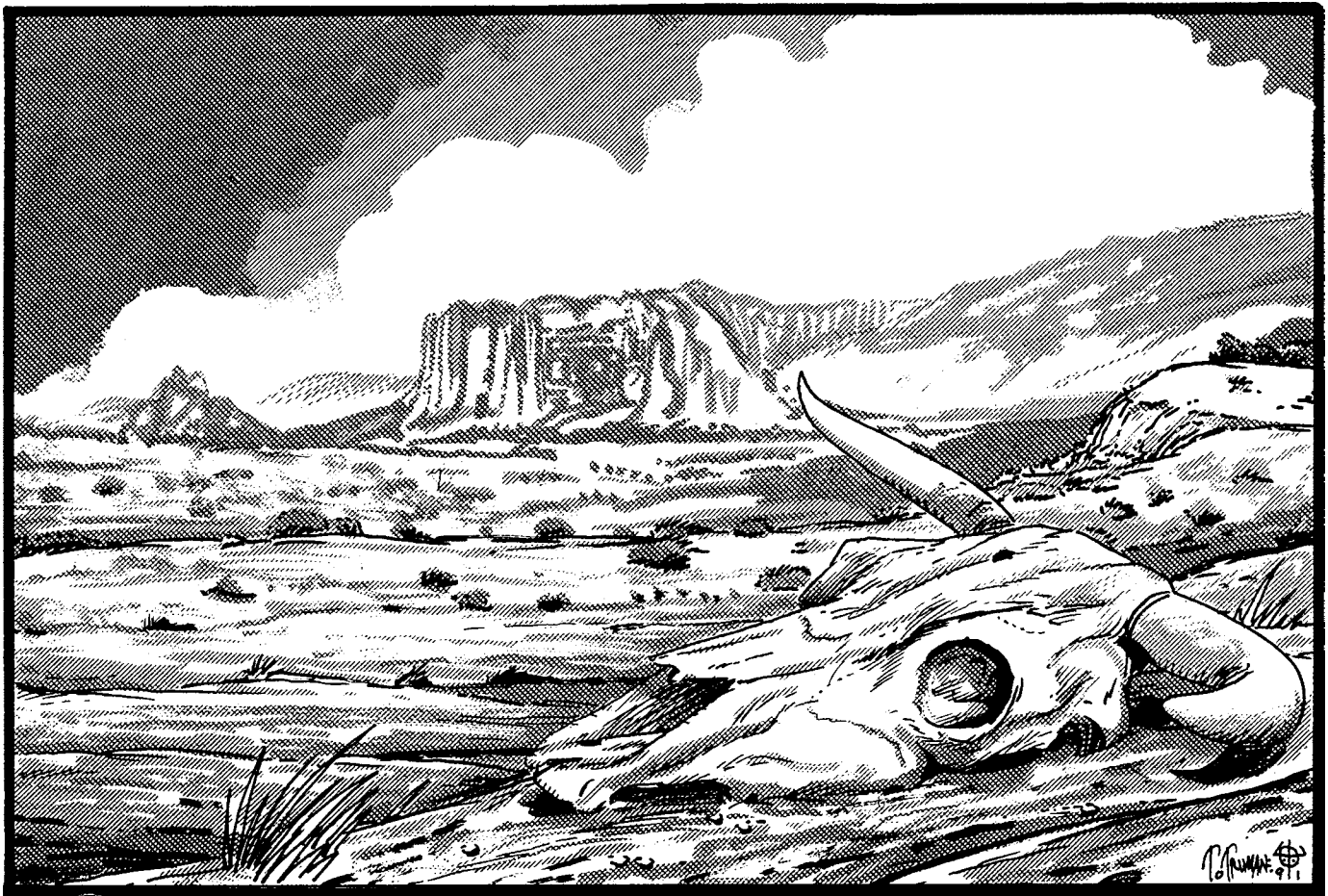
Habitat: Lives in and prefers *freshwater* bodies of water, but can survive in salt water. However, since Sun Dogs don't eat fish and like to prowl and hunt on land, they seldom venture into oceans and seas, unless taken as pets by Lemurians or Horune Pirates. Found throughout Mexico, and southern Arizona and

New Mexico wherever there are lakes and rivers. However, the majority inhabit the rainforests of southern Mexico, the Yucatan and Central America.

Allies: Sun Dogs tend to be reclusive and shy, and keep to themselves or their own kind. Most prowl and hunt as lone predators or in mated pairs. Sometimes they gather and hunt in small groups of 2-5. Sometimes ally themselves to vampire slayers, Lemurians, Necromancers, Shifters and Horune Pirates.

Enemies: Most mortals are seen as prey, provided they have eyes, teeth, or fingernails. Vampires are natural enemies and attacked whenever feasible. Psi-Stalkers are also regarded as natural enemies. Due to their high P.P.E., Psi-Stalkers hunt Sun Dogs.

Value: None; most people find them repulsive and scary. Vampire slayers and Horune Pirates sometimes keep them as pets, as do Shifters, Lemurians, and Necromancers. Necromancers may also use the body parts of the Sun Dog, particularly the skull, tongue, hands and prehensile tail with hand, attaching the latter to their bodies in order to gain extra attacks and the creature's aquatic abilities. Hands provide a Necromancer the creature's climbing ability and Supernatural P.S., the skull provides its imperviousness to vampire Mind Control and magical "sensing" spells. The tongue enables the Necromancer to understand all languages for 30 minutes per level of experience.



Vampire Kingdoms™



Heart of the Vampire Kingdoms

One can argue that all of Mexico is part of the Vampire Kingdoms. Indeed, the undead dominate the land and rule many villages and towns, with estimates ranging that from one third to a full half of supposedly “free” communities being under their control to some degree. And those not yet under the vampires’ thumbs can fall victim to a solitary Secondary Vampire or small band of them. Meanwhile, packs of Wild Vampires run wild throughout the northern two thirds of Mexico, preying on adventurers, travelers and communities unable to protect themselves. From the Yucatan Peninsula to the Rio Grande, vampires are omnipresent.

However, it is in the south, on the bones of pre-Rifts Mexico City and the ruins of the Maya before them, where one finds the vampire civilization. This is the heart of the **Vampire Kingdoms** where large towns and cities of enslaved and submissive humans and D-Bees are ruled over by the undead. It is here that the source, or more correctly, “sources” of the vampire pestilence are found, hidden within stone temples and pyramids that resemble the ancient stone edifices of the Aztecs and Maya of Mexico’s past. Several different *Vampire Intelligences* are responsible for the creation of the Vampire Kingdoms, and their minions fight with each other to assert themselves as the one true master of the land and the mortals they conquer and enslave.

Blood Wars

Each Vampire Kingdom represents one specific vampire bloodline. A bloodline that can trace its origins back to the first, Supreme Master Vampire. All vampires born from the bloodline of that first Master instinctively recognize others in that same family, as each is brought to life by a tiny fragment of the Vampire Intelligence’s demonic life essence. Each vampire bloodline represents an ever growing demonic force of incredible power, and all are rivals. In this regard, they are very much like Leaf Cutter Ants. A single colony can be gigantic. In fact, on pre-Rifts Earth, one colony of the same ant bloodline ranged from San Francisco to Ciudad Juarez in Mexico. However, let a single ant from a rival bloodline enter that sweeping territory, and the other ants know it and converge on the interloper within a matter of minutes, literally tearing the rival ant apart. The ants are from the same species but different bloodlines, making them rivals and mortal enemies. Vampires function in a very similar way. Like the ants, one vampire looks pretty much like another. One may be wild and the other not, but other than that, it is impossible for humans to tell the difference. However, to other vampires, the difference is obvious at a glance and profound. The vampire of the rival bloodline is recognized as an enemy within an instant. In undeclared communities like Ciudad Juarez, you are likely to have individuals and groups from other vampire bloodlines in the same neutral mortal community. Since nobody has claimed the territory yet, all vampire bloodlines can visit or operate from within. However, just like rival street gangs, they keep to their own business and stay away from one another. When their paths cross in an insignificant way, the rivals look each other over, size each other up, and may make threatening remarks before parting company. If the two (or more) bloodlines find themselves at odds, there is likely to be a fight and bloodshed until one or the other is destroyed, chased away or is able to find a reason for a temporary truce. Like street gangs on a grand scale, rival vampire bloodlines may feud for centuries.

The same holds true for the six major Vampire Kingdoms in the south (five in Mexico, one in South America). Each sees itself as a rival vying for domination of the same planet. They have clustered themselves in the same geographic area because that’s how Vampire Intelligences and their minions do things. Before any one of them can claim a large piece of territory, they each stake their claim near each other and then fight it out until there is only one (sometimes two). This is the real reason the vampires of Mexico and South America have not expanded across the southern hemisphere or into the north; they are too busy fighting among themselves. The Blood War is not constant, and there can be

years, even decades between bloody battles, but ultimately the kingdoms are jockeying for position and openings to dominate and destroy each other. Vampire Blood Wars are rather like a chess game and a free-for-all combined. The pre-battle is the chess part of the war, because there is a lot of planning, strategy and preparation. Not just the usual considerations of war, but also preparation for likely attacks by one or more of the other Vampire Kingdoms. Since each Vampire Kingdom/bloodline seeks to destroy the others, when two go to war, some or all of the other bloodlines may join the fray, making it a giant battle royale. As a rule, the others watch and wait like vultures. When they see a weakness or vulnerability in one or the other, they’ll attack and try to exploit it. While these two or three kingdoms are locked in battle, the other two or three might declare war against each other, figuring it is wise to do so while the others are preoccupied with their own war. If one kingdom shows signs of collapsing, the embattled Vampire Kingdoms might stop their own war, declare a temporary truce and all pile onto the weakest in an attempt to obliterate that rival and worry about the others later. Outsiders don’t know it, but as recently as 75 years ago there were 19 Vampire Kingdoms across northern South America, Central America and Mexico. Today, there are only six serious contenders for the domination of Earth.

In between these all-out Blood Wars, the larger Vampire Kingdoms send out forces of Secondary and Wild Vampires to attack, whittle down smaller Vampire Kingdoms and destroy startup colonies. For example, if the mortals cannot handle the vampire uprising in Arizona near Arzno, a few legions of undead from the Vampire Kingdoms of Mexico will step in and wipe them out before this new bloodline can entrench itself, and go back home when the “war” is concluded. Just eight years ago there were rumors of several vampire colonies and fledgling kingdoms in the Yucatan and South America, but today, they are gone. Wiped out.

During the titanic clashes between the big kingdoms in the south, unholy allegiances are made and horrid “things” from other dimensions as well as mortal henchmen may be recruited to help win the conflict. Monsters and ancient gods that hearken back to the Maya of legend are among those called upon to walk the Earth again, but not always to the vampires’ benefit. A great example of this is the ancient Mayan deity Camazotz who, once summoned to Earth, defeated the Vampire Intelligence and usurped the creature’s vampires. Today Camazotz is the sole undead power in the Yucatan, with eyes on the rest of Mexico. There has not been a major Blood War in almost 20 years, so it seems like one is likely to erupt at any time now, especially with Camazotz and the Vampire Kingdom of Haktla in South America flexing their muscles. The result will be armies of undead warring against one another as the different Vampire Intelligences each try to make their kingdom the dominant master of the land.

It is tradition for Wild Vampires to lead the charge in Vampire Wars, but on Rifts Earth, the duty of the Wild Ones is split between war and filling the buffer zone of northern Mexico. Their mission in the north: to kill and feed on Vampire Hunters, adventurers and all armed parties. Long ago, one of the Vampire Intelligences came up with the brilliant scheme of populating the northern scrublands with Wild Vampires, a) to convince outsiders that Mexico was filled with savage undead, and b) to make them believe that vampires are all like the Wild Ones. It is a plot that has worked to perfection and kept the Coalition States, the Federation of Magic, Tolkeen, Lazlo and all the northern civilizations from considering Mexico for development or exploration. From the outsiders’ point of view, Mexico is filled with barbaric vampires and not worth the trouble. The outside world’s perception of the Mexican wilderness as a worthless, vampire-filled desert is exactly what the vampires want. Most of the Vampire Intelligences have sent the majority of their Wild Vampires to the northern plains to keep outsiders away. This serves another purpose, it keeps the Wild Ones out of their hair. Wild Vampires have no place in the comparatively serene vampire society. They are too animalistic and unmanageable over a long period of time. Some undead

societies actually destroy their wild kin, or place them in suspended animation by staking them through the heart, where they lay quietly sleeping until needed as an army to defend the kingdom. At such a time, they are awakened by the removal of the stakes and set loose to feed on their enemies. Most, however, are sent to wander the northern plains. This is not a terrible fate for the Wild Ones, who dislike the regulations of formal society and prefer to run free and unrestrained in the wild. The north country means freedom. No laws. No rules. No constraints. They can act and do as they please without interference from their dominant brothers.

A Wild Land

Making Northern Mexico the home of the Wild Vampires serves three purposes. One, it removes the potentially disruptive and anti-social Wild Vampires from more civilized vampire society. Two, it creates a perimeter defense of aggressive, bellicose, and savage undead warriors to defend a thousand mile stretch of territory between the Vampire Kingdoms and the outer reaches of the Domain of Man. Three, the *territory of Wild Vampires* creates important and intentional misconceptions about the so-called Vampire Kingdoms. It makes humans afraid to entire Mexico, and keeps the daring and bold humanoids from traveling farther south where the true vampire civilizations are located. Humanoids who travel those first thousand miles (1,600 km) into the Mexican interior find it to be an inhospitable desert, followed by scrubland and open plains, always with sweltering heat, dotted with small, simple communities of farmers and ranchers as well as vampire controlled villages, all with clan after clan of Wild Vampires roaming the plains like packs of wolves or barbarian hordes. And that doesn't even take into consideration other dangers from dinosaurs, monsters, hostile D-Bees, bandits, pirates and other things on the prowl.

This paints a picture of a primitive, undeveloped and hostile environment not worth the effort to defend it from the animalistic vampire tribes of Wild Ones. The sameness of the land accompanied by the emptiness of apparent resources (not even pre-Rifts ruins are plentiful) and the ever present danger of the Wild Vampires discourages most explorers from traveling any farther than a few hundred miles. It is simply too dangerous and unrewarding. Though there are silver, oil and gas deposits in Mexico, the region is just too inhospitable to locate, develop and exploit such resources. Many are the stories of mercenaries and well-funded business operations being besieged by wave after wave of Wild Vampires until everyone is slaughtered or run out of the country. It is common knowledge that any community larger than a thousand people or that is technological in nature – like an oil or mining operation – causes hordes of Wild Vampires to besiege it. In short, trying to explore, tame or pull resources from Mexico is suicide. And it is this image and such stories that keep people away.

A little fear is good. It keeps nosy adventurers and developers at a distance. It creates the false impression that the vampires of Mexico represent little threat to beings of superior technology and intellect. The rumors about vampire societies and kingdoms are dismissed, because the Wild Vampires seen by most explorers and soldiers sent into the region are incapable of establishing any such kingdoms (which is true). Thus, the powers-that-be in the north remain unworried and ignorant of the real danger brewing in Southern Mexico. They think Secondary Vampires are the exception, not the rule, and exist in small numbers. Most have never encountered a Master Vampire, and all underestimate the true power and potential danger the undead pose to the rest of the continent. This is exactly what the leaders of the Vampire Kingdoms want, because they wish to keep the more advanced human civilizations away while they grow their kingdoms and fight for singular dominance over each other. They don't want mortals outside the country to know the truth until they are unstoppable.

Confirmation of the existence of intelligent, organized, and socialized vampires running large cities would urge splintered human factions, as well as D-Bees, to unite against a common enemy – the undead – as has happened a few times in Earth's past and on many other worlds. However, if the perception of vampires is that they are barbarians with

low intelligence, then mortals will ignore them. Of course, even savage vampires are considered disgusting, horrible creatures to be destroyed, but they are not perceived as a serious or immediate threat. Northerners assume everything is status quo and someday, they'll get around to dealing with the barbaric vampires of Mexico in the distant future. Thus, the belief continues that all vampires are stupid predators quarantined in a hot and undesirable land away from the cool, wet climes of Middle America and the old Canadian Empire. It is a belief that allows the intelligent vampires to quietly prosper, expand and plan for the conquest of humanity.

A Legacy of Horror

The truth about vampires is chilling. Vampire cities and civilization are something the people of Earth have never witnessed. In Earth's past, the mystic energy of the ley lines was not powerful enough to attract many Vampire Intelligences, and though vampires have walked the Earth since the advent of man, the undead were never able to establish more than a foothold on this planet. There have only been a few times in Earth's past that vampires have come close to establishing a domain for the undead. One such time occurred during the pre-Rifts Middle Ages of Europe. A period when millions of people perished from "the pestilence." Pre-Rifts historians incorrectly attributed this period of death exclusively to the *Black Plague* (also known as the Bubonic Plague), commonly referred to as "the Pestilence" and "Wasting Disease." Death swept Europe. In many instances, entire villages and towns were obliterated. Millions died. The Bubonic Plague was real, but it is interesting to note that during this exact same period *vampire hysteria* reached unprecedented heights. At no other time in human pre-Rifts history was the belief in vampires more prevalent. The majority of peasants, particularly those of Eastern Europe – most notably Hungary, Poland, Romania, Transylvania, Bulgaria and Russia – were convinced that "the pestilence" was spread by *the undead*. Indeed, the vampires' power to summon and control rats and mice (fleas carried by rats and poor sanitation are considered the major contributing factor of the Bubonic Plague) may have contributed to the perpetuation of the epidemic.

It is interesting to note that the symptoms of the Black Plague also fit the symptoms of the vampire's Slow Kill – victims who are fed upon by vampires and allowed to live. The victim becomes thin, pale and weak from blood loss, fever is common as is loss of appetite (due to weakness from loss of blood), listlessness and staring out through windows as if waiting for someone, and becoming languid and sullen. Victims of the plague had red lumps, but so do the victims of repeated feeding visits from a vampire; i.e. the bite marks. Individuals weakened from blood loss would also be more susceptible to the plague. The bodies of those who fell victim to the Black Plague and the mysterious wasting disease were both burned, and anyone suspected to have been killed by a vampire was staked through the heart, decapitated and burned. Moreover, scores of plague infested (vampire infested?) villages and towns were burnt to the ground.

The belief in vampires was so widespread during this period that it reached the shores of France and England. While pre-Rifts scholars may have attributed this to hysteria and superstition brought on by mass trauma, the highest authorities of that day were called upon to rid the land of the pestilence. Town magistrates, mayors, dukes, barons, princes, bishops, priests and military commanders all led the search *for vampires*. They also conducted or supervised the ritual of staking, decapitation and cremation of the suspected monsters. There were countless stories and documents regarding the official exhumation of graves that revealed the slumbering demons. Many cases were documented and existed until the Coming of the Rifts.

Apparently, humankind was triumphant in stopping the vampire invasion of Europe, although the cost in human life was greater than any of the World Wars. How many other vampire invasions were thwarted in earlier times is lost, but we know ancient Atlanteans and Lemurians fought them as well as primitive humans. Some scholars, like Erin Tarn, have speculated that Central America may have been the site of one such

pre-Rifts invasion, citing the blood sacrifices of the Maya and, particularly, the Aztecs of Mexico. Their use of stone pyramids and legacy of human sacrifices and bloodletting makes one wonder. But here too, the vampire invasion seems to have been crushed, perhaps by the arrival of the Europeans to the New World. We can only guess.

The return of magic and appearance of dimensional Rifts has transformed the Earth into a sort of dimensional crossroads of the Megaverse, which also attracts creatures of magic, supernatural beings, demons and Vampire Intelligences. In the past, the flow of magic (P.P.E.) energy was too weak to support the massive P.P.E. devouring Intelligences. Only a handful of places like the Yucatan, England, China and a few other ley line power centers offered comparatively large amounts of that life sustaining energy. The Earth belonged to man. But that was then, and this is now.

Why Mexico?

Never during any time in Earth's history have the undead established a stronger hold than they have today in Mexico. Why Mexico? The reasons are many.

A familiar locale. Mexico and Central America have been visited by vampires in Earth's past. The priests and wizards of the ancient Olmec, Maya, Aztecs, and other ancient civilizations knew about the magic energy that flowed along ley lines crossing their lands and had learned how to utilize them for magical purposes. It is at the location of ley lines and nexus points that great stone pyramids, temples and cities were erected. The infamous human sacrifices of the Aztecs and Maya were magic rituals that used the P.P.E. of captured enemy warriors, doubled at the moment of death, to summon rain during periods of drought, to see the future, cure disease, defeat their enemies and to speak to the gods. Twentieth Century scholars saw these ceremonies as entirely religious, superstitious and symbolic, but men of magic on Rifts Earth can appreciate the genius of these ancient people and recognize the mystic ceremonies to draw on P.P.E., work magic and open dimensional portals. The entire Maya culture was linked to the movement of the stars. It seems logical then that cultures based on blood sacrifices and the conquest of other people may have been doing so with the assistance of or perhaps under the orders of vampires. Furthermore, the sudden end of these cultures may have culminated with a vampire infestation that brought their civilizations to their doom. It is known that their sorcerer-priests were so skilled they could calculate lunar and solar eclipses, solstices, the equinox, planetary alignments, positions of the moon and stars, the rise and setting of the sun, and even their calendar year was an accurate 365 days. All of this information is critical in determining the precise moments when the P.P.E. of the ley lines surges to its maximum power levels. Such knowledge is also important to open Rifts and make contact with other worlds and supernatural beings. There is ample evidence to suggest the ancient people of Mexico and Central America made contact with supernatural forces and, in fact, brought vampires to this part of the world.

It is hot and dry. Annual rainfall is less than 12 inches (30 cm) at most places in Mexico, and even less in some regions. A dry habitat with minimal water is important to creatures that can be destroyed by running water or a sudden rainstorm. The extreme temperature changes of the desert and scrublands mean nothing to creatures who are impervious to heat and cold. Besides, as creatures of the night, it is only the chill of the night breeze that the vampires experience, not the blazing heat of the daytime sun.

Northern Mexico and the American Southwest offer a terrain of grass and scrub with few trees, providing the vampires' humanoid prey and enemies few places to hide. A settlement of humans or a traveling caravan can be seen miles away, especially from the sky. The dependency of humans and most humanoids on water, food and shelter means the legions of undead know where to look to find humans, again, making them easy targets.

Seasonal weather changes are minimal compared to the wet winters and springs experienced elsewhere. Winters in Mexico are dry and without snow, except in some of the higher mountain elevations to the

north. The average winter temperature is 50-70 degrees Fahrenheit and a scorching 90-120 in the spring and summer.

Long nights. The periods of daylight hours and nighttime darkness are more evenly divided throughout the year in Mexico. The closer one is to the equator, the more equal the hours of day and night, with little or no distinction, in terms of daylight, between summer and winter. At the equator day and night hours are approximately 12 hours each throughout the entire year. Unfortunately for vampires, the equator falls along the tropical jungles of the Venezuela, Columbia, and the upper portion of the Amazon where there are too many rivers to make them feel comfortable, so the undead avoid this wet and rainy region except during the dry season or desperate times.

Old Mexico City is a vampire paradise. The location of Old Mexico City is right at the border where grassland turns into forest. Although it receives twice as much rainfall (about 60 cm/24 inches), the amount of rain is still comparatively light, the winters are dry and the winter nights are a few hours longer than the rest of the year. This region is rich in volcanic ash, making it conducive to human and D-Bee habitation, providing the undead with the perfect environment for their most precious livestock: human cattle to feed upon. The region around Old Mexico City is also abundant with ley lines and magic energy which serves other needs, including energy for the Vampire Intelligence to feed upon. Thus, life for mortals in Southern Mexico is rather like living in a gilded cage – all around them is beauty, yet their lives are either those of cattle or slaves.

Unsuspecting visitors find lush tropical plants, exotic fruit and verdant forests. The countryside is beautiful and beckoning, but conceals the horror found within. Eight active volcanoes smolder, send plumes of smoke into the air and rattle the ground. Though none have erupted in decades, even if they should, they present no danger to the vampires. The eruption of these volcanoes during the Great Cataclysm decimated Mexico City and the surrounding cities that represented the majority of the country's population. Urban centers were completely obliterated. Less than two percent of the people survived. Buildings that were not toppled were buried under a hundred or more yards/meters of molten rock and ash, burying all pre-Rifts cities within a 200 mile (320 km) radius of Mexico City. The rest fell to earthquakes, were washed away by Tsunamis, and experienced other disasters. If not for historical records and the occasional surviving ruin, you would never know there was a civilization here before the Coming of the Rifts.

Vampire Civilization

The Wild Vampires in the north are just the facade that the Vampire Kingdoms wear like a mask to trick outsiders. The real Vampire Kingdoms are located in the southern part of the country. Here, great stone pyramids, temples and cities have been erected; built on the backs of humans and D-Bees. This is where the intelligent Secondary Vampires gather in great numbers. Here, in the heart of vampire civilization, Secondary Vampires are kings and lords. They strut around like peacocks commanding the living and nestling down in the lap of luxury.

Secondary Vampires gather in clans or packs just like Wild Vampires. The leader of a civilized clan of Secondaries is typically an alpha male or a pair of vampires who are mated or lovers. The hierarchy is like a wolf pack with a pecking order within the clan. The two "alpha" members of the clan call the shots and are likely to own 1D4x100 mortals which include their servants, slaves and henchmen. The second tier of vampires in the clan own 1D6x10 mortals, the Secondary Vampires beneath them 4D6 mortals, the ones under them 1D6+5 mortals, and the lowliest members command only 1D4+1 mortal slaves, probably their Mind Slave and a protector henchman or couple of servants. The lower in rank, the more submissive the vampire is to his betters and the crueler he is to his humanoid minions. The more land and mortals a Secondary Vampire owns and dominates, the greater his position within the Kingdom. Influential clans own and run entire villages and towns, while the most powerful may claim an entire city, with the largest cities divided

into quarters, each portion run by a particular “family” of Secondary Vampires. Each vampire who owns humanoid slaves and servants is responsible for their upkeep and conduct. Likewise, the Vampire Lord or family head is expected to keep order in his house and be efficient in the management of the communities under his domain. This chore, of course, is pushed off on the Secondary Vampires subservient to him. If the vampire clan cannot manage its holdings and humanoid “livestock,” they may be taken away and given to a more competent vampire clan.

The big Kahuna who oversees it all and who is likely to rule the largest and most important city-state(s) as Emperor, is the **Master Vampire**. There is only one Master for every thousand Secondary and Wild Vampires. Masters function as dictator, general of the vampire legions and direct servant to the deific Vampire Intelligence. The Supreme Master is the originator of the vampire pestilence, the one who started it all. Even Masters who come into existence later bow down before the Supreme Master – right hand of the Vampire Intelligence – and dare not challenge his authority, for he speaks directly to the vampire god and serves as the voice of that Vampire Intelligence to all others. Thus, the Masters who are created for every new 1,000 undead hold the highest positions within vampire society. They are whatever they call themselves, emperor, king, president, prime minister, governor, etc., and they oversee everything. Each Master Vampire is likely to own 2D6x1,000 mortals, but it can be argued that they own everything within a particular city, cities or region, including the Secondary Vampires who ultimately are allowed to own and control what they have by the grace of the Masters. As for the **Supreme Master**, he is the head of the entire vampire bloodline he created, be they a few hundred, several thousand or millions of undead. When the Supreme Master or the Vampire Intelligence falls under attack, the other Masters and their legions of vampires rush to his defense. Keeping with the insect analogy, the *Supreme Master* might be considered the queen of the vampire hive or colony, the other Masters his elite regional colony managers, the Secondary Vampires the workers, the Wild Ones the hive defenders, the mortals the drones, and the Intelligence the demonic deity they all serve. **Note:** A Master Vampire has 1,000-2,000 vampires under his direct control because a new Master is not created until there is an additional 1,000 vampires, requiring a Master to lead them. Until the new unit of 1,000 vampires is created, any number under 2,000 remains under the rule of the prior Master. In very large vampire nests, as many as 5,000 Wild Vampires may be ruled by a single Master.

Each village, town and small city has a king or Vampire Lord, with a hierarchy of subservient clans running the various operations of the community town. As always, the hierarchy follows the wolf pack dynamic. So-called *Vampire Lords* hold positions of authority and power and function as administrators. Vampire Lords are often elder undead who have more life experience, cunning and/or raw power than the undead who serve them. However, a Vampire Lord can be a vampire of any age who manages to acquire or take what he wants. It is important to note that, like wolves (and humans), some vampires are more powerful, aggressive and ambitious than others. The majority of vampires are happy with enough to live comfortably, and do not strive to be lords, kings or conquerors. For those who want to climb the vampire social ladder, treachery and murder are likely to be in order. While vampire society does not encourage murder of their fellow undead, it is understood that murder and treachery are necessary to take what you want and to usurp positions of power. More often than not, such “hostile takeovers” are one on one battles between two clans, with the winner taking it all and the loser limping off to plot his retaliation or find a place in the Vampire Kingdoms. Other times, however, such takeovers are all about treachery, backstabbing and murder that more resemble mafia-style coordinated assassinations and betrayal.

Vampire Kingdoms Cities & Towns. There are two major types of vampire dominated communities, the ones that are predominately humanoid occupied and those that are predominately inhabited by the undead.

The most common are the communities composed mostly of mortals. Only 2-7% of the population at such communities are vampires, the rest are normal humans and/or D-Bees. Typically the undead and their hu-

manoid subjects live and work in the same community, mingling freely with one another. At night, it may be difficult to distinguish vampire from humanoid servant or slave, at least until the visitor realizes who has an arrogant swagger or is barking orders and who looks sheepish or is scampering off in obedience.

The less common vampire community is one that is almost entirely inhabited by the undead. When this occurs, there is likely to be a dozen small, mortal villages and farms populated by humanoids who serve the vampire filled city. These tend to be the more savage and less sophisticated vampire cities typified by *Ixzotz*.

The mortals’ role in vampire society is that of servant, slave, plaything and food. As touched upon in parts of this book, the undead are predators, tyrants and hedonists. As such, they do not create or build. The vampire may come up with an idea, but it is his human slaves and servants who make it reality. Thus, the impressive stone pyramids, magnificent palaces, estates, gardens, and sprawling cities of the Vampire Kingdoms are designed and built by humans and D-Bees. It is also the mortal servants and slaves who function in the role of caretakers and maintenance personnel. Mortals take care of ALL physical and mundane tasks, from sweeping the streets and garbage collection to building houses, streets and pyramids. Likewise, it is the mortals who work the farms and ranches that feed the slave population. Worse, it is the elite members of the humanoid population that oversee the other servants and slaves, take care of the human cattle, drain their brethren of blood, dig their graves and bury their own kind in the service of the undead. The vampires lord over them, give them assignments, berate, torture and beat them while reaping the fruits of their labors. To the undead, this is how it should be. They are at the top of the food chain while humans and D-Bees are at the bottom. Vampires rule. Humanoids obey. And those who disobey are bled dry or tormented and forced into even harder labor. So vampires are the decadent and tyrannical ruling class, and mortals are their peasant serfs and slaves. The mortals do all the grunt work and hard labor, and the vampires laugh when the backbreaking work kills them.

Vampire warriors. It should be mentioned here that vampires play one more important role in vampire society; like the elite ruling class of the Middle Ages, Secondary Vampires are, in effect, feudal lords and knights, and thus it is their responsibility to fight on behalf of the vampire bloodline. Though there are mortal and monstrous henchmen who enforce the will of their demonic masters, any killing they do is usually against non-vampires and in treacherous ways. Henchmen backstab, assassinate and bushwhack individuals and small groups as well as use whatever underhanded tricks they must against their Master’s rivals and enemies. However, henchmen and non-vampire minions NEVER fight in wars in the name of the vampire bloodline. That is the responsibility of the Secondary Vampires and the Wild Ones they command. It would be inappropriate for a slave to stand with his superiors and fight along their side as an equal. Humans are servants, slaves and food, nothing more. They are never given weapons and asked to fight in a war. Never.

Humanity in chains. On average, the mortals of a given community outnumber the vampire population 20 to 1. In some cases, that number is three to five times higher. However, the human population is powerless. They have few resources, few weapons, no political power, and are nothing more than slaves or cattle. To call even a *loyal servant* a second-class citizen is a gross exaggeration, as they must bow and scrape before their masters and have no genuine freedom. *Henchmen* come closest to being second-class citizens and have a certain amount of autonomy and freedom, but most of it falls within the parameters of their duties to their master. Less than 2% of the mortal population fall into the category of henchmen, roughly 20% are servants, 38% are slaves, and the rest are cattle. Yes, you read right, *cattle*.

The Humanoid Food Pens. Forty percent of all humans and D-Bees within the Vampire Kingdoms are kept as livestock to feed the vampire population. The nicest food pens are actual farm or animal ranch communities where people seem to live a normal life, at least until the vampires come to take various members of the community away, never to be seen again. A third of the Humanoid Food Pens are prison-like compounds complete with guard towers, outer walls and blockhouse

buildings filled with prison cells; 2-4 humanoids are locked inside single jail cells. Another third of the food pens are squalid communities where the humanoid cattle live in a town-like environment, but the community is gated or walled, the population is locked inside the walls and never allowed to leave, and living conditions are, at best, poor. In the two latter environments, vampires, Chupacabras and their mortal henchmen monitor and manage the *food population*. They also select who goes to slaughter and when. Vampires are smart, so they do not usually drain a “cattle” humanoid all in one sitting. They often take 2-4 pints and return the humanoid cattle to a prison cell or the facility from which he came, to be bleed again and again until the poor thing finally wastes away or gets sick and dies.

In some ways, even more nauseating are breeding ranches, where human females are continually impregnated and bear children to be raised as food stock. The children are taken from the mothers one year after their birth, to be raised as livestock. Some are locked away in prison-like food pens, fattened up and put into the food pipeline by the age of 12. Prime human cattle are raised in idyllic village settings in a community of children. One or two midwives or teacher-like caretakers are in charge of the care of a designated group of 20 children. The children are allowed to play and frolic, doing simple chores (no hard labor) until about the age of 12, then they are shipped off to food pens or blood draining facilities where they are bled for vampire nourishment. The idea behind these idyllic Child Blood Farms is that being raised in a more natural and stress free environment makes their blood all the more sweet and delicious. Such Child Blood Farms usually have a dozen Secondary Vampires and their henchmen and servants running the operation. The vampires stay in the background and look in on the children at night, to avoid frightening them.

The feeding process varies from one vampire community to the next, and sometimes from one Vampire Lord or clan to another. Some insist on the delight of sinking their teeth into the actual flesh and blood victim. For them, part of the satisfaction of “the meal” is the horror and pain of the victim. Others like to pick out their live food like choosing a lobster from a fish tank, and have it brought to them for dining, or watch the blood be drained from the victim into goblets or bowls for their consumption. Others don’t care where the blood comes from as long as it is *human*; no inferior D-Bee blood for them. These vampires are likely to allow blood to be taken from humans via less painful medical procedures, such as a sterile hospital-like environment, and the bag or bottle of blood given to the vampire for his consumption. Since vampires need fresh blood, there are no “blood banks” in which blood is refrigerated and kept for days or weeks, but there are temporary holding facilities that contain thousands of gallons at a time. These blood providers line hundreds of humans in rows and strap them to machines to have their blood removed en masse.

The wealthiest and cruelest vampires might feast and kill their blood provider in one feeding, but only after torture. Those who like to play with their food might set the intended mortal meal loose in the wild with basic supplies and even a few weapons, and tell him/them to run, and then hunt down their meal. Once captured, the vampire(s) feed. Whether the monsters bleed their live prey completely or let him live might depend on the challenge the humanoid presented in the hunt. Vampires who want real sport go into Northern Mexico, the Yucatan or Central America to hunt “wild prey” – adventurers and heroes whose spirits have not been broken and who offer real a life-and-death challenge.

All of this is traumatic to the people used as food. Even arguably humane medical withdrawal of blood is traumatic to those forced to provide their blood to feed monsters. Many suffer permanent mental trauma, withdraw into themselves and become languid zombies who show no emotion. Others scream and cry the entire time. Some fight or try to run, only to be beaten into unconsciousness and strapped to a machine to have their blood taken. It is a terrible ordeal to be used as cattle. The constant withdrawal of blood takes its physical toll as well, with many food pen humanoids perpetually weak or sick. Since the undead are immune to human diseases, they don’t much care about the condition of the

blood donor, just that he or she survives to provide nourishment for as long as possible, without extraordinary means.

Resistance is futile. Even though humans and D-Bees outnumber the undead, vampires are *demons* who possess superhuman strength, an array of superpowers and are very difficult to slay. Thus, fighting them is suicide, and running away is almost as difficult and pointless. Vampires and their henchmen make a point of tracking down runaways so that other slaves recognize the futility of the attempt. Unless one has help from the outside by way of Vampire Hunters or the underground railroad, the chance of a successful escape is only 3%.

As noted in many places in this book, vampires are masters of manipulation and psychological warfare. They love to break their enemies’ will and dominate them. So not only are mortals physically dominated but they live in constant fear and misery. Vampire punishment is almost always harsh and extreme. Defy your master and he might only have you beaten, but your spouse raped and tortured, or your entire family slaughtered or sent to the food pens (same thing, only death takes much longer). Vampires love grandiose displays of power, so an angry vampire may slaughter an entire household or village as an example to dissuade others from making the same mistake. Mortal lives have little value to vampires. All of this is done for pleasure and to make the mortals they control too afraid or emotionally crippled to fight back or try to escape, and it works. Most hate their demonic enslavers but dare not raise their hand against them. Some come to accept their tormentors and the terrible life they live. They come to see their vampire masters as the superior beings they claim to be, and learn to be obedient servants. Some have come to see vampires as the new world order and try to make the best of their lives under the new way of life, even if it is at the expense of their fellow humanoids.

A warning to Vampire Hunters and Freedom Fighters. The undead all see humans and humanoids as primitive animals to be corralled, controlled, fattened and eaten like livestock. The Master Vampire is the most arrogant and manipulative of all and frequently partakes in games and tests of cunning and power against humanoid challengers. The perceived end to such enjoyable diversions is to prove the superiority of the undead in general, and his specifically. As one might suspect, Master Vampires are poor losers. Defeat and/or humiliation at the hand of a lesser being, especially true humans, is an unforgivable blow to the ego and will always require retribution. Thus a vampire’s lust for revenge is as legendary as his lust for blood. One does not begin a conflict against a vampire, especially a Master or Secondary in a position of power, unless they intend to see it all the way through to the destruction of the vampire. Failure to kill the vampire in charge makes a mortal enemy for life.

Trading Partners of the Vampire Kingdoms

Black Market: The Black Market maintains a strong presence in border towns like El Paso, Juarez and Monterrey, but as unscrupulous as they are, the Black Market refuses to (knowingly) sell their wares to vampires. The market is primarily human and D-Bee, and a large part of their clientele in the Southwest and Mexico hate and oppose vampires. Selling to bloodsuckers is an easy way to lose customers, and sometimes Black Market outfitters who are caught knowingly selling to the undead end up gunned down by Vampire Hunters or freedom fighters for being enemy collaborators. This threat doesn’t stop some vendors and go-betweens, however, and there is always at least one Black Market agent who thinks he has found the secret to increased sales by working with vampires. Most of the purchases made by the Vampire Kingdoms are conducted by human agents disguising their true intentions, so it is impossible to estimate the volume of goods heading south, even by those within the underground railroads and local communities.

Bandits and Cutthroats: Banditos, desperadoes and evildoers sometimes trade with or offer their services to the Vampire Kingdoms. Of course, to avoid capture and enslavement or outright slaughter, they must first find a Secondary Vampire to be their middleman and represent

them. Such transactions always take place away from the heart of the Vampire Kingdoms, and half the time the scoundrels don't realize they are actually working for the undead.

Horune Pirates: Rough and barbaric warriors of the waves, the alien Horune Pirates willingly trade with anyone they can, and rarely think twice about dealing with vampires. Splugorth and vampires are rivals and hate each other. As allies and sometimes servants of the Splugorth, the Horune have gotten into trouble several times for trading with the vampires of Mexico, but it doesn't stop them. They are not terribly concerned, as Lord Splynnryth is busy enough with his own pursuits and seldom bothers to try and oversee or direct the impetuous and aggressive pirates.

The Naut'Yll: Their travels sometimes put the militant Naut'Yll ashore in Central America and Mexico. With Atlantis's grip on the Atlantic and Caribbean, Naut'Yll traders have learned to sail up the Pacific side of South America to reach Mexico's western coast. As an underwater species, they have no reason to worry about vampirism among their population and don't care what the Vampire Kingdoms have in store for surface dwellers. With increasing frequency, submarines anchor offshore and dispatch groups of merchants inland to trade with the vampires, offering unique Naut'Yll weapons and technology in return for raw materials and other goods.

Naruni Enterprises: The Vampire Kingdoms and Naruni both share common enemies in the Coalition and the Splugorth. The Naruni have no qualms about selling weapons and equipment to vampires (they service even worse clients on other worlds), and have begun a routine but small-scale trading program. Vampires have little need for credits most of the time, but when they do, Naruni salespeople are happy to take them in return for high-tech equipment, weapons and vehicles. Large, heavy weapons like the plasma-cartridge machine-gun are particular favorites, as vampires' Supernatural Strength makes the gun manageable.

Vampire Kingdom Highlights

There are six major Vampire Kingdoms. Each engages in skirmishes and wars with the others, so most have not seen their population numbers or influence grow significantly over the last decade.

The Mexico Empire

Population Breakdown:

Mexico City: 2,300 Secondary Vampires, two Master Vampires, approximately 75,000 humans. The Vampire Intelligence is housed at the city of Tula, 70 miles (112 km) north of Mexico City. The original Master Vampire is the ruler of Mexico City and answerable only to the Intelligence.

Surrounding 30 mile (48 km) area: 18 humanoid villages, mostly farmers and raisers of livestock; approximately 17,000 total people (40% D-Bees).

Entire Mexico Empire Population: Approximately 3,100 active Secondary Vampires. 112,000 humanoids.

Mexico City – Capital of the Mexico Empire

Without a doubt, the Mexico Empire is the most advanced and civilized of all the Vampire Kingdoms. Pre-Rifts Mexico City was obliterated by earthquakes, volcanic fallout, storms and ley line eruptions during the Great Cataclysm (98% of the population), but a new city was

built in its place by the vampires. Although the humans in Mexico City are servants, slaves and food for the undead, they are treated with dignity and kindness. Their unusual relationship is one of mutual cooperation and unity, even though the vampires are the ruling power and can be cruel and demanding. The tech level is close to that of 20th Century Earth. Streets are paved and kept spotlessly clean by slaves, all buildings have indoor plumbing and electricity, there is basic manufacturing, advanced farming, and an education system for the humans; 60% of the population are literate in Spanish. There is free time for loyal servants, and recreation centers, theaters, saloons, restaurants, dance halls, stores, and everything else one would expect from a major metropolis. The city is about the size of Ciudad Juarez in the north, only newer, nicer and cleaner, has no gang problems, minimal crime, and is growing.

The humanoids and vampires maintain their astounding and unusual civil and friendly relationship because these vampire rulers have made an effort to create a certain degree of freedom and mutual prosperity. The undead do remind the humans they are a conquered people and that vampires are their superiors, but they also acknowledge the humanoids' ingenuity and abilities, and give them freedom to live their own lives. The Mexico Empire vampires are no worse than any human dictatorial regime, and better than most in the present day world of Rifts Earth. The vampires make the laws, administer punishment, and rule the people in a, mostly, fair and equitable way. The humans and D-Bees who abide the law can live long, happy lives.

The friendly environment between the humans and vampires of the Mexico Empire exists for three major reasons: **1.** The vampires have made an open effort to create a human-like society where the people would enjoy an appreciable degree of personal freedom and control over their world. The humans are even given the right to assemble, vote on city issues, and have representatives (elected by the humans) to express their views, concerns and needs in how they are governed to the vampire city council.

2. The vampires of the Mexico Empire have deliberately kept their number of vampires low and do not make a spectacle of their supernatural nature. The lower number of vampires means lower demands, especially for blood, on the mortal population. However, low numbers is potentially dangerous by conventional vampire wisdom. It means the vampires can become grossly outnumbered by both humanoids and rival Vampire Kingdoms. But this plan may work for the Mexico Empire, if their human subjects stand with them, not against them, in times of conflict.

3. The vampires do not personally bite people to drink their blood. Instead, the citizens are required to donate two pints of blood every three weeks. The blood donations are rotated in such a manner that there is always an ample supply of blood without taxing the community. Every big business has an employee blood donation clinic in the office and there are numerous public clinics for the rest of the population. The giving of blood has become so commonplace, quick (about 30 minutes) and painless, that most people don't even think about it. This is how life is and they simply contribute. There is even an incentive program for those who donate blood more often, within the limits of human safety, earning bonus points and receiving prizes, cash rewards and vacations! The gentle, clinical collection of blood has done a great deal to remove the monstrous aspect of the vampire. There are even laws and punishment for vampires who "go wild" and attack a citizen to feed.

As a result, the majority of the humanoid population is loyal and fairly trusting and supportive of their supernatural rulers. However, not everyone is content. There are humans and D-Bees who fear and hate their vampire masters. They may have a good and normal life, compared to the rest of Mexico, but they are a bird in a gilded cage and hate being ruled by demons. Freedom is an illusion and the vampires still pull all the strings. For example, people may be allowed to move to other communities in the Mexico Empire, but can never leave the Empire, not even to visit or travel to other countries. They are prisoners and possessions of the Empire. Similarly, vampires make all the big decisions and people who speak out too loudly or too often "disappear" in the night. Moreover, their vampire benefactors are predominately evil and make a point

of displaying their superiority, freedom and power. They are frequently condescending, arrogant, and denigrate their human slaves. Non-vampires of the Mexico Empire are very much second-class citizens and they are reminded of this often.

Conversely, there are vampires who see the laws and rules of the Mexico Empire as an abomination and a stupid social experiment. Who cares if the humanoid cattle are happy? They have difficulty understanding why humanoids should have any rights. They see things as very black and white: humans are the slaves, vampires are the masters, the end. These traditional minded undead (about 25% of the population) are outspoken and belligerent, and take their frustrations out by mistreating the humanoids they own. They are also the ones most likely to go "wild" and go on feeding sprees, attack citizens on the city streets or fly off to the wilderness or in the cities of rival vampire bloodlines on hunting trips so they may feed as vampires are meant to feed, on living prey who die in their hands.



Tula, a City in the Mexico Empire

Tula Population Breakdown:

Tula City: 900 Secondary Vampires, one Master Vampire, approximately 17,500 humans. Approximately 11,000 humanoid city residents (10% D-Bee), plus the villages, towns and food pens that dot the countryside around Tula.

Surrounding 6 mile (9.6 km) radius: 12 small towns and villages, mostly farmers and raisers of livestock; approximately 6,400 total people; 50% D-Bees.

The site of the Aztec ruins at Tula, about 90 miles (144 km) north of Mexico City, has been transformed. It is not so much a city as a fortified encampment. A hundred buildings fill the downtown district of Tula. One third are military style, Mega-Damage bunkers that house humanoid slaves, construction machines, combat vehicles, support equipment,

and 3,000 D-Bees. The D-Bees think they are only a labor force, but the vampires also see them as a secret P.P.E. reserve, to be slaughtered as needed in blood sacrifice to use their P.P.E. for magic in times of war. The impressive pyramid of Tula is the most imposing structure of the town. This is not an ancient ruin but a modern construction to house the defunct Vampire Intelligence of the Mexico Empire. The impressive structure covers two city blocks at its base and looms 400 feet (122 m) into the heavens. One might think the prominence of the pyramid makes it any easy target, but the edifice has both technological and magic protection. The average wall is 20 feet (6.1 feet) thick with an M.D.C. of 2,000 per 50 foot (15.2 m) section. In addition, the Tula pyramid stands directly on a powerful ley line nexus connecting it to the nexus at *Uxmal* and *Easter Island*, among others.

The pyramid is designed to harness the mystic energies that flow within it. One of the dimensional properties of the pyramid is that the Intelligence can make the entire structure temporarily disappear into a limbo dimension. Time within the pyramid can be altered, so for those within it when relocated to the limbo dimension, hours may pass, but outside only a few minutes have gone by. Or time can be accelerated so that for those inside the pyramid only a few minutes have passed but outside it has been hours. Or time may be adjusted to pass normally. The maximum amount of time that can be warped is 24 hours and time must always advance, even if it is at a very slow pace (it can never be stopped nor can one travel backwards in time). To teleport such a massive structure rooted to a particular dimension by ley lines is difficult and taxing, consequently the maneuver can be performed a maximum of once (gone and back) every 72 hours. If the Intelligence is slain while in the limbo dimension, the pyramid instantly returns to the Tula, Mexico location and begins to deteriorate (see *Killing the Tula Intelligence* that follows).

Inside the pyramid are several active dimensional portals. Stepping through a portal instantly transports the individual to a new location on Earth or to a completely different world. Earthly locations include the pyramid at *Uxmal*, the *Milta Vampire Kingdom* (at Milta), *Punta Ixtapa*, *Acapulco*, *Easter Island*, *Calgary* (Canada), *St. Louis Archway Rift*, *Old Detroit*, *Atlantis*, *Stonehenge* and an obscure location in *China*. All in preparation of eventual global conquest of the Earth. Any of these or others may be opened at any particular time.

Killing the Tula Intelligence. Killing the Vampire Intelligence at Tula will have the usual effect on his minions, but also has adverse effects on the Tula Pyramid. The Intelligence is the single element that controls the ley line energy and all the magical and dimensional aspects of the pyramid. If slain, there is nothing to contain the energy within the pyramid and it erupts like a volcano, spewing Ley Line Storms that race along each of the connecting ley lines; they last for 1D6 hours. Within 1D6 minutes after the Intelligence's death the pyramid begins to rumble and shake as if being struck by an earthquake. 1D6 minutes later, the M.D.C. walls begin to crumble and anybody inside or within 100 feet (30.5 m) of it outside suffers 4D6 M.D. every melee round (15 seconds). Explosions can be heard and waves of blue-white magic energy can be seen erupting from various points. 1D6 minutes after that, the controlled dimensional portals Rift open, unleashing 3D6 monsters from a variety of different locations on Rifts Earth and possibly other dimensions, none of them friendly. 1D6 minutes after that, the entire building crumbles into a pile of rubble. Psychics and men of magic within a hundred miles (160 km) will suffer a terrible headache for 1D4 days as a result of the P.P.E. backlash, and the nexus points at Uxmal, Milta and off the Pacific Coast surge and there is a 01-33% chance that a Rift will open at each location and stay open for 3D4 minutes before closing. 01-50% Something bad may climb out the Rift (G.M. discretion). 51-00% Nothing bad happens and nothing comes through the Rift to enter our world.

Anybody inside the pyramid when it collapses suffers the following fate.

01-20% Suffers 1D6x1000 M.D. and is probably dead.

21-40% Is hurled into the limbo dimension (see the Yucatan description in the **Rifts® Vampires Sourcebook** for details about this dimension).

41-60% Is transported to the demon haunted ruins of Old Detroit.

61-80% Is transported to the Milta Vampire Kingdom.

81-00% Is transported to Easter Island (may meet Lemurians there) or China (that could be quite the experience) or England near Stonehenge.

Mexico Empire Defenses & Resources

The Tula Pyramid is an important means of defense because it can be used to summon a variety of supernatural creatures; demons, elementals, henchmen and vampire warriors to different locations. But the Empire must also rely on its citizens and conventional war machines.

The militia: Henchmen and loyal servants serve as daytime protectors and city defenders. On the high-tech end, the vampires have turned some of their most trusted human servants into a defensive militia. Approximately 4,000 troops are located at Tula, with another 1,200 scattered across the Mexico Empire to keep its cities and communities safe from bandits and raiders. Of course, only a fool would raid the Kingdom, as vampires will seek them out and destroy them as soon as night falls. All are the equivalent of second and third level Mercenary Fighters or Coalition Grunts and Technical Officers. Special equipment, like hover vehicles, M.D.C. body armor, M.D. weapons, robot vehicles are primarily items that have been captured, stolen, or secretly purchased. In case of an invasion, the average citizen is also expected to fight, though they have no weapons or armor.

High-tech manufacturing and equipment: Tula and Mexico City have the ability to recharge Energy Clips and repair most weapons, M.D.C. armor and vehicles, as well as patch robots. Mexico City has a few body-chop-shops and can manufacture Urban Warrior and Crusader body armor, motorcycles, a small variety of hovercycles, a couple varieties of trucks and vampire slaying weapons like silver-plated and wood weapons, water weapons (no TW items) and bow weapons. All manufacturing capabilities existed *before* the vampires arrived and conquered the region. The Empire controls two small silver mines providing them with ample amounts of silver and silver weapons. The most common energy weapons include Wilk's, Northern Gun and Coalition items peeled from the bodies of adventurers and explorers captured and slain. **Note:** Horses, dinosaurs and animal-drawn wagons are a common means of transportation for mortals in the Empire.

Robots and power armor: The most precious and limited items are the extremely expensive Mega-Damage robot vehicles and power armor suits. Current resources include: 9 SAMAS, 1 CS Enforcer, 3 Behemoth Explorers, 10 Titan Reconnaissance Robots, 7 Titan TR-001 Combat Robots, 5 Titan TR-002 Explorer Robots, 9 NG-V7 Hunter Mobile Guns, 12 NG-V10 Super Labor Robots, 2 NG-M56 Multi-Bots, 1 Glitter Boy, 2 Triax X-10 Predator Power Armor, 11 Triax T-21 Terrain Hopper Power Armor, 12 Titan Power Armor, and 19 NG Samson Power Armor. **Note:** Half of the pilots in the armored division are under vampire enslavement/Mind Control, the others are Mexico Empire citizens who are trusted henchmen. The presence of such a large percentage of Mind Controlled humans is to prevent the free-willed humans from considering rebellion by seizing control of the robot defenses. However, the large majority of the free-will humanoids in the militia are loyal to the Empire, if not entirely loyal to the vampires themselves. The armed forces will fight to the death to protect their fellow citizens and their cities.

Magic: The Mexico Empire also has a couple dozen elite men of magic, mostly 1D4+4 level Ley Line Walkers, Mystics and Shifters.

Medical: Each major city has a large and excellent hospital and a half dozen small, modern, top notch clinics, all of which are experts in the removal of blood, blood storage and transportation. Most have laboratories and facilities equipped with reasonably up to date equipment and a well trained staff of Body Fixers, Cyber-Docs, Holistic Doctors, Psychic Healers, and nurses. Key personnel are typically Mind Controlled, henchmen or loyal servants, and the facility itself is run by the vampires. The standard field equipment for the militia is a bit limited, but sufficient to give patrols a portable bio-scan, robot medical kits (both) and first aid kits.

Other Cities of Note within the Mexico Empire

The Mexico Empire vampires own and control Teotihuacan, Itzatlán, Malinalco, and Xochicalco, all ley line focal points/ruins. A small nexus is found in northeast Mexico City, as well as at Teotihuacan and Malinalco. **Note:** The land all around Mexico City and throughout the Mexico Empire is dominated by intensive agriculture. The principle crops are tropical and citrus fruit, corn/maize, with some wheat, coffee, tobacco, and cotton. Cattle, pigs and sheep are also raised.

Teotihuacan is a small, modern looking city about 30 miles (48 km) northeast of Mexico City. Its most significant feature is its two ancient pyramids (builders unknown, predates the Aztecs; perhaps Toltec). Once a historical park, the pyramids are now part of a fenced in military installation that houses half the city's militia and six resident practitioners of magic. Both pyramids are considered ley line nexus points and offer great mystic power. Around the pyramid compound is the city, complete with an arena for bull fighting and other blood sports. **Population:** Approximately 23,000 humanoid city residents (30% D-Bee), plus another 1,200 in the surrounding 20 mile (32 km) radius.

Itzatlán is a comparatively small agricultural town. Its two most distinguishing features are its central storage area for crops and that it rests on a ley line. **Population:** Approximately 7,000 humanoid city residents (30% D-Bee), plus another 2,200 in the surrounding 20 mile (32 km) radius. Tiny farms and livestock villages dot the countryside around the larger cities.

Malinalco is the agricultural center of the Mexico Empire. The city is the second largest in the Empire (only Mexico City is bigger) and rich in farm and pastoral lands. In many respects it is simply a smaller version of the capital city with a focus on agriculture. A score of food processing, storage and distribution facilities are at the heart of the city's activity. The pyramid at the ley line nexus is used by a cadre of practitioners of magic, under the supervision of the vampires, to control the local weather within a 30 mile (48 km) radius around Malinalco. The wizards summon and dispel rains and elemental forces that promote optimum farming conditions and perform feats of magic that produce exceptional results. A full militia of 1,200 defend the region. **Population:** Approximately 38,000 humanoid city residents (20% D-Bee), plus another 3,500 in the surrounding 30 mile (48 km) radius. Tiny farms and livestock villages dot the countryside around the city.

Toluca is another important community with an emphasis on raising cattle, mostly cows and pigs. It is a sprawling, modern looking city about 30 miles (48 km) southwest of Mexico City. **Population:** Approximately 5,900 humanoid city residents (20% D-Bee), plus another 1,000 in the surrounding 20 mile (32 km) radius.

Morelia is one of the farthest border towns and in jeopardy from attack by the vampires of the Ixzotz Kingdom. The tech level of the city is low and mixed. The focus of this community is raising livestock, agriculture, and mining (oil, silver, lead, zinc and iron). The town and surrounding area is patrolled and monitored for Ixzotz aggression. About 20 miles (32 km) west is a minor place of magic, a half mile (0.8 km) long ley line. At the center of the ley line lies the *Tzintzuntzan ruin*, a place of magic. **Population:** Approximately 7,200 humanoid city residents (40% D-Bee), plus another 1,650 in the surrounding countryside.

Xochicalco is the site of an ancient ruin located about six miles (9.6 km) from the Malinalco nexus and in the northern point of a ley line power triangle. Consequently, Xochicalco is about twice as powerful as a normal ley line (though less than a true nexus). The ruins are occasionally used by the sorcerers sanctioned by the Mexico Empire. The site is owned and controlled by the Empire. A small town is located at the site. **Population:** Approximately 680 humanoid city residents (30% D-Bee).

Morelos (not to be confused with Morelia) is the most southern of the Mexico Empire's major towns and cities. The Empire lays claim to all the southern land from Punta Ixtapa to Old Acapulca (now a citrus fruit plantation) and Ometepe, but has no actual communities under their control there. The principle produce of Morelos is pigs, maize and tea. It is a quiet but growing community of about 13,000.



The Muluc Kingdom

Population Breakdown:

Muluc City: 2,900 Secondary Vampires, two Master Vampires, approximately 33,000 humans. The Vampire Intelligence is located somewhere in the Yucatan. The original Master Vampire is the ruler of Muluc City and answerable only to the Intelligence. Muluc City is located about 200 miles (320 km) north of Mexico city. A Second Master Vampire is found in the city of Muluc and Eltajin, and they are responsible for many of the raids into the Mexico Empire. Eltajin is about 110 miles (176 km) northeast of both Mexico City and Tula.

Surrounding 30 mile (48 km) area: Dozens of tiny humanoid villages, mostly farmers and raisers of livestock. A typical town has a population of 2D6x100 humanoids and 1D4x10 Secondary Vampires to dominate them.

Entire Muluc Kingdom Population: Approximately 4,000 active vampires, plus another 1,800 in suspended animation (staked). 78,000 humanoids (34% are D-Bees).

The technology of the Muluc Kingdom is middle to low technology, about equal to the pre-Rifts 1950s America. Much of the population is

dispersed among scores of villages and towns of farmers, ranchers and fishermen ruled by the undead. Only the cities of *Muluc* (the largest city) and *Ciudad Mante* are comparatively modern towns, but the entire kingdom operates on the more traditional means of vampire dominance and oppression.

Human enslavement and terror are the principle means of maintaining control over the humanoid population. Beatings, torture, public execution, and psychological warfare common to vampires are practiced with a cruel hand. The mortal population in most parts of the Muluc Kingdom live in terror and are predominantly servants, slaves and food. As such they have no rights and live in terrible conditions. While Mind Slaves and henchmen keep a paranoid eye open for rebellious attitudes, most of the mortal population has been beaten into submission or are too terrified to consider raising their voice in complaint let alone raise a finger against their undead masters or consider trying to escape. In some cases, it is difficult to know whether a person is a vampire's Mind Slave or not. The Muluc Vampire Intelligence and his Masters also like to place new Mind Slaves within the existing community to spy on its mortal population. Spying and secrecy are important to the paranoid vampires of Muluc. All of this keeps the majority of mortals docile as sheep. Not knowing who they can trust, the people keep their thoughts and feelings to themselves for fear a friend, neighbor or family member might report them. Like puppets of flesh and blood, they have no choice but to do as their vampire puppet-masters direct them.

As one might expect, the atmosphere at these villages and cities is one of apathy, despair, paranoia, and secrecy. The people look pale and drawn. Their eyes are dark and empty. There is no sparkle of life, no joy. They all lack emotion and even the children go about their daily chores in a quiet zombie-like manner. The people have been emotionally beaten into being submissive drones.

Dealing with Strangers. The people live, but are less alive than their undead masters. They show little emotion to the arrival of strangers; not fear, not joy, not apprehension. They simply continue on their drone-like activity. They will answer simple questions quickly and briefly. The tiny handful who might wish to warn a stranger, especially near dusk, will first look around to see if anyone is watching, for to give warning to strangers means death or worse. Children just stare at strangers forlornly and scamper away when approached. Unless a person is confident he can pretend he never saw the intruder, there is a 01-90% likelihood that any mortal inhabitant of Muluc would immediately report strangers to a henchman or vampire. Any animated and friendly people encountered by outsiders will be the vampires' Mind Slaves or henchmen pressing them for information and/or luring them into a trap. Visitors are usually kept them in town until the vampires rise with the setting of the sun. Then they are attacked and either destroyed or captured. Captives are usually added to the Blood Pool, a fate worst than death, or enslaved and made to join the work force or placed in a food pen.

The Muluc Blood Pool is a technological horror used to supply the vampires with their precious blood. A Blood Pool facility is found at Muluc City, Mante, Naranjos and Eltajin (the second largest city in the Kingdom). Thousands of humans are hooked up to life support and blood draining machines. They are emaciated, more than half are crippled or have been reduced to mental vegetable, all are weak and suffer from muscle atrophy. A third of the people are comatose. Those hooked to the machine are never allowed to get up from the machine, so most, with the passage of time, get bed sores or suffer from other illnesses. They are kept alive by artificial means: life support systems, nutrient fluids and antibiotics are pumped into them via intravenous feeding tubes, and psionic and magic healing are applied as necessary. The blood is drained on a daily basis. The amount of blood taken is always life threatening. However, state of the art medicine combined with magic and psychic healing keep the people alive and producing blood. Many of the healers involved in this horrid operation are Mind Slaves, but others are loyal servants happy it is not they hooked to the Blood Pool machines. The average life expectancy of these blood supplying human cattle is five to eight years.

The Problem with Muluc. The humanoid cattle and slaves of Muluc are well controlled by fear and despair. The problem of the Muluc Kingdom is mismanagement. Nothing is handled well. Crops barely sustain the mortal population, too many Vampires are continuing to be created for the resources at hand, pushing available food/blood supplies to the limit. Over population of Muluc vampires will force the vampires into yet another military conflict. The Kingdom finds itself in the frequent dilemma of finding and conquering more humans and D-Bees. However, doing so will incite war from one of the other Vampire Kingdoms before they are ready to make their move.

The Vampire Intelligence that dominates the kingdom is quite savage and this is the way it wants things done. Furthermore, the Intelligence's savage and aggressive nature makes the prospect of war a constant possibility. It wants to see the other Vampire kingdoms destroyed sooner rather than later.

The Muluc Kingdom relies far too heavily on its legion of vampires and their supernatural powers as its principle resource. This places too much strain on its human stock and on the vampires themselves. A significant loss of manpower would leave them facing mass starvation of the vampires or prolonged war. In the alternative, Muluc vampires are going into the north lands, Central and South America to capture more humanoids, as well as making purchases from the Horune who traffic in the slave trade. The Master have also taken to "staking" a large number of their vampire legions to put them in stasis until needed for war. This is clever and effective, but only a stopgap measure. Rival Kingdoms believe Muluc is the next kingdom to fall, but they've been saying that for decades, yet the kingdom still stands.

Muluc leaders are looking at launching a major raid on the Mexico Empire, who has humanoids to spare, and are constantly involved in border skirmishes and the kidnaping of humans throughout Mexico and Central and South America.

The City of Eltajin

Eltajin is the second largest city in the kingdom. It has approximately 1,300 vampires and 18,000 humanoids (35% are D-Bees). The importance of the city is that it controls a major ley line nexus that is part of a triad that connects with the powerful *Milta* and *Uzmal* nexus points to the south and east. A Master Vampire by the name of Queen Anna Dominguez rules the city. She has a Secondary Vampire who has the knowledge and proficiency of a 7th level Ley Line Walker (was 14th level) and still possesses a frightening amount of mystic knowledge and spell casting ability. He is her constant companion and protector. She also had a Witch protector, but she was killed in a raid from the vampires of the Mexico Empire. Her palace is located on top of a stone pyramid at the nexus. Anna and her vampire minions are responsible for the majority of raids on the Mexico Empire.

The city has little pockets of high technology, like the Blood Pool facility, but is primarily low tech and agricultural. Crops include citrus fruit, sugar cane, cotton and some other crops and livestock. A group of 500 Mind Slaves serve as the vampires' daytime protector and back up militia. An additional 1,100 henchmen comprise the remainder of the Eltajin non-vampire daytime forces. Among the Mind Slave defenders are 31 CS SAMAS power armor, 6 CS Enforcer robots, one CS Abolisher and 5 NG-Samson power armor, among others. **Note:** Eltajin is located about 150 miles (257 km) south of Muluc City and 110 miles (176 km) northeast of both Mexico City and Tula.

The Milta Kingdom

Population Breakdown:

Milta, Capital City: 1,100 Secondary Vampires, one Master Vampire, approximately 22,000 humans. The Vampire Intelligence is rumored to be located somewhere in the Yucatan, but it is really hidden in a subterranean lair at Milta. The original Master Vampire is the ruler of the Milta and answers only to the Intelligence. Another Master Vampire rules the city of Minatitlan.

Surrounding 30 mile (48 km) area: Dozens of small humanoid villages, mostly farmers and raisers of livestock. A typical town contains 3D4x100 humanoids and 1D6x10 Secondary Vampires to dominate them.

Entire Milta Kingdom Population: Approximately 3,100 active vampires, plus another 900 in suspended animation (staked). 69,000 humanoids (40% are D-Bees).

The Kingdom of Milta is the youngest of the current Vampire Kingdoms. In structure and function it is a combination of Muluc and the Mexico Empire. Like the Muluc Kingdom, it dominates and degrades its humans using fear, terror, spies and Mind Control. Also like the Muluc, technology is low and the kingdom's primary resource is its legion of undead. Like the Mexico Empire, Milta is experimenting with giving its human population a bit more freedom and has established a modern blood donation hospital and contribution system similar to the Mexico Empire. These operations are located at its two largest cities, Minatitlan and Milta. Likewise the powers behind the Milta Kingdom are striving to make technological advancements with plans to build modern cities. To this end, the Milta Kingdom has entered into a tentative peace treaty with the Mexico Empire. When it serves their purpose, the various kingdoms make deals with other Vampire Kingdoms, or agree not to attack while the other attacks a different kingdom, but a trade deal is something new. The treaty is a mutual nonaggression pact with provision for trade relations. The catalyst for this arrangement is Milta controls the largest oil refinery in Mexico, and the Mexico Empire has need for oil and petroleum products. Meanwhile, Milta has need of their technology and political expertise if they are going to grow and make improvements. With threats from the *Ixzotz* and *Muluc Kingdoms*, the nonaggression pact with Milta allows the Mexico Empire to concentrate on military action against those two kingdoms without having to worry about potential assault from Milta as well. **Note:** The nonaggression pact simply means that the two kingdoms agree not to attack each other, neither is obligated to help or protect the other from third party attackers.

The city of Milta is located in the southern hills of Mexico about 300 miles (480 km) southeast of Mexico City. Its most important feature is the Milta ruins that marks the ley line nexus. The ruling Master Vampire has his lair near the ruins. The city is spacious but dirty and primitive. The kingdom's humans are mostly farmers growing rich crops of citrus fruit, coffee and maize, as well as raising cattle and pigs.

Minatitlan is the second largest city in the Milta Kingdom and by far the most technologically advanced. More than 18,000 people reside in the industrial city, with 80% working in the oil drilling stations and refineries. Heavy manufacturing of oil equipment, pipes, and conventional work vehicles are also capabilities of the city. A Master Vampire and 800 Secondary Vampires oversee the smooth operation of Minatitlan. The city has become a bit of an experiment in the Milta Kingdom's consideration to allow its humanoid population greater freedom. The vampires here are less brutal, allow the humanoids more personal freedom, and they do not physically assault them to feed. Instead, the humanoids report to a hospital on a regular schedule to donate a safe amount of blood through sanitary hospital methods of transfusion. The morale among humanoids at Minatitlan is generally high and talk of progress and democracy is common.

The La Venta nexus is about 30 miles (48 km) to the east. It is not part of the Milta Kingdom and is reputed to be the lair of Death Weaver Demon Spiders. An unknown nexus exists about 60 miles (96 km) north-

east of *Teirra Blanca* on the “disputed border” of the kingdoms of Milta, Muluc and Mexico Empire. Two ancient ruins mark the ley line that runs parallel to the Gulf Coast.



The Vampire Kingdom of Ixzotz

Population Breakdown, circa 109 P.A.:

Ixzotz City: 1,900 Secondary Vampires, two Master Vampires, one Vampire Intelligence; approximately 9,500 humans.

Surrounding 30 mile (48 km) radius: A few dozen rural communities populated by farmers and ranchers surround Ixzotz. Each town has roughly 4D6x100 people and 5D6 Secondary Vampire overseers. Approximately 49,000 mortals (33% D-Bee) in and around Ixzotz City.

Entire Ixzotz Kingdom: Approximately 5,800 active vampires and 82,000 humanoids. Remember, this is the oldest and therefore largest of the vampire kingdoms in regard to the number of vampires.

Ixzotz (Eesh-zotz) is the oldest Vampire Kingdom in Mexico. The central city of Ixzotz is located on the bones of the pre-Rifts city of *Aguascalientes* along a ley line that connects to the Aztec pyramid at Tula (a nexus) and a Native American ruin 44 miles (70 km) northwest of the city. Emperor Ixzotz is a cruel dictator who is a control freak and abusive to the mortal population.

The humans who occupy the city are servants to the vampire elite. They wear collars and chains and look anemic. All of the city humans are completely submissive to their demon masters, never raise a hand against them and are petrified of strangers. These people have been the slaves of vampires for generations and know no other way of life. They are uneducated and largely unskilled (Vagabond O.C.C. with half the usual O.C.C. Skills and all other skills are from the Domestic skill cat-

egory and include skills like Dance, Play Musical Instrument, Sewing, Sing and so on).

The humanoids that live around Ixzotz City are slave labor and human cattle upon which the vampires feed. The people are uneducated farmers and raisers of animal livestock. They live quiet, hard days of labor or working the field or tending to animal or human livestock. The doors to houses are expected to be unlocked and whenever a Secondary Vampire appears looking for food or favor, they are to provide it. While most feedings are via humanoids from the slave pens, the vampires of Ixzotz believe it is important to remind their servants and slaves who is the master by feeding on them once a month. Children under the age of 12 are typically exempt from the monthly visitation and feeding. When the vampires are done, they leave, until next time. Resistance is likely to get the entire family slaughtered or sent to the food pens.

Other Cities of the Ixzotz Kingdom

The city of *Aguascalientes* is a town of 93 Secondary Vampires and 5,600 mortal residents. All around the town are dozens of tiny villages (40% D-Bee) inhabited by 5D6x10 villagers. The city had been established and built by humans and D-Bees before the vampires conquered it. As a result, two thirds of the city has electricity and indoor plumbing. The over-all level of technology level of the city is about equal to the Americas of the 1940s with bits of high-tech. During the day a visitor is struck by how deserted the town is. There are apartment buildings, houses, saloons, theaters, dance halls, gambling casinos, a hospital, an arena and sheriff's office, but few people. One cannot help but to notice that 50% of the windows in all the buildings have been bricked-up, boarded, or covered by heavy drapes and shutters. The streets are empty except for packs of 2D6+6 dogs that bay noisily at visitors and the occasional, pale-skinned person dressed in rags and chains scurrying to hide in the shadows. If one these pale inhabitants is physically stopped and questioned, the poor soul is panic stricken and pleads to be released; 20% of male and 40% of females and children may faint from being “accosted” by strangers. That’s how terrified they are of their undead masters. The villager refuses to answer most questions, but is quick to deny that he is afraid of anything other than the strangers questioning him. If asked about vampires, the character insist that there are no vampire here. Absolutely none! If released, the person run into the nearest building and hides for awhile. When he thinks the strangers are not looking, he runs to get the sheriff. If the villager is not released immediately, he will begin to scream for help.

Help arrives in the form of *the sheriff*, a huge, muscular, Brodkil demon who is a partial conversion cyborg bristling with bionic weaponry and slinging a rail gun. The sheriff is accompanied by four deputies: another Brodkil an what appears to be two Ores, all clad in crusader armor and carrying pulse rifles. The fourth is a human in robes (7th level Shifter). All are of evil alignments, but surprising polite, in a gruff and threatening sort of way. They demand the immediate release of any citizens in the strangers’ custody and then start questioning them. Failure to comply incites a battle. Four other similarly armed deputies are moving up behind the strangers to support the sheriff, and sounds of gunfire or confrontation get them running to scene within one melee round (15 seconds). A night 1D4 Secondary Vampires will join the battle.

Obedying the sheriff’s requests and inquiries gets a courteous response and friendly treatment from him and his men. He tries to answer any questions the visitors might have as best he can. He will name the city, explain that the person(s) they were speaking to are stupid slaves who don’t know anything, and that the majority of the people are away for a religious ceremony – or cattle round up, or harvesting crops, or similar special event – but that they will be back tonight. Depending on the situation and on the visitors, the sheriff may encourage them to be on their way or invite them to stay for the evening festivities. Booking their rooms at reasonable prices at the hotel near his office is quick and easy. Of course, those who stay will be captured by the vampires, stripped of their weapons and gear, and put in chains with the other labor slaves. Escape from *Aguascalientes* will be the prisoners’ next mission.

Zacatecas is the northern most city, located in the mountains 110 miles (177 km) from Ixzotz. Zacatecas is a town of 433 Secondary vampires and 5,900 mortals. All around the town are dozens of tiny villages (40% D-Bee) with 6D6x10 villagers. Most are sheep and goat herder, but farmers are present as well.

San Luis Potosi is about 80 miles (128 km) east of the central city. Here resides a Master Vampire and 790 Secondary Vampires, among a populace of 3,500 humans. This area is the agricultural center of the Ixzotz kingdom (for its human population, of course). Farms fill the country side, broken only by little villages and some cattle ranches. Another 7,000 or so humans labor in the fields. Actually these are the lucky ones, for their lives are fairly normal although under the yoke of demonic oppression. They are visited only three or four times a year to be feasted upon by their masters, for they must be strong to continue their work in the fields. Human Food Pens contain 10,000 humanoid cattle are kept in gated communities in and around San Luis Potosi.

Monero is a nightmare town. It is effectively a cattle town where livestock are bred and groomed for slaughter. Only in this case the livestock are not animals, but human beings. The town is located about 30 miles (48 km) south from Ixzotz and 20 miles (32 km) north of Leon. 220 vampires live at Monero; half sleep in the pre-Rifts ruins about two miles/3.2 km north of Monero. It is a filth town of weather beaten, wood buildings and a few M.D.C. bunkers, occupied by a company of 160 mercenaries that include Brodkil, Psi-Goblins and monstrous D-Bees. They are henchmen who protect and manage Monero. Most of Monero is human food pens and the mortal slaves forced to work them. Run-aways from the Monero food pens are hunted down and killed on the spot, no exceptions.

The food and breeding pens are huge fenced in papillons that resemble giant aircraft hangers. In fact Monero could be mistaken for an airfield from the sky. Each so-called pen is a giant barracks that houses approximately 200 adult humans (no D-Bees) and a large courtyard/field contained by an electrified fence for the human cattle to exercise. The people look healthy but apathetic, many are quite overweight. The entire scene is frighteningly reminiscent to the Nazi concentration camps of pre-Rifts times. The human cattle are given the best food to eat and toys to play with. They are not required to work or do anything but eat and reproduce. Ever so often, some portion of the 8,000 human cattle are loaded onto trucks and taken away, never to be seen again. The vampires who run the place have a private stock of human cattle to feed upon. If for some reason they must feed on people in the food pens, they are always careful to avoid doing any permanent damage. Cattle who die are given to the inhuman mercenaries to eat or are taken to the processing plant where they are butchered for meat and their bones ground to dust for fertilizer. **Note:** There are twice as many children present in these breed pens than adults, and there are no adults over the age of thirty.

Leon is a town built atop the ruins of the old pre-Rifts city of the same name. It is populated by approximately 6,000 humanoids (20% are D-Bees). The housing is good, the tech-level is about equal to the turn of the 20th century, 85% of the buildings have indoor plumbing, and the people are allowed to lead fairly normal lives. Though there are farmers and ranchers in Leon, most are skilled craftsmen – carpenters, electricians, mechanics, blacksmiths, builders, artisans, etc. They are part of the Ixzotz's elite workforce and may be sent on assignment across the kingdom. They are also called upon as militia and daytime protectors. This trust make these people loyal servants supervised by henchmen and Mind Slaves. Half the male population is equipped with energy weapons and light M.D.C. body armor provided by the vampires. Best of all, these skilled workers and loyal servants are seldom fed upon by the undead. **Note:** A meager 50 Secondary Vampires live in the town of Leon.

San Francisco del Rincon is the newest addition of the Ixzotz kingdom. It was a town of humans and D-Bees that grew too big to be ignored by the undead. It caught the eye of the Ixzotz vampires and was taken over and absorbed into the Kingdom. After nine years of vampire dominance, the population of approximately 4,300 humanoids (50% D-Bee) has not yet accepted the vampires as their lords and masters, so there are frequent acts of defiance and insurrection. Residents try to escape into

the hills, attack their would-be masters with sharpened pieces of wood, write graffiti and vandal property, and engage in general acts of civil disobedience. Vampire retribution is harsh and bloody, but the townspeople remain more defiant than one would imagine. Of course, many have acquiesced to vampire rule, but they too hate the undead would riot and destroy their enslavers if they could.. **Note:** The minions of *Xibalba* have secretly fueled the flames of rebellion by supplying weapons, equipment, encouragement and have helped stage a few escapes. Why? Why just to stir-up the pot and see what comes of it. 200 Secondary Vampires are trying to whip the town into shape.

Irapuato is dangerously close to enemy territory, and begins to encroach on the territory of the Mexico Empire. It was specifically established to test the tolerance of the rival Vampire Kingdom. It is occupied by 400 Secondary Vampires, 500 Wild Vampires and nearly 4,500 D-Bees; mostly Ogres, Psi-Goblins, and similar warlike, bloodthirsty types. In addition, a score of Necromancers and Shifters summing the dead and demonic minions are part of their ranks. The army has sat at Irapuato doing little for the last decade. However, they do dispatch raiding parties to destroy border villages, make raids into the Mexico Empire (which are quickly rebuked and sent packing) to steal supplies and cause malicious mischief, as well as target outsiders and travelers. Despite all this, the Mexico Empire has taken an holding action approach without attacking Irapuato, mainly because they know it is driving the Vampire Kings of Ixzotz crazy. Even just rebuking raids and handling border skirmishes, over the last 12 years more than 6,000 humanoid pawns and several hundred vampires have perished on both sides. A war between the two kingdoms, at Irapuato if nowhere else, seems inevitable.



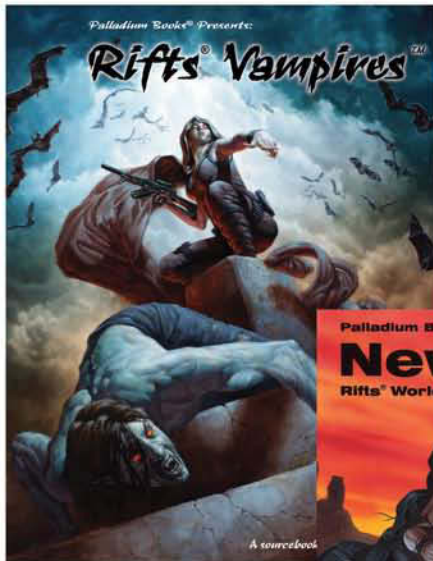
I hope you enjoy the *New Revised and Expanded Edition* of **Rifts® Vampire Kingdoms**. It is an ongoing labor of love for me.

While rewriting this fan favorite World Book, I tried to respond to and answer as many of the things Palladium gamers had requested as possible, and then some. A big part of that was redefining the vampires and adding more world information. Since most adventures in Mexico will take place in the northern two-thirds of the country, I made it and the undead my emphasis. Thus, you have a massive amount of information on the undead, vampire player characters, the border city-states of *El Paso* and *Ciudad Juarez*, rules for *creating your own villages*, information on how vampires rule such communities, the Wild Vampire packs of the north, other monsters and dangers, Vampire Hunters, weapons and more.

Fans of the original book might be momentarily surprised to see Reid's Rangers, Techno-Wizard Weapons, Werebeasts, traveling shows, Camazotz and the Yucatan *gone*. Don't panic. They are all featured in the upcoming **Rifts® Vampires Sourcebook**.

My apologies to those of you who were expecting some of the above in this book. I wanted it in here, too. Try as I might, we just couldn't squeeze it all in. There is such a wealth of material, I could write volumes about Rifts Mexico and the Vampire Kingdoms. In fact, I was working so hard on doing just that, I didn't realize I had gone over my 224 page count by more than 100 pages! Fortunately, we already had the **Rifts® Vampire Sourcebook** on the schedule, so I can put all this material, along with Desert Survival rules and more about the Vampire Kingdoms, in there. And I promise the Sourcebook will be released very, very soon.

– Kevin Siembieda, Publisher & Author



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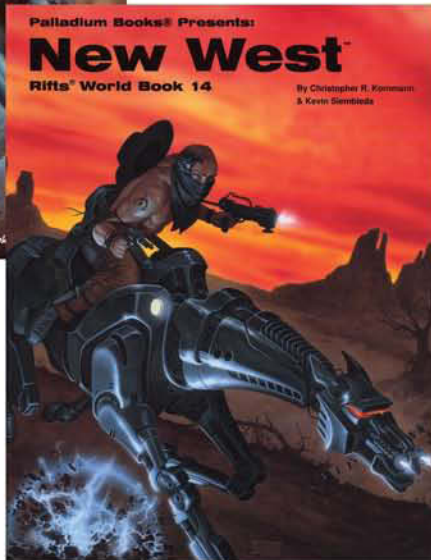
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